

# 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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Last update: **2024/07/16 19:33**

