



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. [openfilesbutton.jpg](#)

save files

saves the workspace as a .cmo file in the [cmo format](#). [savefilesbutton.jpg](#)

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). [closefilesbutton.jpg](#)

print

opens the print dialog box. [printfilesbutton.jpg](#)

recalculate

recalculates model and event data. [recalculatebutton.jpg](#)

visual3d pipeline

opens the pipeline workshop dialog box. more information on the pipeline can be found at the [visual3d pipeline](#) link. [v3dpipelinebutton.jpg](#)

signals and events toolbar

[signalsandevents_toolbar_v6.png](#)

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

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Last update: 2024/06/19 12:54

