

Set Use Processed Targets

Sets a flag that causes Visual3D to use the signals in the [TARGET PROCESSED](#) folder for computing [kinetics and kinematics](#) as well as [LINK_MODEL_BASED](#) items.

Pipeline Command

```
Set_Use_Processed_Targets  
! /USE_PROCESSED=TRUE  
;
```

See Also

You can also manually set to use the processed signals by going to **Settings → Use Processed Targets for Model/Segment/LinkModelBased items**.

Learn more about [using processed signals in general](#) and for [Link_Model_Based](#) items in particular.

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