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

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

## Workspace Tab



### New Workspace

Empties the current workspace and creates a new one.

### Open Files

Opens movement files. Note that although the default mask shows .c3d and .cmo files, this button can also open other file types such as ASCII files. 

### Save Files

Saves the workspace as a .cmo file in the [CMO Format](#). 

## Close Files

There isn't a tool bar icon for closing motion trials, but this is a common process. The File Menu item "Close File" does NOT close the highlighted file in the workspace tab. It closes the [active files](#) shown in the selector box in the toolbar. There is also a pipeline command called [File\\_Close](#) to close the active file(s). 

## Print

Opens the print dialog box. 

## Recalculate

Recalculates model and event data. 

## Visual3D Pipeline

Opens the Pipeline Workshop dialog box. More information on the Pipeline can be found at the [Visual3D Pipeline](#) link. 

# Signals And Events Toolbar



## A. Event Editing

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

## B. Camera Reset

Reset the 3D Viewer to the default view

## C. Force Vector Size

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

## D. Target Labels

Turn on/off target labels in 3D viewer

## E. Targets

Turn targets on/off in 3D viewer

## F. Bones

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

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

## G. Segment Geometry

Turn the Segment Geometry on/off in 3D viewer

## H. Stick Figure

Turn Segment Lines on/off

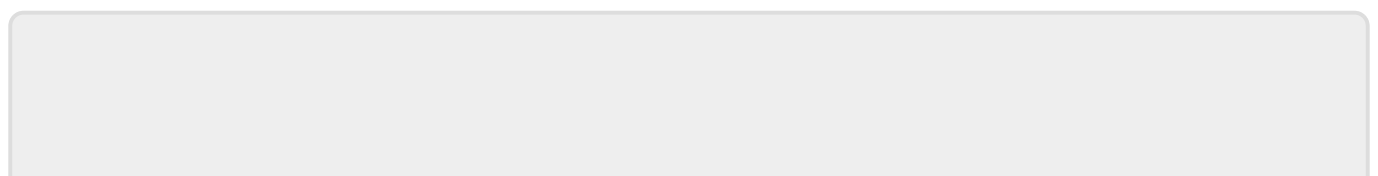
## I. Active File

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

## J. Query

[Query](#) a set of files

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Last update: **2024/06/14 17:31**