

Visual3D is updated many times a year and we always recommend staying up-to-date so that you have access to the latest features and bug fixes. These release notes provide a summary of changes for releases since the major v2022.08 release.

Visual3D Release Notes

Updates in 2026

Visual3D Professional™

1. Updates for 2026.09.1

1. [Enhancement] Updated the [Remove_Signals](#) command to allow removing commands from the [Recalc pipeline](#).
2. [Enhancement] Updated the [Delete_Folder](#) command to allow multiple folders to be specified and to allow removing commands from the Recalc pipeline.
3. [Bug Fix] Visual3D would crash when using the display segment name (i.e. Right Knee) for the [Remove_Segment_Assignment_To_Force_And_COP](#) command when [default segment names](#) (i.e. RTH) were required.
4. [Bug Fix] Fixed a bug in the [Multiply_Signals_By_Constant](#) command, which failed when [Signal_Type](#) was [LANDMARK](#).

2. Updates for 2026.08.1

1. [Enhancement] Made internal adjustments to the [HDF5-based file format](#) that result in up to 50% smaller files than previously.
2. [Enhancement] Adjusted the shoulder's [joint radius ratio](#) for Visual3D's [automatic model for Theia3D data](#), resulting in more robust modelling.
3. [Bug Fix] Fixed a bug where Visual3D could crash when animating multiple motion files with [DATA_NOT_FOUND](#).
4. [Bug Fix] Fixed a bug where Visual3D could crash if it failed to compute a defined [landmark](#).
5. [Bug Fix] Fixed a bug where changing the start frame of a motion file from another CMZ under "Add/Modify Synchronization Motion Files" would cause Visual3D to crash.

3. Updates for 2026.07.1

1. [Pre-release] Preview for a new [HDF5-based file format](#) for motion capture analysis as an alternative to the [CMZ file format](#):
 1. The HDF5-based format is implemented alongside the existing CMZ format, which remains available throughout Visual3D
 2. Save the new HDF5 file format through Visual3D's graphical interface as well as the [File_Save](#) and [File_Save_As](#) pipeline commands
 3. Load the new HDF5 file format through Visual3D's graphical interface as well as the [File_Open](#) pipeline command
 4. Open Visual3D-saved H5 files with any utility or program that supports the HDF5 file format
2. [New Feature] Added new [Moving_STDDEV](#) pipeline command to calculate the Standard Deviation of a moving window.
3. [Enhancement] Visual3D now defaults to building Theia3D's 2026 model, including baseball bat and ball segments when tracked, providing full support for [Theia3D Apex](#).
4. [Enhancement] Visual3D's automatic model-builder now supports sex-specific regression equations from de Leva ([adjusted Zatsiorsky-Seluyanov](#)) for calculating segment inertial properties.

4. Updates for 2026.06.2

1. [Enhancement] Updated the [FP_Auto_Baseline](#) pipeline command to use different window sizes when treating forces derived from ORIGINAL and PROCESSED Analog signals.
2. [Bug Fix] Fixed a bug where appending a model template to an existing model could result in segments defined as "[Kinematic Only](#)" being assigned forces.

5. Updates for 2026.06.1

1. [New Feature] Added [Vector Coding](#) pipeline command.
2. [Enhancement] Refactored automatic model building for markerless data.
3. [Enhancement] The Link_Model_Based item [MODEL_ANGULAR_MOMENTUM](#) can now act across multiple subjects, including angular momentum of bat/club and player.
4. [Enhancement] Updated [automatic model-building for Theia3D](#) output files to use [adjusted Zatsiorsky-Seluyanov](#) regression equations for the pelvis and trunk segments when these values are not present in the C3D file.
5. [Bug Fix] Modified [Event_Create_At_Selected_Event](#) pipeline command so even if only one event from the list of events exists, it is still selected.
6. Updates for 2026.04.2
 1. [Bug Fix] Fixed a bug causing the pipeline command [Set_Data_To_New_Values](#) to crash the application.
7. Updates for 2026.04.1
 1. [New Feature] Added Ball modelling to [automatic model for Theia3D data](#).
 2. [Enhancement] Implemented both [Ball and Bat modelling for Theia3D data](#) using [multiple subjects](#), allowing multiple Ball and Bat objects to be modelled within a single session.
 3. [Enhancement] Added an Animation_Frame parameter to the [Set_Camera_Perspective](#) command, allowing the user to programmatically set the animation frame prior to saving images.
 4. [Bug Fix] Fixed a bug in [Force Assignments](#) when more than 1 custom force was manually assigned to a segment.
 5. [Bug Fix] Fixed a bug in [Report Graphs](#) in which [ALL_CMO_GLOBALS](#) did not populate the dialog.
 6. [Bug Fix] Fixed a bug in the [Add_Constant_To_Signals](#), [Subtract_Constant_From_Signals](#), [Multiply_Signals_By_Constant](#), and [Divide_Signal_By_Constant](#) commands where the specified signal component was used inconsistently compared to previous versions of Visual3D.
8. Updates for 2026.03.2
 1. [Enhancement] Code refactor for processing markerless motion capture data.
 2. [Bug Fix] The “Create New Muscle” button in the Model-builder's [Muscles tab](#) did not work; this has been fixed.
9. Updates for 2026.03.1
 1. [New Feature] Added [Append_Recalc_Pipeline](#) command which allows users to append pipeline commands to the workspace's RECALC pipeline.
10. Updates for 2026.02.1
 1. [Enhancement] Updated the [Interpolate](#) command to better estimate the position of discontinuous events like ball strike.
 2. [Bug Fix] Fixed a bug where using the [Remove_Segment_Assignment_To_Force_And_COP](#) command for multiple files without a start and end frame would lead to a crash.
 3. [Bug Fix] Fixed a bug where components from [Metric_Signal_Value_At_Event](#)'s legacy parameter SIGNAL_COMPONENTS would not be correctly matched with their corresponding signals.
 4. [Bug Fix] Fixed a bug where the [Metric_Compute_Volume_of_a_Convex_Hull_Across_Frames](#) command would not produce a result.
11. Updates for 2026.01.3
 1. [Bug Fix] Fixed a bug where JSON format exports would unnecessarily export “0.0” when the value of the signal in question was 0.
 2. [Bug Fix] Fixed a bug where an event could not be deleted within an event sequence.

12. Updates for 2026.01.2

1. [New Feature] Users can now save their default [kinetic thorax for Theia models](#) across sessions
2. [Enhancement] Modified the [compute planar angle](#) to allow ROTATION signals to represent locations
3. [Bug Fix] Fixed a bug where text exports were removing empty frames unnecessarily
4. [Bug Fix] Fixed a bug where the New_File pipeline command would result in inconsistent lab coordinate systems between the application's analysis and the animation viewer

13. Updates for 2026.01.1

1. [New Feature] Added a new pipeline command named [Remove_Segment](#) that allows users to remove a segment from one or more link models.
2. [Enhancement] Visual3D's [automatically-built model](#) for C3D files from Theia3D now includes the [baseball bat segment](#) tracked as of Theia3D v2025.2.0.
3. [Bug Fix] Fixed a bug where animating a segment defined by a rotation matrix would lead to a crash.
4. [Bug Fix] Fixed a bug that would cause landmarks to not be created properly when a model template was saved and then re-applied.

Updates in 2025

1. Updates for 2025.12.1

1. [New Feature] Visual3D can now read in Delsys Trigno Discover EMG files.
2. [New Feature] New Add_Muscle command allows muscles to be defined as part of a Visual3D pipeline.
3. [Enhancement] The ANGULAR_MOMENTUM model-based item now includes the option to save the remote term and allow custom normalization.
4. [Enhancement] Updated the Create_Target and Create_Rotation pipeline commands to be able to act on secondary models as well as the primary model.
5. [Bug Fix] Fixed a bug in the Add_Landmark pipeline command where specifying both targets and a reference segment would cause incorrect calculations.
6. [Bug Fix] Fixed a bug where Set_Pipeline_Parameter failed to recognize when a "+" character should be part of a string.

2. Updates for 2025.11.4

1. [Enhancement] Added an option to import C3D Parameter groups in the Import_Signals_From_C3D_File command.
2. [Enhancement] Added the /ITERATION_PARAMETER_COUNT_BUFFER parameter to the For_Each command, allowing multi-character counters when dynamically building strings, e.g., file names.

3. Updates for 2025.11.3

1. [Bug Fix] Fixed a bug where Select_Active_Files did not properly act on the /QUERY parameter when a CMO Library was loaded, which resulted in the wrong files being made active.

4. Updates for 2025.11.2

1. [Enhancement] Included new object files for animating baseball bats and Fujitsu-specific head segments.
2. [Enhancement] Increased the robustness of the Manage_File_Merge command to different file/folder naming conventions when merging multiple sessions at once.

5. Updates for 2025.11.1

1. [Bug Fix] Fixed a bug in the merge command where the event_labels were not merged with the analog signals

2. [Bug Fix] Fixed a bug where secondary models with Inverse Kinematics constraints would not be processed properly.
3. [Bug Fix] Ensured that JSON exports display the correct number of frames when exported signals are of different lengths.
4. [Bug Fix] Fixed error that would occur when only 1 or 2 locations were specified for Compute_Planar_Angle.
5. [Bug Fix] Fixed a bug where Helen Hayes pelvis segments created before 2016 were not read in correctly from the CMO file.
6. Updates for 2025.10.2
 1. [Bug Fix] Fixed a bug that prevented using a Reference Location when building a Landmark.
7. Updates for 2025.10.1
 1. [Enhancement] Removed character limit from the Report Graphs' Search/Replace graphical interface.
 2. [Bug Fix] Fixed bug that prevented the Coda pelvis segment from being saved to CMZ files.
 3. [Bug Fix] Fixed bug where an export to OpenSim .mot file would lead to an infinite loop.
 4. [Bug Fix] Fixed bug where renaming targets via the Rename_Signals command did not properly update the affected model segments.
8. Updates for 2025.09.1
 1. [Enhancement] Added ability to import props using File_Open for MVNX files.
 2. [Enhancement] Added queries to Search and Replace feature for Report graphs.
 3. [Enhancement] Modified Add_Graph_Annotation to apply to multiple Report graphs at once.
9. Updates for 2025.08.1
 1. [New Feature] Added capability to open JSON files containing MLSE format markerless motion capture data. This functionality is available through File_Open and includes automatic model-building.
 2. [Enhancement] Extended the Manage_File_Merge command to allow multisubject files to be merged.
 3. [Bug Fix] Fixed bug in Append_Model_Template for multisubject files.
 4. [Bug Fix] Automation commands did not always process wildcards properly, this has been addressed and new processing results added for these cases.
10. Updates for 2025.07.2
 1. [Bug Fix] Fixed an bug where using wildcards to specify file names did not behave as expected when the file name did not include a complete folder path.
11. Updates for 2025.07.1
 1. [Bug Fix] Fixed regression where Visual3D ASCII-format files would fail to be imported.
12. Updates for 2025.06.2
 1. [Enhancement] The Distance_Along_Path, Distance_Parallel_To_Path, and Distance_Perpendicular_To_Path commands have all been extended to the case of 1D and 2D signals.
 2. [Enhancement] Average>Loading_Rate function added to Evaluate_Expression.
 3. [Enhancement] Treadmill_Velocity function added to Evaluate_Expression to estimate treadmill velocity from TARGET signals.
 4. [Enhancement] Signal_Value_At_Event function added to Evaluate_Expression.
13. Updates for 2025.06.1
 1. [Enhancement] Added option to specify only 1 frame "inside the assignment" when removing force assignments.

