

# Menus

Although many of the features in Visual3D can be accessed in multiple ways, the drop-down menus across the top of the Visual3D page offer a familiar method of program interaction that is common to Windows-based software.



This Visual3D Menus link provides details on the options available through these drop-down menus. Because we are constantly adding more features, the menus in Visual3D often change before this documentation can be updated. Please contact us if there are features on the menus that are not described here.

## File Menu

The File menu item is used to manage files opened or saved by Visual 3D.



The menu subitems are:

### New

Closes all open files, leaving an empty workspace.

### Open

Opens a new motion document (C3D, CMO, etc.)

### Close

Closes the currently active motion file(s) as indicated by the active file selection box.

### Save

Saves all open files to the current C-Motion (cmo) Document.

### Save As

Prompts the user with the file save dialog in order to save all open files to a new or existing C-Motion (cmo) Document.

## Export



### Export C3D File

Exports an opened file to a C3D File (.c3d).

### Export Animation to AVI

Exports the 3D animation to an AVI (.avi) file.



### Export Animation Frame to BMP

Exports the current animation viewer frame to a bitmap file (.bmp).

### Export Standalone CMO for Viewer

CMO files do not typically contain the wireframe meshes used for animating the surfaces of the bones because this information is supplied with Visual3D (e.g. as .v3g files).

CMO files intended for the Free CMO viewer, however, must explicitly embed the graphics by selecting the export option to include the graphics.

### Export C3DFile for Vicon Polygon



Pipeline Command

[Export\\_Polygon\\_C3DFile](#)

### Add Modify File Tags

Brings up a window to add/modify file tags

### Add Modify Synchronized Video Files

Allows mapping of video files (.mpg, .avi, etc) to motion files for synchronized playback.

## Add Modify Synchronized Motion Files

Allows multiselection of C3D motion files and frame offsets for synchronized playback.

## Modify Force Platform Parameters

Allows modification of the active file(s) force platform C3D file parameters

## Print

Prints the current report

## Print Preview

Previews the current report.

## Print Setup

Change the printer and printer options.

## Exit

Exits the Visual 3D application.

## Model Menu

The model menu is dedicated to features related predominantly to a Link Model.



When no model is loaded in Visual3D only the option to create a model is available.

## Create (Add Static Calibration File)

Creates a new model ([Hybrid](#), [6DOF](#), [Helen Hayes & Derived...](#)) A static calibration file must be opened with the new model because there is a direct one-to-one link between the standing trial and the model.

[See this tutorial.](#)



When a model is loaded the following features are available



### **Compute Model Based Data**

Brings up a window to create or modify model based calculations (such as joint angles, joint powers, etc.) The resulting data is created on the files specified in the file selection combo.

### **Assign Model to Motion File**

Allows the user to specify which model is to be applied to each movement trial.

### **Close Model**

Closes the current model

### **Convert Model To Hybrid**

Convert a Visual3D Legacy model to a Hybrid Model

### **Apply Model Template**

Opens a model template file (.mdh, .mod, .bsp) to be applied to the currently active model. All existing segments, landmarks, etc. are deleted prior to applying the new template

### **Save Model Template**

Saves the currently active model to a file (.mdh, .mod).

### **Append Model Template**

to current model Adds the segment, landmarks, etc in the template to the current model without deleting the current attributes

### **Modify Subject Mass and Height**

Modify the model properties. Note that these values are also subject metrics that can be edited in the Subject Data/Metrics property page

## Modify Frame Range for Subject Cal

Modifies the frame range to use for the subject calibration file.

## View/Edit Segment to Force assignments

modify the [segment assignments](#)

## Color Item with Signal Value

Allows the user to map signals to segments, and select color values to color a segment based upon the signal values.

## View Menu



The view menu contains a miscellaneous set of commands related to the interface.

## Toolbar

Toggles on/off the toolbar



**Large Toolbar** - toggles the large or small toolbar



## Status Bar

toggles the status bar at the bottom left of the window



## View Popup Wizard

Toggles the popup wizard



## Long Filenames

Toggles between the filename and the full path



## View C-Motion Visual3D Banner

toggles the display of a banner at the top of the 3D view



## View Color Mapped Lines on Signal and Event Processing Graphs

Toggles between Black lines and Colored lines on the interactive graphs



## View Graph Animation Frame Line

Add a vertical line indicating the current frame in the animation window



## View Synchronized Video

View Synchronized Video



## Set Camera Perspective

Set the camera view in the 3D Viewer



## Processing Results

Displays the last set of Pipeline Processing Results



## Pipeline Menu



The pipeline menu contains the recent pipelines that were executed. Selecting a pipeline will cause it to be loaded and executed automatically.

Select **View Pipeline** is equivalent to selecting the **View Pipeline icon** on the Toolbar.

## Settings

The Program Settings menu item is used to manage various properties of motion files and the Visual 3D environment.



### Modify Lab Coordinate System

Changes the X, Y and Z directions for the lab.

### Modify Scale of the 3D Graphics Objects

Allows the user to change the size of the displayed targets.



### Use Processed Analogs for Ground Reaction Force Calculations

Specify whether the original or processed analog signals should be used for computing the Ground Reaction Force



### Use Processed Forces for Segment to Force Assignment

Specify that processed FORCE, COFP, and FREEMOMENT signals should be used for determining the [Force Assignments](#).

### Use Processed Targets for Model/Segment/LinkModelBased Items

Specify whether the original or processed targets are to be used for determining model segment

locations, model based computations, etc.

[An explanation for Using Processed Signals is here](#)

## Use Biomechanics Conventions

Biomechanics conventions refer to the meaning for medial/lateral, anterior/posterior, and axial for the left and right side segments.

Note that medial and lateral are defined with respect to the subject in the Anatomical Position, which is important to remember when defining the forearm and hand segments. If Biomechanics Conventions are not selected, all coordinate system use the right hand rule, and left and right side segments are created equivalently. The typical consequence is that the left side segments look like they are constructed backwards.

## Use Compatible 1 Byte Characters

There are some unicode characters that Visual3D cannot recognize.

## Use dd/mm/yyyy (European/Canadian format) Dates

## Program Options

Modify the default folders and the default viewing options.



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