

Remove_Signals

Remove a signal from the data tree.

The details on the command are found below:

```
\\ Remove_Signals\\ /Signal_Types=The type of signal to be evaluated\\  
/SIGNAL_FOLDER==The signal folder\\ /INCLUDE_MODELS= TRUE or FALSE Assigning  
TRUE will remove signals from MODELS assigned to ACTIVE files\\
```

Examples

For example, remove one Derived signal and one Metric

Remove_Signals /SIGNAL_TYPES=DERIVED+METRIC /SIGNAL_NAMES= DERIVED1+METRIC1 !
/SIGNAL_FOLDER=PROCESSED+PROCESSED ; Signals can also be removed manually from the data tree

[Data_Tree#Deleting_a_Signal](#)

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

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:signal_commands:remove_signals&rev=1721149229

Last update: 2024/07/16 17:00