2. [Enhancement] Added the value of the Reduced FPMIn to the Minimum Force dialog for FP_Auto_Baseline.
 3. [Enhancement] Updated the default text for the Manage_File_Merge command to reflect what is present in the dialog. Backwards compatibility is maintained for scripts using the legacy Manage_Theia_Merge command.
 4. [Bug Fix] Evaluate_Expression could have trouble distinguishing between File Tags and Strings when parsing expressions.
14. Updates for 2025.05.2
1. [Enhancement] Add a File_Tag_Exists function to Evaluate_Expression, allowing pipeline scripts to check whether or not a particular file tag exists in the workspace.
15. Updates for 2025.05.1
1. [Bug Fix] Compute Model Based Data dialog fails to convert joint name to signal name the first time the pipeline command is edited.
16. Updates for 2025.04.2
1. [Bug Fix] Mouse-over of a report graph previously limited the text display to 80 characters. This is now extended to an unlimited number of characters.
 2. [Bug Fix] Minor bug fixes.
17. Updates for 2025.04.1
1. [Enhancement] Mouse-over of a report graph previously limited the text display to 80 characters. This is now extended to an unlimited number of characters
 2. [Enhancement] Added the Modify_Signal_Rate command to modify the point, analog, and rotation rate without resampling the data. This was intended to correct errors in the sampling rate stored in the parameters.
 3. [Bug Fix] The Set_View_Options command did not save to the registry properly.
 4. [Bug Fix] Minor bug fixes.
18. Updates for 2025.03.2
1. [Enhancement] Substantial changes to the Metric_Time_Of_Global_Maximum_From_Event command relating to which components can be exported and which components can be used for the event detection.
 2. [Enhancement] Added a model metric for Sex to the Manage_File_Merge command. This was made necessary by recent Theia3D releases which include inertial parameters separated by Male and Female.
 3. [Bug Fix] The Event_Maximum command failed to select the correct point frame based on the subframe found. This happened randomly when the subframe was in the middle of two frames.
 4. [Bug Fix] The Add_Landmark command crashed when a model expression for distance contained rotation signals.
 5. [Bug Fix] Several minor bug fixes.
19. Updates for 2025.03.1
1. [Enhancement] Allow a model of one subject to exist over multiple static files
 2. [Enhancement] Update compute model based dialog for multiple subjects and multiple models
 3. [Enhancement] Add new command Copy_Segment_Assignments_To_Force_And_COP allowing the GRF to be applied to more than one subject simultaneously
 4. [Enhancement] Add a new C3D parameter for the sex of the subject.
 5. [Enhancement] Add an option to Manage_File_Merge to specify a virtual lab
 6. [Bug Fix] Fixed a bug in Add_Landmark should a customer include the reserved string ORIGIN in the definition
 7. [Bug Fix] Fixed a bug where the Coda pelvis wasn't being animated correctly when a CMZ file is opened
 8. [Bug Fix] Several minor bug fixes

20. Updates for 2025.02.1

1. [Enhancement] Updated Pipeline Command Remove_Unlabeled_Points to accept a user defined prefix
2. [Bug Fix] Fixed a bug where Modify_Subject_Parameters Command did not remove C3D Subjects without removing subject prefix signal names.
3. [Bug Fix] Fixed a bug where Metric_Mean would fail for legacy parameter /SIGNAL_COMPONENTS

21. Updates for 2025.01.1

1. [Enhancement] It is now possible to remove the "Sex" field from the Subject Information page for Reports.
2. [Enhancement] Modified infrastructure for plug-ins, enabling meta-commands to be used from the Visual3D engine.
3. [Bug Fix] Fixed a bug where the Export_Data_To_Ascii_File command did not properly handle the situation where certain subject tags were active. In particular, the command now appropriately handles exports for "missing" signals.
4. [Bug Fix] Fixed a bug where Visual3D would crash when animating multiple files without an event sequence.

Updates in 2024

1. Updates for 2024.11.2

1. [New Feature] Added five new model-based items: FREE_MOMENT, JOINT_FORCE_POWER, MUSCLE_MOMENT_POWER_DISTAL, MUSCLE_MOMENT_POWER_PROXIMAL, and JOINT_TRANSLATIONAL_POWER.
2. [Enhancement] Added new function Point_Tracked_By_3Points to the Evaluate_Expression command.
3. [Bug Fix] Fixed a bug where using a text signal as an expression for signal components failed.
4. [Bug Fix] Fixed a bug where markers without associated data would be erroneously created with zero values.

2. Updates for 2024.11.1

1. [Bug Fix] Fixed a bug where file name conventions used across multiple sessions would cause the wrong files to be merged by the Manage_File_Merge command.

3. Updates for 2024.10.4

1. [Bug Fix] Removed Right Clavicle and Left Clavicle as default segments as this caused a conflict with legacy files.

4. Updates for 2024.10.3

1. [Bug Fix] Fixed a bug for the Manage_File_Merge command relating to the reconciling units of measurement between files when importing signals from a C3D file.

5. Updates for 2024.10.2

1. [New Feature] Can now read in .bvh files output by Fujitsu's Human Motion Analytics technology, including initial model-building and parameter writing as well the ability to export this file to a C3D file.
2. [Enhancement] Improved the Set_Animate_Multiple_Files command, including the use of event sequences for offsets instead of requiring frame numbers.

6. Updates for 2024.10.1

1. [New Feature] Added a new model-based item for MODEL_COG_ACCELERATION for the acceleration of the model's centre of gravity

2. [Enhancement] Added a “start from index” parameter to Evaluate_Expression's String_Reverse_Find function
3. [Bug Fix] Floating images now maintain their position in reports
4. [Bug Fix] Text metric tables no longer add errant “;” characters to the list of values
7. Updates for 2024.09.1
 1. [Enhancement] New function in Evaluate_Expression for calculating cumulative sums with the syntax “Cumulative_Sum(signal, initial_value, start_event, end_event)”
 2. [Bug Fix] Fixed bug where floating images in reports would not be placed in their correct position upon opening a saved workspace
8. Updates for 2024.08.5
 1. [Enhancement] Added an option to display selected landmarks or targets in the 3D animation viewer
9. Updates for 2024.08.4
 1. [Bug Fix] Fixed a bug where Visual3D did not recognize the Analog Ratio when importing analog signals into C3D files output by Theia3D's 2024 release
10. Updates for 2024.08.3
 1. [Enhancement] Additional updates for the Theia3D 2024 release
11. Updates for 2024.08.2
 1. [Enhancement] Additional updates for the Theia3D 2024 release
12. Updates for 2024.08.1
 1. [Enhancement] Implement loading of Foot Contact signals in mvnx files
 2. [Enhancement] Update Visual3D for the Theia3D 2024 release
 3. [Bug Fix] Animating muscles now draws for primary and all secondary models
 4. [Enhancement] Create pipeline parameters for returning folder names
13. Updates for 2024.07.2
 1. [Bug Fix] Fixed a bug relating to downsampling the ANALOGTIME signal
14. Updates for 2024.07.1
 1. [Bug Fix] Many small bug fixes that were discovered during regression testing
 2. [Enhancement] Ongoing implementation of improvements to multisubject processing
15. Updates for 2024.06.2
 1. [Feature] Added a new filter for quaternions
 2. [Enhancement] Merge Files command has a new option to create a model for all c3d files loaded.
 3. [Enhancement] Export_Data_To_Ascii_File now exports an Event_Sequence
16. Updates for 2024.06.1
 1. [Feature] Added a new model based item for JOINT_QUATERNION.
 2. [Enhancement] Added an option to specify an Event_Sequence for drawing target/landmark trails in the 3D viewer
 3. [Bug Fix] The user specified color of force platforms was not used when the user selected a custom background colour
 4. [Bug Fix] Evaluate_Expression function Gravity_Vector did not return a value
17. Updates for 2024.05.3
 1. [Enhancement] Added a new reserved character for the space character in file and signal names related to Qualisys PAF applications.
18. Updates for 2024.05.2
 1. [Bug Fix] Modified naming convention related to Qualisys PAF applications.
19. Updates for 2024.05.1
 1. [Enhancement] Added the ability to define the scale, position, and size of the floor in the 3D viewer. This allows viewers to define a ground that is sloped (i.e. a pitching mound). The transformation is stored in the cmz file allowing individual cmz files to have unique “floors”

2. [Enhancement] Extended the implementation of a shadow segment. For Theia and XSens data, shadow segments are added automatically to the model for the thorax and feet
 3. [Enhancement] Extended the implementation of the automatic model for XSens mvnx files. No longer is the model implicitly defined in Visual3D. 4x4 Rotation matrices are created automatically from the mvnx file, allowing the user the ability to modify individual segments in the model, and to more easily adapt segments.
 4. [Enhancement] Added more functionality to the Manage_Theia3D_Merge command that permits intermediate pipelines in the process
 5. [Bug Fix] Fixed several minor issues related to multiple subjects/multiple models in a workspace
 6. [Bug Fix] Many small bug fixes
20. Updates for 2024.03.3
1. [Bug Fix] Fixed a problem where a shadow segment would not work properly when part of an IK chain.
 2. [Bug Fix] Fixed an issue where the reference object for a shadow segment was not being set correctly.
21. Updates for 2024.03.2
1. [Bug Fix] Fixed a problem with legacy pipeline command parameters for the Manage_Theia3D_Merge pipeline command.
 2. [Bug Fix] Fixed atan2 expression to ensure that it sets the derived signal's data rate.
 3. [Bug Fix] In calculating functional joints, added a guard against the case where a Target has more frames than the C3D parameters specified.
22. Updates in 2024.03.1
1. [Enhancement] Added ways for the user to specify their file structure when using the Manage_Theia3D_Merge pipeline command.
23. Updates in v2024.02.2
1. [Bug Fix] Fixed a backwards compatibility issue for the Manage_Theia3D_Merge pipeline command's parameters.
24. Updates in v2024.02.1
1. [Enhancement] Added support for Theia3D versions that export Theia Model 10 or higher
 2. [Bug Fix] Modified FP_Auto_Baseline for an unusually light subject
 3. [Enhancement] Modified Shadow Segment functionality

