

the_pipeline_is_a_command_language_not_a_scripting_language. the_pipeline_processor_provides_access_to_the_core_of_visual3d_functionality_through_commands. each_function_is_represented_by_a_command. the_pipeline_is_typically_used_to_automate_processing_steps. the_pipeline_has_the_ability_to_manage_files_define_events_execute_signal_processing_computations_create_and_edit_modes_create_and_modify_reports_and_generated_statistics. edit_boxes_are_usually_provided_for_configuring_each_process_step. expressions_many_but_not_all_edit_boxes_and_pipeline_command_parameters_allow_the_use_of_expressions_instead_of_numerical_values. visual3d_uses_a_common_expression_parser_so_the_following_syntax_is_common. workspace_history_visual3d_keeps_track_of_which_versions_of_visual3d_were_used_to_open_and_save_the_workspace. active_files_active_files_are_the_files_loaded_into_the_workspace_which_have_focus. the_active_file_selector_combo_box_on_the_visual3d_toolbar_allows_you_to_choose_which_subset_of_your_motion_trials_are_active. tutorial4_5.jpg_file_names_tags_program_options_there_are_many_options_for_controlling_the_default_settings_for_visual3d_and_for_controlling_the_viewing_options. laboratory_coordinate_system_there_is_no_standard_coordinate_system_used_in_the_motion_analysis_community_despite_the_efforts_of_the_international_society_of_biomechanics. we_assume_that_each_individual_user_however_has_a_standard_coordinate_system_for_their_laboratory. the_coordinate_system_identified_in_this_dialog_is_saved_to_the_user_s_registry_and_will_be_in_effect_until_changed_explicitly_by_this_program_or_if_the_registry_entries_are_deleted. laboratorycoordinatesystemdialog.png_the_axes_of_the_global_visual3d_coordinate_system_v3cs_are_oriented_such_that_the_v3cs_z_axis_points_vertically_upward_the_v3cs_y_axis_points_along_the_direction_of_progression_and_the_v3cs_x_axis_is_perpendicular_to_the_other_two_axes_as_described_by_a_right-handed_cartesian_coordinate_system. if_the_user_employs_a_laboratory_coordinate_system_lcs_with_an_orientation_that_differs_from_that_assumed_by_visual3d_then_the_dialog_box_shown_above_must_be_modified}}}}}}}}

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