Set Use Processed Targets

Sets a flag that causes Visual3D to use the signals in the TARGET PROCESSED folder for computing Kinetics and Kinematics.

Pipeline Command

Set_Use_Processed_Targets

! /USE_PROCESSED=TRUE

;

see also Using Processed Signals

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

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:other_commands:set_use_processed_targets&rev=1758050398

Last update: **2025/09/16 19:19**