Updates in 2023

1. Updates in v2023.12.1
 1. [Bug Fix] Fix FP_Auto_Baseline for unusual customer force platform and subject weight which used incorrect representative zero frame
 2. [Bug Fix] Fix query using the CMZ/CMO Library
 3. [Bug Fix] Fix C3D file read for old NDI files
 4. [Enhancement] Support other signals in Real-Time for Compute_Planar_Angle
 5. [Bug Fix] Fix Real-Time image switching when streaming a short C3D File.
2. Updates in v2023.11.2
 1. [Bug Fix] Fix regression in subject metrics which can cause the first 5 metrics read from .cmz file to not be calculated properly.
3. Updates in v2023.11.1
 1. [Enhancement] Performance improvements in computing pose and landmarks
 2. [Enhancement] Add new segment type Shadow Segment which shadows another segment

3. [Enhancement] Add expression function to convert data To_String(...)
4. [Bug Fix] Report Subject item overlapped diagnosis on the wrong line
5. [Bug Fix] Metric_Signal_Value_At_Event incorrectly did not process the instance parameter
6. [Bug Fix] Fix numeric string identification which incorrectly identified certain strings as numeric
4. Updates in v2023.10.2
 1. [Usability] Prompt user if they are creating a segment for ALL_SUBJECTS when there is more than one subject to ensure they intended to do that.
 2. [Bug Fix] Fix for memory issue occasionally on start of Visual3D.
 3. [Bug Fix] Fix graphing mean and stddev when graphing subjects.
 4. [Bug Fix] Fix out of order secondary model building in certain circumstances.
 5. [Bug Fix] Fix for crash reading library (.cmx) files when .cmz files are very large. Requires re-indexing library if you have problems crashing because .cmz files are too large. This should be a rare problem browsing the library.
 6. [Bug Fix] Additional fix for Spline function when the entire signal being used for Spline is No_Data.
 7. [Bug Fix] Allow Temporal Distance metrics when there are no models assigned to the motion file, but events are present.
 8. [Bug Fix] Fix numeric check which allowed 2023.10.2 to be incorrectly interpreted as numeric instead of string.
5. Updates in v2023.10.1
 1. [Bug Fix] Fix Spline function in expressions that caused incorrect No_Data data point at the end of the signal. Also fix Spline when signal contains No_Data in the middle of the signal.
 2. [Bug Fix] Fix commands using 'Left' and 'Right' to be calculated such as in Metric_Signal_Stats.
 3. [Enhancement] Speed up editing large scripts that were very slow in the pipeline editor.
 4. [Bug Fix] Fix Graphing where lines were not being set to bold.
6. Updates in v2023.09.3
 1. [Bug Fix] Revert code included in expression memory blow up fix which was incorrectly constructed and not part of the actual memory issue fixed in 2023.07.1
7. Updates in v2023.09.2
 1. [Bug Fix] Fix commands needing signal components
 2. [Bug Fix] Export to Ascii fix for empty strings
 3. [Enhancement] Compute Link Model Based dialog tweak
8. Updates in v2023.09.1
 1. [Bug Fix] Revert Export to Ascii signal ordering for consistency of columns with previous releases.
 2. [Bug Fix] Minor fix in FP Auto Baseline which is a very insignificant change in baseline result.
 3. [Bug Fix] Fix commands needing signal components - errors stemming from getting signal parameters internally.
9. Updates in v2023.08.6
 1. [Bug Fix] Reports Lines would not show up in bold in the viewer, but would when printing.
 2. [Bug Fix] Fixed a few bugs related to ExportToAscii, adding muscles, and several other minor fixes.
10. Updates in v2023.08.5
 1. [Bug Fix] Fix parsing parameters in command Metric_To_Fit_Signal_To_Line
 2. [Bug Fix] Fix bug reading VRML file
11. Updates in v2023.08.4

1. [Feature] Add option for Export_To_Matfile, Export_Polygon_C3D_File to allow creation of output folder.
2. [Bug Fix] Fix parameter parsing of signals for Set_Data_To_New_Value and Command_Metric_Trajectory_Ellipse
12. Updates in v2023.08.3
 1. [Bug Fix] Fix parsing of resulting metric folder when PROCESSED is not used.
13. Updates in v2023.08.2
 1. [Bug Fix] Fix crash caused by parsing error looping
14. Updates in v2023.08.1
 1. [Bug Fix] Fix crash and processing error in command Metric_Signal_Value_At_Event
15. Updates in v2023.07.2
 1. [Bug Fix] Fix Real-Time sounds for sound files, as well as yellow/red warning graphs for 2D graphs
16. Updates in v2023.07.1
 1. [Enhancement] Add exclude event handling to Temporal and Distance calculations
 2. [Enhancement] Add ability to graph only X, Y and Z for target data
 3. [Enhancement] Add ability to create folder when using File_Save_As
 4. [Bug Fix] Fix subject processing for special cases of tagging different subjects differently across files.
 5. [Bug Fix] Fix a minor bug with DFT power.
 6. [Bug Fix] Fix bug with a network file open of an empty file
 7. [Bug Fix] Fix expression handling which could cause stack memory to be exceeded.
 8. [Bug Fix] Fix ambiguity referencing Gravity in expressions which could become ambiguous with Gravity from the model
 9. [Bug Fix] Fix crash editing non-2D Graph report items when an Interactive Graph exists.
17. Updates in v2023.06.7
 1. [Bug Fix] Fix regression in commands by reinitialization of commands between calls. Subsequent calls were being seeded with the signals from previous calls which is incorrect behavior.
 2. [Bug Fix] Fix empty Kinatrax file that was causing a crash.
 3. [Bug Fix] Fix a rare circumstance causing IK to fail.
18. Updates in v2023.06.6
 1. [Bug Fix] Fix expression for PI() function which was inadvertently broken in 2023.06.3
 2. [Bug Fix] Fix for expression which caused a stack overflow
 3. [Bug Fix] Allow component to be specified on Model::Landmark expression
 4. [Feature] Additional Emg_Time_Domain processing changes
19. Updates in v2023.06.3
 1. [Feature] Add Command for Emg_Time_Domain
 2. [Bug Fix] Prevent crash with duplicate rotation signals
 3. [Bug Fix] Prevent editing of LAB segment
 4. [Bug Fix] Fix regression to allow component on Model Landmarks in expressions
20. Updates in v2023.06.2
 1. [Bug Fix] Fix graphing of certain signals that have a lot of frames that caused the drawing of lines to appear to go above or below the bounds of the graph.
 2. [Bug Fix] Fix selection of tracking targets in the pelvis edit, file tag and subject tag dialogs.
 3. [Bug Fix] Continued pipeline/command parsing changes
21. Updates in v2023.06.1
 1. Internal Only Release, test and document new command

22. Updates in v2023.05.4

1. [Bug Fix] More fixes for Meta Command parsing regression in 2023.05.1

23. Updates in v2023.05.3

1. [Bug Fix] More fixes for Meta Command parsing regression in 2023.05.1

24. Updates in v2023.05.2

1. [Bug Fix] Fix for Meta Command parsing regression in the last version.

25. Updates in v2023.05.1

1. [Enhancement] Add Version() function to Evaluate_Expression
2. [Enhancement] Add second synchronized video play back window
3. [Enhancement] Add expression for Metric_Cyclogram_Perimeter and Metric_Cyclogram_Area
4. [Bug Fix] Fix regression in assign model to motion file dialog
5. [Bug Fix] Fix regression for Search/Replace tag didn't update graphs properly
6. [Bug Fix] Fix regression resulting in same signal used inside an expression
7. [Bug Fix] First Derivative didn't report error when not calculated
8. [Bug Fix] Fix export of Temporal Distance Report item

26. Updates in v2023.04.3

1. [Bug Fix] Fix bug introduced in report annotations
2. [Enhancement] Modified spacing in processing results

27. Updates in v2023.04.2

1. [Enhancement] Add compute margin of stability function to Evaluate_Expression
2. [Bug Fix] Change new parameter added to File_Open for Folder to File_Path since use of the parameter Folder is common and its use here can break subsequent pipeline commands.

28. Updates in v2023.04.1

1. [Enhancement] Evaluate_Expression add matrix operations
2. [Enhancement] File save without histories
3. [Enhancement] Add Event Sequence to export multiple C3D files for Export_Polygon_C3DFile command
4. [Enhancement] Add StdDev shade style to the Make_A_Line_Graph command.
5. [Bug Fix] Temporal Distance Report Item vertical chart fix
6. [Bug Fix] Fix crash in rare circumstances on recalc
7. [Bug Fix] Show kinematic only segments for link_model_based items where they were missing.
8. [Bug Fix] Fix broken export to ascii of Origin and Rotation
9. [Enhancement] Add export to matfile of Origin and Rotation
10. [Bug Fix] Fix FP_Auto_Baseline reduced minimum which became broken
11. [Bug Fix] Fix report annotations bug
12. [Bug Fix] Fix clean up of model data in motion file when it is unassigned from a model

29. Updates in v2023.03.1

1. [Infrastructure] Upgraded to new compilers
2. [New Feature] Allow saving cmz with histories removed
3. [Enhancement] Markerless systems support changes
4. [Bug Fix] Fix crash when certain commands are run before a recalc
5. [Bug Fix] Fix report template reordering when search/replace is done on a report page

30. Updates in v2023.02.3

1. [Bug Fix] Fix P2D mouseover bug which prevented other lines from appearing in mouseover text
2. [Bug Fix] Signal component not updated internally when changing file tag
3. [Bug Fix] Report fix when deleting all pages of the report
4. [Bug Fix] Report fix for selecting item in the report tree

