

Real_Time_Interface

Introduction to the Visual3D RealTime Interface Tab

 Visual3D Real Time interface tab as of March 2022

- Stream Information:
 - Built-in RT vs External RT
 - Camera Frame Rate
 - Built-In RT Support
 - Use FP Parameters from CalFile
 - Force Platform Zero Baseline
 - Hardware Settings
- Real Time Pipeline Commands
 - List of available pipeline commands that run in real time
- Real-Time Graphs
 - 2D/3D Graph Toggle
 - Graph Display Plane
 - Full Screen Display
 - Play Sounds
 - Switch Vertical Axis (+/-)
 - Switch Horizontal Axis (+/-)
 - Frames to Graph
 - Determines how many frames the real-time keeps in the data buffer
 - If you want to plot 10 gait cycles, the number of frames must include enough frames to plot 10 gait cycles
 - Max Frame Gap
 - Define graphs

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

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