

Pipeline Breakpoint

This command will place a breakpoint in the pipeline that will allow the user assess their current progress before continuing. A dialog will pop-up and a custom message will be shown to the user along with two buttons: one allowing you to resume and the other if you wish to halt. The command is as follows:

```
Pipeline_Breakpoint
/PAUSE_MESSAGE=
;
```

Formatting Message in RTF

The message can be formatted using a simple version of the rtf file format. For example, the following command will output four separate lines in the breakpoint prompt dialog

```
Pipeline_Breakpoint
/PAUSE_MESSAGE= {\rtf1\ansi\deff0
\pard One\par
\pard Two\par
\pard Three\par
\pard Four\par
}
;
```

Syntax Considerations

Consider the following command:

```
Pipeline_Breakpoint
/PAUSE_MESSAGE=08/09/2017 by WSS Speed = 0.4
;
```

This pause message includes several special characters, notably the forward slash (/) which is a special character for pipeline commands indicating that a parameter name follows immediately afterwards. If an equals sign, "=", follows Visual3D confirms that a parameter was specified. Two equals signs, "==", however, does confirm that a parameter was specified.

In this example, Visual3D searches for an equals sign after each slash because this logically indicates that the user has specified a parameter. The /Pause_Message parameter is assigned the string 08/09 and then Visual3D finds an equals sign after the next slash, so interprets the rest of the string as a new parameter "/2017 by WSS Speed = 0.4". Visual3D won't do anything with this parameter because it doesn't recognize it.

The solution to this syntax issue is to either remove the "=" sign:

```
/PAUSE_MESSAGE=08/09/2017 by WSS Speed 0.4
```

or to specify two equals signs “==”:

```
/PAUSE_MESSAGE=08/09/2017 by WSS Speed == 0.4
```

Example

```
!=====
! This script is an example using the Pipeline breakpoint command to allow
! the user to review the model and make adjustments before continuing.
!=====

! Fresh Workspace
File_New
;

!-----
! Apply model to motion files -
! Bring in static file and apply model template. Open motion files and
assign model
!-----

! Create hybrid model from static file
Create_Hybrid_Model
! /CALIBRATION_FILE=
! /SUFFIX=
! /RANGE=ALL_FRAMES
;

! Apply model template. The user will browse for the model file
Apply_Model_Template
! /MODEL_TEMPLATE=
! /CALIBRATION_FILE=
;

! Breakpoint for reviewing model
Pipeline_Breakpoint
/PAUSE_MESSAGE=Review the model and make any adjustments before continuing.
;

! Open motion files. The user will browse for the files
File_Open
! /FILE_NAME=
! /SUFFIX=
/SET_PROMPT=Open motion files
```

```
;  
  
! Assign tags to motion files  
Assign_Tags_To_Files  
/MOTION_FILE_NAMES=*walk*  
/TAGS=WALK  
;  
  
! Assign the model to the motion files  
Assign_Model_File  
! /CALIBRATION_FILE=  
! /MOTION_FILE_NAMES=  
! /REMOVE_EXISTING_ASSIGNMENTS=FALSE  
;
```

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