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.

Pipeline Command

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

See Also

You can also manually set to use the processed signals by going to **Settings → Settings → Use Processed Forces for Segment to Force Assignments**.

Learn more about using processed signals.

From:
https://has-motion.com/wiki/ - **Wiki Documentation Site**

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