# Set_Use_Processed_Forces

Sets a flag that causes Visual3D to use the signals in the FORCE PROCESSED folder for computing frames for force assignments. Can also be done manually by going to Settings → Use Processed Forces...

## Pipeline Command

```
Set_Use_Processed_Forces
! /USE_PROCESSED=FALSE
;
```

See Also: Using Processed Signals

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Last update: **2024/07/03 17:42**