5. [Enhancement] Update IK constraints to use 2 chains (speed)
6. [Enhancement] Markerless model update on file open
31. Updates in v2023.02.2
 1. [Bug Fix] Fix logic in breakpoint command when called nested down Meta-Commands.
 2. [Bug Fix] Fix error in Metric Mean which should be just a warning, as well as a crash found when testing.
 3. [Bug Fix] Handling of rotations when data is missing, as well as support for new generic model.
32. Updates in v2023.02.1
 1. [Bug Fix] Fix signal parameter optimization to match usage in commands
 2. [Bug Fix] Some event commands were not making use of subject prefixes
 3. [Bug Fix] Stop showing assign model to motion file dialog when there is only one primary model
 4. [Feature] Hidden parameters added to improve efficiency of certain model building commands.
 5. [Feature] More support changes for markerless data
33. Updates in v2023.01.4
 1. [Performance] Removed debug code which slowed down performance
 2. [Usability] Hide warning when it is not needed
 3. [Bug Fix] Make signal parameters consistent with command use.
34. Updates in v2023.01.3
 1. [Enhancement] Use of subject prefix along with Kinetic_Kinematic data in report graphs
 2. [Enhancement] Additional enhancements to markerless processing
 3. [Bug Fix] VIK file not saved for NO_SUBJECT.
35. Updates in v2023.01.2
 1. [Performance] Made several changes to dramatically improve performance with many secondary models and a lot of segments
 2. [Enhancement] Add ability to highlight target range in real-time speedometer graphs
 3. [Bug Fix] Fix bug with multiple subjects not animating properly
 4. [Bug Fix] Double click to add event to analog signals was broken (added at wrong frame).
 5. [Bug Fix] Fix huge .cmz file size in customer file
 6. [Bug Fix] Expression evaluation of secondary model items
 7. [Bug Fix] Landmark item loses value when duplicated in secondary models
 8. [Bug Fix] Fix crash with buffer overflow
36. Updates in v2023.01.1
 1. [Enhancement] Additional markerless systems updates and support
 2. [Enhancement] Import_Signals_From_C3D_File support for IMPORT_ANALOG_SYNC parameter
 3. [Bug Fix] Fix for report graphs drawing mean to not be case sensitive
 4. [Bug Fix] Fix crash when creating a metric
 5. [Bug Fix] Move folder path up in list of export parameters
 6. [Bug Fix] Fix Update_Force_Corners crash
 7. [Usability] Fix erroneous segment being highlighted in certain circumstances when using multiple models
 8. [Usability] Modify command parameter name from Subject_Name to Subject_Prefix to represent parameter use.

Updates in 2022 (post major release)

1. Updates in v2022.12.2
 1. [Bug Fix] Graph edit PROCESSED folder not recognized
 2. [Bug Fix] No models returned when ALL_MODELS selected
 3. [Enhancement] Additional markerless systems support changes
2. Updates in v2022.12.1
 1. [Bug Fix] Metric Root Mean Squared fix for if one component of the result is NO DATA (NAN)
 2. [Enhancement] Realtime graphing features, circular graphs
 3. [Enhancement] Additional Theia file support changes
3. Updates in v2022.11.3
 1. [Bug Fix] Fix global setting which prevented multiple models from being assigned to multiple motion files.
 2. [Enhancement] Additional Theia3D processing changes.
4. Updates in v2022.11.2
 1. [Bug Fix] Fix crash adding or editing a text/metric table
5. Updates in v2022.11.1
 1. [Bug Fix] Fix crash performing quality assurance analysis
 2. [Bug Fix] Fix error message for automatic gait events when not performing TPR.
 3. [Enhancement] Minor tweak to graph title alignment
 4. [Enhancement] Additional Theia3D processing changes.
 5. [Usability] Fix real-time dialog showing multiple copies of the same metric / signal
 6. [Usability] Show landmark definition items even when the items don't exist in the current static trial.
6. Updates in v2022.10.2
 1. [Bug Fix] Fix regression from performance change released in v2022.10.1
7. Updates in v2022.10.1
 1. [Enhancement] Real-time speedometer graph changes and 3D viewer support
 2. [Enhancement] Allow alignment for graph titles to align top, center or bottom in area above graph.
 3. [Enhancement] Allow mouseover of graphs that are not time or frame based.
 4. [Enhancement] Additional Theia3D processing changes.
 5. [Performance] Report pages with 2D Stagger graph were very slow to draw, improve to be same speed as other 2D graphs
 6. [Bug Fix] Center of Mass with multiple static trials assigned to motion file wasn't using additional models
 7. [Bug Fix] Add_Landmark_From_Event fix
8. Updates in v2022.09.1
 1. [Bug Fix] Fix landmarks between 2 markers at same location
 2. [Bug Fix] Fix Set_Active_File behavior
 3. [Enhancement] Theia3D file processing changes
9. Updates in v2022.08.5
 1. [Enhancement] Add Metric_Mean to real-time pipeline
 2. [Enhancement] Theia3D file processing changes
10. Updates in v2022.08.4
 1. [Enhancement] New speedometer graph in real-time biofeedback
 2. [Enhancement] Theia3D file processing changes
11. Updates in v2022.08.3
 1. [Bug Fix] Temporal Distance report item was not using file tags (regression)

2. [Bug Fix] Real-Time Temporal Distance regression using subjects
 3. [Bug Fix] Model metrics display not being updated when commands change metrics while window is open
 4. [Bug Fix] Fix regression in File_Close command using new parameter
 5. [Enhancement] Theia3D processing changes
12. Update v2022.08.2
1. Update missing .dll

Major v2022.08.1 release

1. Multisubject support in C3D files using the subject prefix parameters (prefixes are provided by mocap systems).
 1. Single subject processing is unaffected by this feature, so prefixes are not necessary for that.
 2. Automatically adds subject prefix to marker labels landmarks and segments in Model Templates.
 3. Allows multiple subjects in the same movement trial to be processed (identified by the unique prefixes used).
 4. Allows multiple static calibration trials to be used for applying to movement trials. Handles each subject separately for computing means, normal data, metrics, etc. when working with the CMZ Library. Previously V3D required 1 subject per CMO/CMZ file.
 5. Allows subject tagging in the model to allow setting the active subject tag (in Set_Active_File) which lets pipelines process different types of subjects differently (ie; BATTER, PITCHER, etc. tags, generically applied to any specific subject prefix).
 6. Nearly every pipeline command modified to support active subjects and processing subjects separately.
2. Additional support for markerless data, including model building and processing for Theia3D markerless files.
3. Bug fixes and performance tweaks throughout.
4. RT Plugin updates for compatibility with manufacturer software updates
5. Numerous usability and UI enhancements throughout.

For an in-depth discussion on how Visual3D provides multisubject support for C3D files with subject prefixes, go [here](#).

Previous Updates

2022 (prior to major release)

1. Updates in 2022.07.1
 1. [Bug Fix] Metric Signal Value At Event fix for adding extra result that was not needed, and named odd when appending to signal name.
 2. [Bug Fix] Occasional lockup at launch fixed, memory overrun
 - * [Usability] Speed up operations in pipeline workshop that were extremely slow
 3. [Bug Fix] Fix combo entries of the compute link model based dialog.
 - * [Enhancement] More Theia3D file processing changes

2. Updates in 2022.06.2

1. [Enhancement] Performance improvement to Transform Data Coordinate System when upsampling to analog rate
2. [Bug Fix] Guard against crash for activation heartbeat corrupted return data
3. [Enhancement] Additional Theia processing changes
4. [Bug Fix] Fix regression in Automatic Gait Events/TPR processing

3. Updates in 2022.06.1

1. [Enhancement] Additional Theia processing changes
2. [Enhancement] Performance improvements to pipeline workshop
3. [Enhancement] Performance improvements to File New
4. [Bug Fix] Additional changes to try to reduce instances of bug opening a file memory issue.

4. Updates in 2022.05.4

1. [Enhancement] New command to import C3D parameters from an INI (.ini) file. File_Import_Parameters_From_INI_File
2. [Enhancement] More Theia under the hood changes for processing Theia 3D data files

5. Updates in 2022.05.3

1. [Bug Fix] Fix report scrolling issue
2. [Enhancement] More Theia processing changes
3. [Bug Fix] Save TPR Signal dialog quirks
4. [Bug Fix] Import from C3D files wasn't handling units (in rarely used scenario)

6. Updates in 2022.05.2

1. [Bug Fix] Fix crash in Metric_StdDev
2. [Bug Fix] Fix event highlight color mismatch
3. [Enhancement] Performance enhancements with Rotation based segments
4. [Enhancement] Cleanup toolbars to make them more readable and clear.
5. [Enhancement] More Theia file processing changes
6. [Bug Fix] Functional Joints assigning frames for multiple files from command didn't work
7. [Enhancement] KinaTrax Change pose during static trial to create joints

7. Updates in 2022.05.1

1. [Bug Fix] Fixed crash when using IK in a secondary model.
2. [Bug Fix] Fix Link Model Based computation when using NO_SUBJECT::Lab
3. [Bug Fix] Graph mouse hover information display fix for non standard data rate signals

8. Updates in 2022.04.1

1. [Bug Fix] Continued fixing of multi-subject related bugs in commands.
2. [Bug Fix] Copy and reflect segment with subject prefix was broken.
3. [Bug Fix] Subject prefix IK motion constraint not properly being saved to model template.
4. [Bug Fix] Additional changes to fix the rare issue opening a file that hangs Visual3D and eventually either opens, or crashes Visual3D. Uninitialized variable found that is the probable culprit.
5. [Bug Fix] Fix for model file that used a percent symbol in the file name.
6. [Enhancement] Theia 3D related support
7. [Enhancement] Search/Replace event sequence in report template (subject prefixes)
8. [Enhancement] Change to 'Help' menu items to use https rather than http for secure connection.
9. [Enhancement] Compute_Model_Based dialog change to better handle subject prefix
10. [Enhancement] Color segment tag combo to indicate whether the tag exists. Also hide the combo when C3D files without subjects are loaded.
11. [Enhancement] Fix the endless "Fatal read error" message pop ups when a file is corrupted on disk.

