

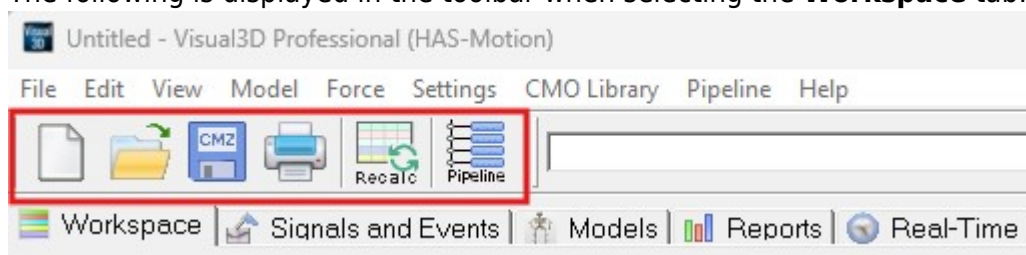
Visual3D Toolbar

The toolbar provides common buttons/tasks that can be done within Visual3D.

Depending on the current tab (Workspace, Signals and Events, Models, Reports, etc.), the toolbar options will change.

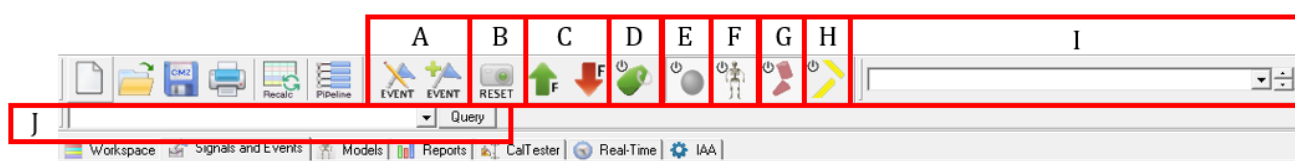
Workspace Tab

The following is displayed in the toolbar when selecting the **Workspace** tab:



Toolbar Button	Functionality
New Workspace: 	Empties current workspace and creates a new one. Can also be selected to close files shown in the Active File Combo Box , an alternative method of closing files is to use the pipeline command called File_Close
Open Files: 	Opens movement files. NOTE: Although default mask shows .c3d and .cmz files, this button can also open other file types such as ASCII files.
Save File: 	Saves workspace as a .cmz file.
Print: 	Opens the print dialog box.
Recalculate: 	Recalculates model and event data, can be pressed when changes are made to signals in order to apply it to the model
Pipeline Workshop: 	Opens the pipeline workshop dialog box, more information can be found at the following link: Visual3D Pipeline

Signals And Events Toolbar



A. Event Editing

Manually Adjust Events: Edit Events (Pencil) Add Events (Plus Sign)

B. Camera Reset

Reset the 3D Viewer to the default view

C. Force Vector Size

Adjust the scale of the force vectors in the 3D viewer

D. Target Labels

Turn on/off target labels in 3D viewer

E. Targets

Turn targets on/off in 3D viewer

F. Bones

Turn the bones on/off in the 3D viewer. This is a toggle button, so the button loops through the following options:

1. All Bones On
2. Kinetic Bones On
3. Kinematic Bones On
4. All Bones Off

G. Segment Geometry

Turn the Segment Geometry on/off in 3D viewer

H. Stick Figure

Turn Segment Lines on/off

I. Active File

Set the active file Active file defines what file is being processed and what file is displayed in the 3D viewer

J. Query

[Query](#) a set of files

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