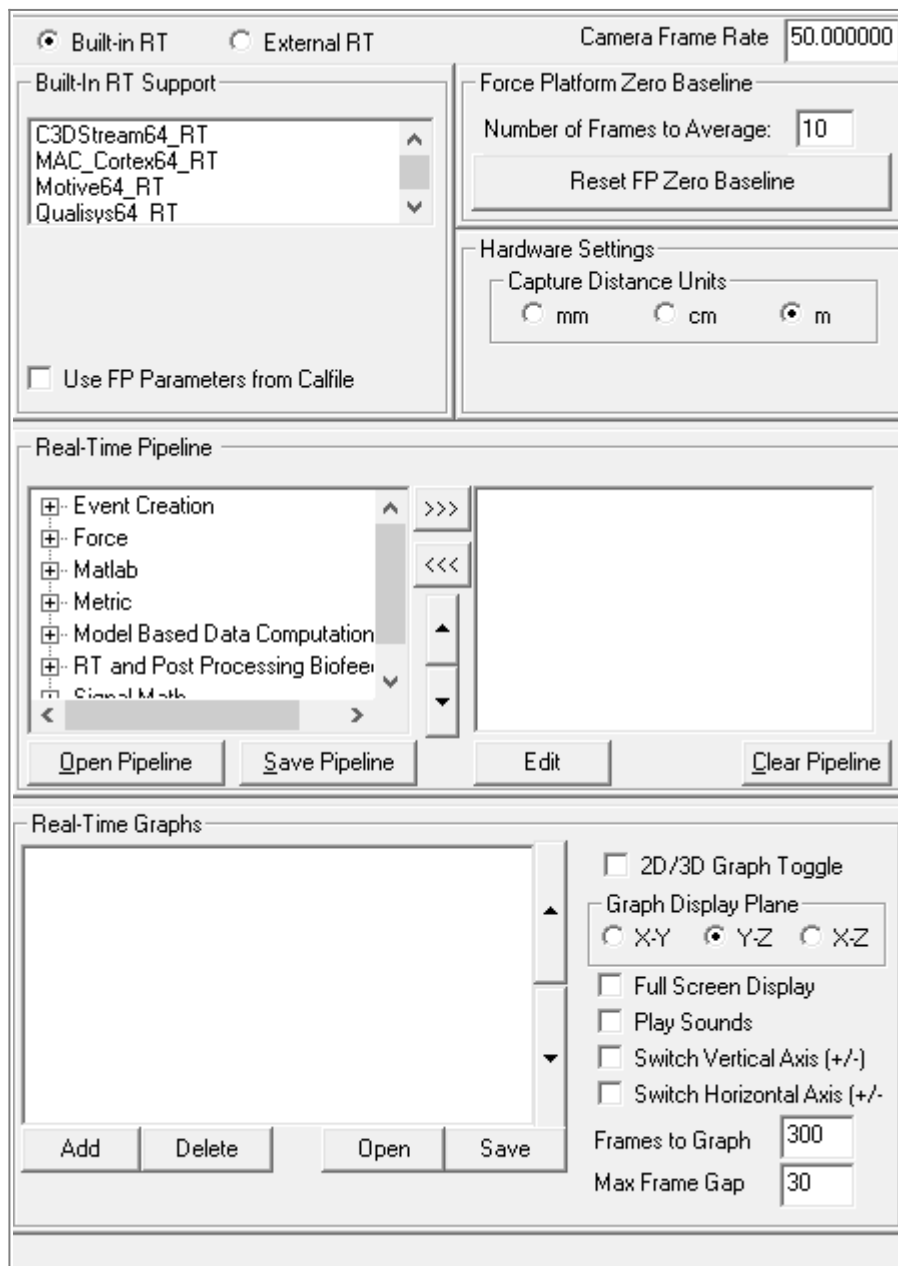


Real Time Interface

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

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