9. Updates in 2022.03.3

1. [Bug Fix] Several critical bug fixes related to Metric commands.
10. Updates in 2022.03.2
 1. [Bug Fix] Fix regression which prevented certain result signals which should be allowed from being created
 2. [Enhancement] Metric Minimum/Maximum added a new parameter for calculating the per file minimum/maximum
11. Updates in 2022.03.1
 1. [Enhancement] More changes for drawing geometric objects on segments
 2. [Enhancement] Changes to Apply/Append model template
 3. [Enhancement] Don't allow certain data types as the result signal for commands.
 4. [Enhancement] Compute_Model_Based changes for subject tags
 5. [Bug Fix] Fix FPLoc bug locating force platform in customer file
 6. [Bug Fix] Brought back certain missing calculations for metric commands (regression)
 7. [Bug Fix] Fix ambiguity in expressions for model items with component.
12. Updates in 2022.02.2
 1. [Bug Fix] Regression in Parameters parsing in expressions
 2. [Bug Fix] Signal types, etc. display adding a graph to a report for Frame_Numbers, Time
 3. [Bug Fix] Ambiguity parsing expressions for subject prefixes/component
 4. [Bug Fix] Typing in landmark in property page not being applied
 5. [Enhancement] Consistency in naming conventions for subject metric signals with previous version
13. Updates in 2022.02.1
 1. [Enhancement] Landmark editing changes for ease of use.
 2. [Enhancement] Allow geometric objects to be added to segments drawn in 3D viewer.
 3. [Enhancement] Add check box to dialogs for displaying of prefixes on signals/events
 4. [Enhancement] Modify menu options for model templates
 5. [Enhancement] Export to ASCII dialog support for subjects
 6. [Bug Fix] Fix Parameters expression in model builder, plus support for force platforms For example: FP2, corner 1 MODEL::PARAMETERS::FORCE_PLATFORM::CORNERS::2[1]
 7. [Bug Fix] Temporal Distance fixes
 8. [Bug Fix] Fix regression accessing first joint in the joint array
 9. [Bug Fix] Fix for Metric Maximum regression
 10. [Bug Fix] Fix report add graph error filling in the signal combo boxes with folders/signals
 11. [Bug Fix] Opening an ASCII file with events wasn't creating events properly
14. Updates in 2022.01.2
 1. [Bug Fix] Fix the edit landmark window for landmarks that are offset to a marker location
15. Updates in 2022.01.1
 1. [Enhancement] More support for handling subjects:
 1. Generic Export to Ascii for each subject
 2. Pipeline import of generic signals without prefixes
 3. More command support for multiple subjects
 2. [Enhancement] Real time support for normalizing link model based data to a metric
 3. [Enhancement] Real time support for CURRENT_SIGNAL in Evaluate_Expression
 4. [Enhancement] Fixes to support Theia C3D files
 5. [Bug Fix] Real time fixes to support short C3D files (event and metric detection)
 6. [Bug Fixes] Various bug fixes supporting multiple subjects in a C3D file
 7. [Bug Fixes] IK fixes for subject prefixes
 8. [Bug Fix] Fix reading C3D files over 2GB

Updates in 2021

1. Updates in 2021.12.2
 1. [Enhancement] More command support for subjects
 2. [Bug Fixes] Fixed bugs related to subjects from prior preview releases.
 3. [Enhancement] All prior dialog updates for usability with multiple subjects.
 4. [Enhancement] All prior multisubject support using subject prefixes defined in C3D parameters.
2. Updates in 2021.11.5
 1. [Enhancement] Multisubject support using subject prefixes defined in C3D parameters.
 2. [Enhancement] Multiple separate static calibration files to be applied to C3D files.
 3. [Enhancement] Numerous support for multiple subjects in order to support metric and other command data calculations.
3. Updates in 2021.09.1
 1. [Bug Fix] Fix customer crash when using IK
 2. [Bug Fix] Fix Remove_Metric_By_Threshold command.
 3. [Enhancement] More releases supported for interfacing with MATLAB®.
4. Updates in 2021.06.2
 1. [Regression fix] Fix filters when signal name is not specified.
 2. [Enhancement] New command to switch to workspace.
 3. [Bug Fix] Fix export row format
 4. [Enhancement] Add command for importing data from Delsys Avanti csv files.
 5. [Bug Fix] Allow files in hidden folders to be opened in the pipeline.
 6. [Bug Fix] Compute_Distance_Map fix for segment colorization.
 7. [Enhancement] Some Theia file processing changes.
5. Updates in 2021.06.1
 1. [Enhancement] Add additional default folders for user to set in the pipeline for added flexibility.
 2. [Enhancement] Add start and end frame for export to ascii when outputting to XML.
 3. [Enhancement] Additional Theia3D support changes.
 4. [Bug Fix] Fix crash on a bad IK chain.
 5. [Enhancement] Pipeline command to create a graph should create the graph anyways even when signal does not exist.
 6. [Bug Fix/Enhancements] CalTester jig bug, and implement new features.
 7. [Feature] Compute_Distance_Map updates.
 8. [Enhancement] Fix bad parameter block with incorrect size given in C3D file.
6. Updates in 2021.04.1
 1. [Bug Fix] Compute Distance Map changes.
 2. [Bug Fix] OpenSim export bug fix.
 3. [Enhancement] Resample Data command features.
 4. [Enhancement] Changes for Theia files support
7. Updates in 2021.03.2
 1. [Bug Fix] Fix Real Time calculation of Joint Angular Velocity which was off by a factor of 4 due to incorrect data rate calculation.
 2. [Bug Fix] Fix Theia3D manufacturer parameters to recognize Theia as the manufacturer.
 3. [Bug Fix] Kinatrax File Open empty C3D.
 4. [Bug Fix] Command Modify Analog Parameters needed to have data structure initialized.
 5. [Feature] Add resampling functionality when Analog signals are imported as DERIVED.
8. Updates in 2021.03.1
 1. [Bug Fix] Initialize KinaTrax variables and move command to set the CS alignment.

2. [Bug Fix] Fix Metric Maximum and Minimum when using the Library.
3. [Bug Fix] Fix model angular momentum regression.
4. [Performance] Speed up creating new graph when browsing the library, after closing the edit graph dialog.
9. Updates in 2021.02.1
 1. [Bug Fix] Fixed representative signal processing.
 2. [Bug Fix] Fixed display of event_sequences in quick view display.
 3. [Bug Fix] Fixed expression bug in new leg of expression parsing intended to process strings which indexed improperly into empty double array.
10. Updates in 2021.01.1
 1. [New Feature] Addition of event range for FP Auto Baseline for files with bad force data at the start or end of trial.
 2. [Bug Fix] Fix for modifying the max/min range of multiple graphs.
 3. [Bug Fix] Minor correction for combining forces when a segment hits multiple plates.
 4. [New Feature] Allow JOINT_VELOCITY and JOINT_ACCELERATION for Compute_Model_Based pipeline command to resolve resultant vector in a Cardan sequence.
 5. [New Feature] Allow strings to be used in string expressions mixed with values in order to use * operator and + operator to select string values based on conditionals.

Updates prior to 2021

1. Updates in 2020.11.2
 1. [Bug Fix] Fix list boxes with checks so they don't overlap when checking the box.
 2. [Compatibility] Updates for Theia compatibility
 3. [Bug Fix] Fix for Joint Radius ratio (reduced)
2. Updates in 2020.11.1
 1. [Bug Fix] Metric Mean fix for "No Data"
 2. [Usability] Remove Apply Model Template "pop up" when not wanted
 3. [Enhancement] Enhancement for combining 2 force platforms when not in the same plane
3. Updates in 2020.10.3
 1. [Bug Fix] Fix graph selection in the Signal and Events Tab
4. Updates in 2020.10.2
 1. [Bug Fix] Fix crash when you add a Signal and Events tab graph, then perform certain actions afterwards.
 2. [Usability] Fix highlighting items, selecting an item on the Report tab.
5. Updates in 2020.10.1
 1. [Bug Fix] Fix crash using characters in a character set not supported in a Microsoft English (US) compile. NOTE: While the crash is now handled a message pop up tells the user that the file name/path contains unsupported characters. The software may or may not handle everything properly, such as adding the file name to the recent files list. This is dependent on underlying support of the microsoft routines on the computer.
6. Updates in 2020.09.1
 1. [Bug Fix] Fix metric table items that were showing up blank
 2. [Bug Fix] Realign graph titles for backward report template compatibility
 3. [Bug Fix] Fix the drawing and use of graph tics
 4. [Feature] New command to assist with reorganizing balloon text locations
7. Updates in 2020.08.3

1. [Feature] Further support for Kinatrax .c3d file
8. Updates in 2020.08.2
 1. [Feature] Support for Kinatrax .c3d file containing has ROTATION data.
 2. [Bug Fix] Set Pipeline Parameter To List Of Model Names didn't work in the Library.
 3. [Bug Fix] Report dialog changes for black graph window.
 4. [Bug Fix] Fixes to be able to graph Kinetic_Kinematic folder data.
9. Updates in 2020.08.1
 1. [Bug Fix] Fix C3D file read for file with large parameter.
 2. [Bug Fix] Fix Export command to C3D file check for the end event.
10. Updates in 2020.07.4
 1. [Feature] Add ability to capture .avi files of the animation without having to click 'OK' button for each export.
 2. [Feature] Normalize .avi output of synchronized motion files so animations using start and end event both start, and end at the events in both files. End frame of 0 will not normalize.
11. Updates in 2020.07.3
 1. [Bug Fix] Real-Time Metric_Maximum became broken and had a pre-existing issue with certain combinations of signal/events
 2. [Bug Fix] Fix crash when modifying a parameter for a Kistler file that doesn't contain baselines for analog signals.
 3. [Feature] Add ability to set a pipeline parameter to list of tags only for tags associated with the active files.
12. Updates in 2020.07.2
 1. [Bug Fix] Fix several sources of Visual3D crashes due to unexpected causes (guard commands and handle).
 2. [Bug Fix] Fix for filtering rotation matrices.
 3. [Compatibility] Update Motion Shadow support
 4. [User Interface] Fix pipeline folder prompt to be modal instead of modeless. This also prevents some issues which can cause crashes.
 5. [Debug] Add multiple message boxes to aid in debugging program errors
 6. [Bug Fix] Better file handling when exporting data to a text file.
13. Updates in 2020.07.1
 1. [Bug Fix] Fix a crash when saving a file onto a remote drive using File_Save_As command and prompting for the file name.
 2. [User Interface] Overlay Report - fix warning message
14. Updates in 2020.06.1
 1. Improve C3D read of incorrectly written C3D file
 2. Fix naming of analog signals in C3D file without Analog Labels
 3. Export C3D range expression support
 4. Use arrow keys to change pages in report
 5. JSON output fixes
 6. CODA/Composite pelvis fix creating joints
 7. Create Any_Of and All_Of expression functions to create an overall boolean return (0 or 1) for whether all, or any of a data item matches the expression inside the function. ie;
All_Of(METRIC::ORIGINAL::DISTANCE_ITEM > 0.7)
Any_Of(METRIC::ORIGINAL::DISTANCE_ITEM > 0.7)
15. Updates in 2020.05.1
 1. Fix bug saving to a remote drive from the command File Save As. File ends up remaining in the user's appData/local/temp folder. File being saved to ends up being empty. The copy from the temp folder to the final folder was not trapped correctly in the command.
 2. Progress control when shown from pipeline favorites was not hidden after script

completion

3. Fix editing scripts using notepad button when the script has whitespace in the file name.
4. Fix arrow controls in report editing dialog.
5. Delete IK Properties when loading a .vfk file.
6. Account for c3d file units when using the create force platform corners based on the extent of the force platforms in the Force Structures dialog.

16. Updates in 2020.04.1

1. Recent improvements are now out of beta and are now released to production.
2. Tab to export CalTester file data
3. Fix remote drive issue with performance and corruption due to the increased risk of an undetected network blip while writing. (Note: this uses local C: drive as temporary staging point when using a network drive. If you are using a network drive, ensure you have enough space available for temporary .cmz files).
4. Make_Image_Item command synched with the edit dialog parameters.
5. Fix legend printing when using dashed lines.
6. Allow gap filling for GCVSPL filter.

17. Updates in 2020.03.26

1. Allow export of CalTester data from CalTester tabbed dialog
2. Report Graphs bug fix
3. Metric_Signal_Values_In_Sequence interpretation of NAN values and parameter
4. Minor bug fix when analog rate not specified
5. Fix Metric Table report item editing when you click the item to edit.

18. Updates in 2020.03.16

1. Fix margin settings being reset when switching modes or saving a file.
2. Metric signal values in sequence dialog
3. Minor force plate changes
4. Minor Theia support change

19. Updates in 2020.03.03

1. Fix GCVSPL filter bug getting frames
2. Updates to command Modify C3D Parameters

20. Updates in 2020.02.28

1. Fix several bugs and crashes editing a report
2. Performance fixes for pipelines and library
3. Fix for Xsense crash when lower extremity only
4. Fix report graph bug which causes multiple graph entities to be created, and incorrect one drawn.
5. Fix data store quirkiness which could cause odd behavior throughout

21. Updates in 2020.02.04

1. Fix crash for joint missing both segments
2. Fix several report editing crash instances
3. Use full file path for auto built models from movement
4. Fix tracking target list selection for rare circumstance
5. Fix GLOBAL item used in Subtract_Signals
6. Clean up joints created when segments no longer exist
7. Continue visual changes for 2020 release

22. Updates in 2020.01.20

1. Change to meaningful date based releases so users are aware of how long it has been since their last update.
2. Fixed graph draw order in report templates which became reversed.

3. Add GET_NUMBER_OF_REPORT_PAGES function for expressions and allow use on report pipeline commands.
4. Fix quirky behavior in FPLoc dialogs and jig property pages related to drawing targets in color.
5. Modifications of data written to mvnx file
6. Fix 2 dimensional float data dimensions.

Updates in v6

1. Updates in 6.05.07
 1. More data file support changes
 2. CalTester fix
 3. STRING_REVERSE_FIND function added to expressions
2. Updates in 6.05.06
 1. Remove inadvertent debug code left in
 2. Allow passing in default folder when launched from the command line
 3. Allow multiple pipelines to be passed in when launched from the command line
3. Updates in 6.05.05
 1. Fix CalTester selection of a range so it will persist.
 2. Make Right_Toes and Left_Toes default segments
 3. Modify Delsys ascii import to read AVANTI data
 4. Computer Power from DFT coefficients was only computing the first instance (fixed).
4. Updates in 6.05.04
 1. Fix synchronized video issues
 2. Add expression functions for converting between rotations and quaternions
 3. X-Factor projection feature
 4. Fix Make_Image_Item command to update report list when it is the only item on the page.
5. Updates in 6.05.03
 1. More enhancements and updates to report editing
 2. Allow wildcards to be used for Signal_Names in pipeline commands
 3. Updates to support changes made to the C3D Format
 4. Point_Distance_To_Line function added as an expression
6. Updates in 6.05.02
 1. Updates for systems using C3D rotations.
7. Updates in 6.05.01
 1. Under the covers major change in compiler
 2. Report editing improvements for the report tab
 3. Fix print to PDF error for staggered graphs
 4. Some changes in infrastructure for future Visual3D features.
 5. Add Set_Pipeline_Parameter_To_List_Of_Model_Names command to assist with running model building commands.
 6. Fix Command_Signal_Cluster_Interpolate command crash
 7. Clean up model building dialogs to prepare for future features being developed
 8. Add ThoracicCervicleAcromiumToT12 graphic object
 9. Fix Transform_Data_Coordinate_System to work with Force Plate data when using IK
8. Updates in 6.03.07
 1. Add capability to remove segments from consideration from assigning a force to it.
 2. Some commands using a model metric sometimes do not access the model properly, fixed to be consistent when multiple models are present.
 3. Gap fill clusters using locations of the tracking markers (prototype hidden).

4. Fix page title when no report items exist on the page
5. Fix CalTester to allow manual selection of the FP being tested
9. Updates in 6.03.06
 1. Fix Metric_Event_Count when counting the last frame of a file to account for precision variances.
10. Updates in 6.03.05
 1. Report item editing now returns list to same position when you selected item to edit.
 2. Set_View_Options did not default to work the same as previous versions, corrected to allow setting the background to white.
 3. Metric folder viewing sometimes did not show all items in the folder.
 4. Changes to Copy and Reflect Landmark to work better.
 5. Allow model template to be applied to multiple static calibration file in Open and Append commands.
11. Updates in 6.03.04
 1. Fix regression in FP Auto Baseline
 2. Fix bug to make analog synch signal visible
 3. Add edit dialog to Set_Force_Platform_Threshold
 4. Fix hybrid segment CG on serializing .cmz files affects drawing of axes at CG
12. Updates in 6.03.03
 1. Fix when using rotations to determine pose.
 2. Scaling for P2D signals when using manual range.
 3. Create edit dialog for Set_Force_Platform_Threshold
13. Updates in 6.03.02
 1. Fix error in Metric_Signal_Value_At_Event
14. Updates in 6.03.0
 1. Delay load of dlls not called in Windows 7 to prevent a Visual3D load error.
15. Updates in 6.03
 1. Roll up of all bug fixes and development changes in release candidates.
 2. Set_Model_Metric command name compatibility with previous releases.
16. Updates in 6.01.52 (release candidate)
 1. Additional modifications for read only models when viewing the CMZ/CMO library of files.
17. Updates in 6.01.51 (release candidate)
 1. Fix read only library dialogs to disallow applying changes to a library model.
 2. Fix library display of targets in a model.
 3. Continue bug fixes for Average Filter and Set_View_Options command.
18. Updates in 6.01.50 (release candidate)
 1. New report editing interfaces to integrate various dialogs into cleaner tabbed design.
 2. COP_PATH normalization bug fix. This used to normalize ML and AP to the conical foot circumference and was changed to normalize only to the foot radius.
 3. Real Time Plugin cleanup
 4. Fix crash in set data to new values.
 5. Add ALL_MODELS and ACTIVE_MODELS to Set_Model_Metric command to specify model.
 6. Update processing results if pipeline run multiple times.
 7. Text Data dialog bugs when resizing fix.
 8. Fix activation bug on Windows 7
 9. Option added to force odd frames on filter commands.
 10. Export FP and assignments from View/Modify Force Platform Assignments tab.
 11. Modify Force Structure Parameters Speed Values were set to NAN
 12. Fix transform data coordinate system upsample rate with IK signals.

13. Set view options command fixes for options which weren't working.
14. Fix bug moving event frames in dialog.
15. Fixes for synchronized motion file dialog so it works better with the command.
19. Updates in 6.01.49 (release candidate)
 1. Fix control buttons on the real-time biofeedback tab.
 2. Fix activation use of computer name to prevent duplication of mixed and all upper case names.
20. Updates in 6.01.47 (release candidate)
 1. Fix rare bug causing a crash for setting analog baselines after loading a .cmz file when fp_zeros are -1 on file load.
 2. More changes in prompt for pipeline parameter value
 3. RT fix for disconnect/reconnect
 4. Menu option to view ReadMe file.
21. Updates in 6.01.45 (release candidate)
 1. Allow segment colorization in synchronized motion file animation
 2. Fix in prompt for pipeline parameter value
 3. Minor error corrected in real-time graphs
 4. Add option for Rename_Signals in cal file
22. Updates in 6.01.43 (release candidate)
 1. Updated video rendering for greater compatibility with video codecs.
 2. Fix Make Line Graph command for intermediate events and exclude events used with Event_Sequences
 3. Indefinite Integral initial value fixes
 4. Event range issue when 2 events exist at the same time (rare instance).
 5. Continued modifications in preparation of new report graph editing features.
 6. Fix Evaluate_Expression crash for spline
 7. Software activation fix for Unicode Asian characters.
 8. Fix missing Compute_Distance_Map command history.
23. Updates in 6.01.41 (release candidate)
 1. Fix discontinuity of joint angle X around 90 degrees.\
24. Updates in 6.01.39 (release candidate)
 1. Fix File Open regression in 6.01.37 for .cmo files saved between 2009-01 and 2010-11 versions of Visual3D.
25. Updates in 6.01.37 (release candidate)
 1. Fix digitizing pointer crash regression
 2. GCVSPL spline now handles rotations
 3. 64 bit IK precision tweak
 4. Add string_to_upper and string_to_lower expression functions
 5. Fix consistency for IK target color animation
 6. Fix filtering crash, deny filtering for folders that shouldn't be filtered, fix filter minor bug.
 7. Tweak to handling of graph tick marks.
 8. New real time Metric_Maximum command
 9. LINK_MODEL_BASED GRF_DATA now set to zero, instead of NAN when no force present.
26. Updates in 6.01.36
 1. Fix crash when event referenced in an event sequence is empty (Performance fix regression).
27. Updates in 6.01.35
 1. Fix crash obtaining event ranges when one of the events exists, but is empty.
 2. Code infrastructure changes for standardization
 3. Lowpass Filter error reporting update for maximum cutoff frequency
 4. Modifications for synchronized motion files (and library capability).

5. Popup command wizard fix for recognizing the correct pipeline.
6. Fix for CalTester target residuals being graphed.
28. Updates in 6.01.34
 1. Fix marker highlight in Model Building regression for segment calibration markers.
 2. Fix segment dialog for rotations.
 3. Remove warning for Make_Line_Graph when event sequence not used.
 4. Map segment & muscle color modified to use default active model.
 5. Set_Scale_Of_Objects command added.
29. Updates in 6.01.33
 1. Helical Angle fix for when resolution coordinate system is set.
 2. Set Animate Multiple File changes
 3. Allow export of Force assignments
 4. Allow import of TEXT_DATA from ASCII file.
30. Updates in 6.01.32
31. Fix regression for edit graph for start and stop event.
 1. Updates in 6.01.31
 2. Fix precision issue exporting to ASCII files
 3. Add Event Sequences support for all commands and graphs.
 4. Add a bat object
 5. Fixed synchronized scene for multiple models
 6. Misc Kinatrax changes
 7. Filter cutoff for 6DOF segments
 8. Fix crash in saving model template
 9. Allow breakpoint text to be TEXT_DATA signal
 10. Fix default folder on Import ASCII to be null string, not .txt
32. Updates in 6.01.30
 1. Fix position of report page title to account for margin changes
 2. Fix pipeline breakpoint dialog to allow for more text to be displayed
 3. Fix command to load RT pipeline to lock shared resources to prevent crash
 4. Camera tracking tweaks
 5. Modify label scaling in reports
 6. Allow selecting a line on a graph in the report tab when animating
 7. Allow event_sequence when exporting data to an ASCII file
33. Updates in 6.01.29
 1. Fix performance issue with event sequences
 2. Add animation frame line to report graphs
 3. Add legend option to view graph line value when viewing animation in report mode
 4. Fix bug which can create duplicate event timestamps at the same frame
 5. Fix animation banner visibility
 6. Fix event sequence export to ASCII bug
 7. Fix command to attach camera to segment
34. Updates in 6.01.28
 1. Real Time resource leak causing freezes and crashes
35. Updates in 6.01.27
 1. Handle missing data when exporting report item to text file
 2. Formatting of report text size tweaks
 3. Add Frame_Count function to Evaluate_Expression to return the number of frames in a signal
 4. Fix explicit frame numbers when specifying a frame in an expression to handle it being 1

based

36. Updates in 6.01.26

1. Allow setting pipeline parameter to a file's folder path.
2. Colormap updates, including the ability to set fixed range colormaps to standardize the colormap used to color animation objects.
3. Fix obscure bug displaying the Center of Gravity of segments when opening saved .cmz files and the coordinate system is not Z up, and when the option is selected to draw the axis at the center of the segment.
4. Allow explicit frame range for the SNIP expression.
5. FILE_OPEN fix for .vnd files.
6. Dialog item user interface tweaks for several commands.
7. Fix crash for certain sequences of navigation through model muscle dialogs.
8. Change behavior of expression or operator to better handle NAN.

37. Updates in 6.01.25

1. Fixed regression in opening VND files caused an invalid error message to appear and the file not opened.

38. Updates in 6.01.24\

1. 64 bit Matlab version support

39. Updates in 6.01.23

1. Fix missing View Kinematic Only Segments property read from registry.
2. Update viewer when selecting tracking markers in Model Builder
3. Fix background color of RT graphs for threshold when selecting default
4. Changed interpretation of legacy treadmill direction
5. Fix digitizing post processing crash
6. Display Signal Stats data header fix for quick view
7. Fix getting filenames from disk for extra items returned in rare scenarios.
8. Fix Evaluate_Expression crash
9. Force a recalc when saving and motion file segments are out of synch with model
10. Avoid pelvis gimbal lock during follow through using Z-X-Y

40. Updates in 6.01.22

1. Fix timestamps when only analog channels streamed.

41. Updates in 6.01.21

1. Fix real time crash editing real time pipeline while streaming
2. Fix baseline changes in Modify_Analog_Parameters command.
3. Fix using reduced FP min in Auto_FP_Baseline command
4. Fix time offset in Event_Copy command
5. Fix crash when .cmz file is saved after modifying the number of segments in the model, but without applying the model to the motion files.
6. Backward compatibility fix for .cmz segment residual to prevent crash when reading new .cmz files in older Visual3D.

42. Updates in 6.01.20

1. Basic filtering BETA added to realtime
2. Several minor bugs fixed in the RT Biofeedback processing

43. Updates in 6.01.19

1. Fix segment residual for last frame of data read by .cmz files.
2. Fix minor recent file list issue.
3. Create Analog Rate parameter if missing

44. Updates in 6.01.18

1. Fix Spline/Snip commands for P2D data.
2. Allow graphing of 1 component P2D data.

45. Updates in 6.01.17

1. Fix .cmz file open regression of files with a lot of events.
 2. Fix Set_Data_To_New_Values to work with P2D data
 3. Fix RT bar graph quirks
 4. Fix reading Matfiles with extra unexpected variables that are not cell arrays
 5. Save model template fix for IK rotation axes
 6. Allow deleting data with blank signal name
 7. Fix quirks with drawing the floor
46. Updates in 6.01.16
1. Processing results performance changes and fix display settings.
 2. Allow the user to set default results settings and temporary ones for the current pipeline by command.
 3. Allow P2D data for Set_Data_To_New_Values command.
 4. Add @Eval() for special cases for command parameters.
 5. Fix exporting more than 255 events.
 6. Fix analog scale when set to NaN.
 7. Save paper size to .cmo/z files.
 8. Fix IK for a 1 segment link.
 9. Fix Export_Line_Graph_Pipeline components.
47. Updates in 6.01.15
1. Fix uninitialized variable and consolidate duplicated information internally.
48. Updates in 6.01.14
1. Enhance internal pipeline command restrictions for Reckon3D compatibility
49. Updates in 6.01.13
1. Fix View_Processing_Results command
 2. Fix regression setting 'time' to 'frames' in report graphs
 3. Fix Cross_Product obscure components bug.
50. Updates in 6.01.12
1. Add RT graph options for custom title, center the title.
 2. Add RT option to remove Y axis label from biofeedback graphs
 3. Fix popups error unprotecting a folder
 4. Fix report legend on staggered graphs
 5. Fix error loading an interactive graph layout
51. Updates in 6.01.11
1. Tweak real time bar graph spacing and size.
 2. CalTester bug with target data in meters.
 3. Export C3D file with landmarks bug.
 4. Fix export C3D file bug when first frame is > 1.
 5. Fix kinematic only Helen Hayes pelvis.
 6. Fix real time color representation in graph dlg.
52. Updates in 6.01.10
1. Fix report annotations error with average event
 2. Fix Copy Event dialog which changed new event to upper case.
53. Updates in v6.01.09
1. Handle Frames/Time in Realtime
 2. Fix signal folder selection in report graph dialog
 3. Add RT Scroll direction change option for RT graphs
 4. Allow RT Bar graph color change using line color
 5. Add option to view segment lines as cylinders
 6. Fix Resolve_Discontinuity issue with 1st frame

7. Fix IK dependency order build issue

54. Updates in v6.01.08

1. Fix report crash when annotations index into signal beyond the frames contained in the signal.
2. Fix bar graph flicker in realtime
3. Fix realtime FPS processing of Evaluate_Expression.
4. Tweaks to OpenGL animation

55. Updates in v6.01.07

1. Fix landmark updates when segment location updates for IK in the static model.
2. Pause when printing from a script in order to prevent issues when printing page changes.
3. Fix asci file target scaling for some files.
4. Fix Metric_Event_Sequence_Count

56. Updates in v6.01.06

1. Fix custom segment mass expression from reverting to default expression when using a default geometry after you modify subject mass.
2. Revert GCVSPL behavior back to 6.01.03 behavior.
3. Tweaks to Matlab engine interface to see if it fixes some obscure message from popping up for some users.
4. Fix Set Data To New Value for analog subframes
5. Fix Remove_Prefix_From_Point_Labels when a bad prefix parameter is specified. Fix modifying the static trial when no motion file is assigned to it.
6. Add a Create_Rotation command
7. Add segment selection to Compute_Planar_Angle dialog.
8. Fix Append_Model_Template for IK Chains that have segments that already exist in the model.
9. Update recent path when there is an error with the file opened, you probably want to go to that path again to select the correct file.

57. Updates in v6.01.05

1. Fix obscure model building error introduced in 6.01.04

58. Updates in v6.01.04

1. Performance tweaks
2. Fixes in the Mayo Functional Joints algorithm
3. Fix multithreading crash
4. Continued IOR_Quality_Assurance modifications
5. Fix copy and reflect, or copy segment when segment is not using default SCS
6. Add Metric_Interquartile_Range command and expression
7. Change expression integration commands to Indefinite_Integral and Metric_Integrate. Also changed metric expression commands to use the prefix "Metric_" to clarify expressions.
8. Fix exit real time crash when streaming
9. Fix SVG axis labels
10. Export animation frame fixes
11. New command to draw poly lines around a point in real time
12. Infrastructure changes for processing results

59. Updates in v6.01.03

1. Performance tweaks
2. Update Opensim default to 2.3
3. Fix Modify_Force_Structures crash
4. Fix Edit_Report_Text dialog bug
5. IOR_Quality_Assurance command availability
6. Functional Joints Definition dialog modifications
7. C3D file fix for customer's erroneous C3D file so it can be read and fixed.

8. Menu Settings option to turn multi threading on or off for Visual3D.
60. Updates in v6.01.02
 1. Fix drawing floor when no model file is given
 2. Fix balloon text expression information in saved .cmz files
 3. Real time color changes in graphs for target range
 4. Real time temporal and distance metric creation which prevented use in bar charts
61. Updates in v6.01.01
 1. Fix balloon text saved to a file which requires expression evaluation
 2. Fix slow loading of Kinatrax files
 3. Fix Real Time graphs when transitioning to lower threshold colors of yellow and red lines
 4. Add Real Time biofeedback command for Biofeedback_Show_Image_In_Range
 5. Include missing .dll required for 64 bit Matlab
62. Updates in v6.01.00
 1. Real Time performance and functionality improvements
 2. Matlab now available in 64 bit, with new and real time interfaces to put and eval directly to the Matlab workspace
 3. Numerous fixes and tweaks.
 4. Evaluate_Expression function additions for Metric_Integrate, Metric_Sum
 5. Bring back old Functional Joints Post Processing abilities that went away in v6.
 6. Visual3D Server interface issues dealing with force platforms and scaling
 7. New IOR Quality Assurance command
63. Updates in v6.00.34
 1. Support for Kinatrax file format change.
 2. Add Next and Previous Warning buttons to processing results
 3. Specify size (or null) for a landmark in the 3D animation window.
 4. Fix to export landmark when target of the same name contains no data.
 5. Fix for automatic gait TPR to use first good ON and OFF events when first occurrence is too close to the start, or end of a file to perform TPR.
64. Updates in v6.00.33
 1. Fix units conversion issue when interfacing with Visual3D RT Server.
 2. Fix SVG export of report to include labels
 3. Fix NAN handling issue in certain expressions
65. Updates in v6.00.32
 1. Realtime fix for crash that occurs with specific licensing configurations
 2. Report image resolution fix for high quality image display
66. Updates in v6.00.31
 1. Fix custom geometry CODA pelvis inertial properties when saving and loading a file.
67. Updates in v6.00.30
 1. Fixed graphics model object
 2. Fix landmark creation with deep dependencies
 3. Remove Signals for analog, update force platform
68. Updates in v6.00.29
 1. Assorted CalTester bugs fixed
 2. Force Structure update bug fixed
69. Updates in v6.00.28
 1. Fix user interface issues for encrypted data.
 2. CalTester, fix assorted bugs
 3. Force Structure processing in real-time..
70. Updates in v6.00.27

1. Add Best_Fit_Sphere function to expressions.
 2. Fix Expression RAND function to be more random.
 3. Fix Remove_Signals command for no active files and for model files.
71. Updates in v6.00.26
1. Performance fix for exporting high frame graph
 2. Improve defaults on File Save when closing files
 3. Make_Text_Annotations expressions
 4. Fix crash deleting a CODA pelvis
 5. Fix First_Frame when long integer used
72. Updates in v6.00.25
1. Fix legends being drawn underneath graph lines (make work like they were drawn in v5)
 2. Update pipeline processing window when open.
 3. Fix Auto FP Baseline when -Y is up.
 4. Prompt for file save when closing C3D files.
73. Updates in v6.00.24
1. Fix CMO File open crash due to recalc pipeline stack overflow problem.
 2. Fix getting the number of elements from a CMZ Library.
74. Updates in v6.00.23
1. Fix crash in Set_Pipeline_Parameter_To_Data when using C3D Parameters.
75. Updates in v6.00.22
1. Fix command to File_Open_CalTester_File when a file is named in the command.
 2. Fix dialog to modify force structures.
76. Updates in v6.00.21
1. Revert 'Condition_Statement' to act as 'Expression_Loop' used to behave.
 2. Fix activation for users who had a v6 evaluation installed before purchasing.
 3. Allow Set_Pipeline_Parameter_To_Data_Value to use Text data.
 4. Fix for Export_Line_Graph_Pipeline
 5. Fix Export_C3D_File when no files are active
77. Update in v6.00.20
1. Fix CODA Pelvis dialog
 2. Fix bug in Add_Graph_Annotation from pipeline.
 3. Updated a few command dialogs
 4. Fix Conditional_Statement from appearing as though it executes twice in processing results.
78. Update in v6.00.19
1. Fix for French language crash.
 2. Tweak printed bold lines to show up properly.
79. Updates in v6.00.18
1. XSens mvnx compatibility fix
 2. Convert Pelvis segment type between types (CODA, V3D_Hybrid, etc).
 3. Kinatrax model changes to match data in .csv file
 4. Feature to create FP surface corners from FP corners
 5. Expression compatibility fix for certain component access formats
 6. Modify copy and reflect to work with more segment name formats (ie; L/R at end of name)
80. Updates in v6.00.17
1. Fix crash reading .cmz/.cmo files with Helen Hayes pelvis
 2. Fix Functional Joints/post processing crash
81. Updates in v6.00.16
1. Fix Multiply_Signal_By_Constant to not crash when an element is specified that doesn't exist in the signal.
 2. Fix Call_Script with a breakpoint so it can be resumed properly.

82. Updates in v6.00.15

1. Conditional_Statement command made available
2. Fix validation of Export_Graph command
3. Fix file handling in Metric Compute Elipse command
4. Fix bug exporting OpenSim using a front to back treadmill
5. Fix calling a breakpoint from within a meta-command

83. What's New in v6.00

1. 64 bit support
2. Multithreaded processing to take full advantage of multicore processors.
3. CMZ file format to support fast file open times, and model access and processing from the CMZ library
4. Library segment animation, library model viewing and library Link_Model_Based calculation capability
5. Performance improvements throughout delivers very high performance model and data computations.
6. Incorporate CalTester+ force platform corner location functionality into Visual3D
7. IK Motion Constraints & Boundary Conditions
8. Enhanced graphs with smoother lines (fix for print to PDF should work for dotted lines)
9. Syntax color coded text editor (pipeline)
10. Modeless dialogs for Force Assignments & Force Platform Parameters
11. Query added to report items (examples using metrics and text data)
12. Copy Landmark Button
13. New Commands:
 1. Event threshold parameter added for all maximum and minimum commands (Event & Metric)
 2. FP Auto Baseline for improved treadmill force results
 3. Locate Force Platform Corners
 4. Reset Segment Assignment to Force and COP
 5. Compute Confidence Ellipse (old name Compute Trajectory Ellipse)
 6. Get Pipeline Parameter Index Value
 7. Expression Loop (now Conditional_Statement)
 8. New biofeedback animation commands
 9. Export Signals to XML Graph
 10. Set Text Item to store text information
 11. Commands to secure data by the use of Folder Encryption

Functional Changes

Visual3D v6 - older updates

Visual3D v6 contains more changes than any other Visual3D release. The new file format (CMZ) saves link-model data so large files will open much faster, allows for model animation while viewing the library, and allows for model based access for calculations across the library of .cmz files. With the new 64 bit version of Visual3D along with multithreading, processing time will be significantly reduced.

NOTE: plug-in modules, real-time, and MatLab support are different in 32 and 64 bit versions. There are separate plugins for 32 and 64 bit versions of Visual3D, you must download the correct plugins for

the version you install. The 64-bit version will allow for better use of memory, and supports some later features of MatLab. Some older plugins have not been ported to 64 bit, so if you do not find a plugin you were previously using on 64 bit, download and install the 32 bit version to use the older plugin.

Although there have been many enhancements to Visual3D, below is an outline of just a few of the new features and new commands. Visual3D is continuously updated with new features and enhancements so keeping up with the latest download you will be sure to have access to the latest bug fixes, new features and enhancements.

Performance Changes

1. A 64 Bit version of Visual3D
2. This will resolve issues for users with large CMO's that often hit the "Out of Memory" error
3. New CMZ file format for saving files
4. Faster file open times
5. Performance enhancements for faster model building and IK computations times
6. Multithreading
7. [Library](#) Enhancements:
 1. Segment animation
 2. Ability to create new Link Model Based items
 3. Incorporate CalTester+ force platform corner location into Visual3D
8. Inverse Kinematics Enhancements:
 1. Motion Constraints
 2. Boundary Conditions
 3. C3D files are processed simultaneously for much faster processing times

Interface Changes

1. Easier report editing with tabbed design. More changes currently in the works for future releases
2. Support for 4K monitors
3. Many real time streaming enhancements and features for RT biofeedback
4. Enhanced graphs with many improvements such as smoother lines and better scaling
5. New interface enhancements and toolbar icons
6. Will also fix print to PDF issues for some users when printing dotted lines
7. Modeless dialog capability for using common dialogs while working in other dialogs simultaneously
8. Event Sequence definitions to simplify specifying and modification of ranges throughout Visual3D
9. Color coded text editor for the pipeline
10. The Query function was added to the Reports
11. Copy Landmark feature

Event Creation

New/Modified Commands

1. [Event_Define_Event_Sequence](#)

1. Event Sequences can be used to define sequences of events such as right stance, or the first 20 cycles. Event sequences can then be used in place of events in subsequent processing.
2. When defining maximums & minimums in Visual3D, a new parameter was added which allows users to define the threshold. This parameter was added for the following commands:
 1. [Event_Global_Maximum](#)
 2. [Event_Global_Minimum](#)
 3. [Event_Maximum](#)
 4. [Event_Minimum](#)

Event Management

New/Modified Commands

1. [Event_Sequence_Delete](#)
 1. Event Sequences can be used to define sequences of events such as right stance, or the first 20 cycles. Event sequences can then be used in place of events in subsequent processing.

File Management

New/Modified Commands

1. [Create_Text_Data](#)
 1. Text Data is a new "Signal Type" which was added to the data tree. This allows users to define strings in the CMO file. For example, a signal can be created called "Affected_Side" and the user can specify the Left or Right side here. Files can be queried using text data as well.

Force

New/Modified Commands

1. [FP_Auto_Baseline](#)
 1. This command can be used to automatically determines the zero period and the force platform minimum value. This is especially helpful for treadmill trials when it is difficult to determine a period when the treadmill is unloaded and for front to back treadmills where a high force platform minimum value can cause discontinuity in the force signal.
2. [Locate_Force_Platform_Corners](#)
3. [Modify_One_Force_Platform](#)
4. [Reset_Segment_Assignment_To_Force_And_COP](#)

Matlab

64 bit Matlab support.

1. Put_To_Matlab
2. Get_From_Matlab
3. Eval_In_Matlab

Certain Matlab commands are only available in the 64 bit version. Matlab no longer supports 32 bit installations, so legacy support will only be available in the 32 bit version of Visual3D.

Metric

New/Modified Commands

When defining maximums & minimums in Visual3D, a new parameter was added which allows users to define the threshold. This parameter was added for the following commands:

1. [Metric_Maximum](#)
2. [Metric_Minimum](#)
3. [Metric_Time_of_Maximum_from_Event](#)
4. [Metric_Time_of_Minimum_from_Event](#)
5. [Metric_Time_of_Global_Maximum_from_Event](#)
6. [Metric_Time_of_Global_Minimum_from_Event](#)
7. [Metric_Compute_Confidence_Ellipse](#)

Model Based Data Computation

New/Modified Commands

1. Compute_Model_Based_Data parameters with added treadmill velocities

Pipeline Control

New/Modified Commands

1. [Get_Pipeline_Parameter_Index_Value](#)
2. [Conditional_Statement](#)
3. Conditional_Statement_End

RT and Post Processing Biofeedback

New/Modified Commands

1. Animated_Line
2. Animated_Sphere
3. Animated_Surface
4. Animated_PolyLine
5. Modify_RTGraph_Settings

Reports/Interactive Graphs

New/Modified Commands

1. [Modify_All_Graphs](#)
2. [Overlay_Report](#)

Folder Encryption

New/Modified Commands

1. [Add_Password_Protection_To_Folder](#)
2. [Remove_Password_Protection_From_Folder](#)
3. [Enter_Password_To_View_Folder_Data](#)

Other

New/Modified Commands

1. [Open_Edit_Dialogs](#)
2. [Map_Segment_Color_To_Signal_Value](#)

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