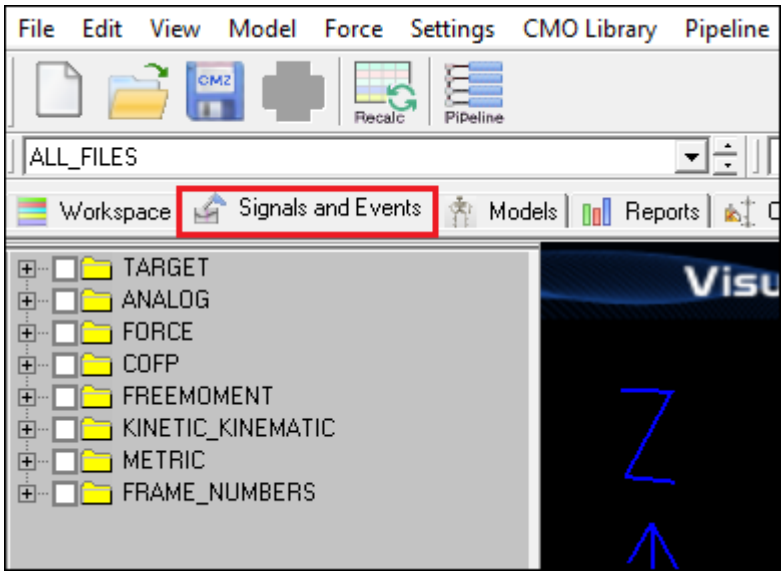
Manually Creating Events

Introduction

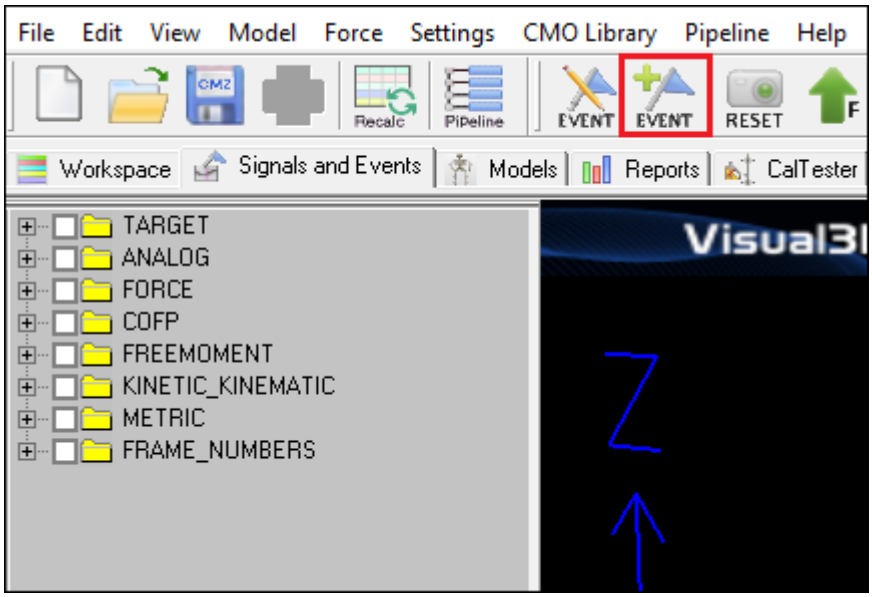
This tutorial will show you how to manually create an event in Visual3D.

Event Creation Process

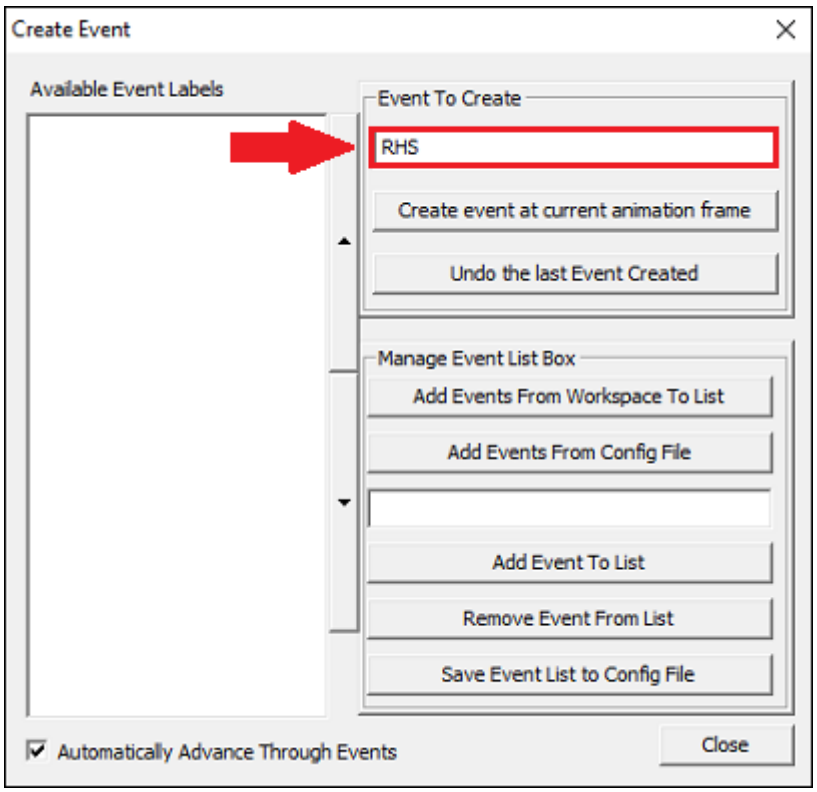
1. First, open the c3d file you want to add the event(s) to and open the *Signals and Events* tab



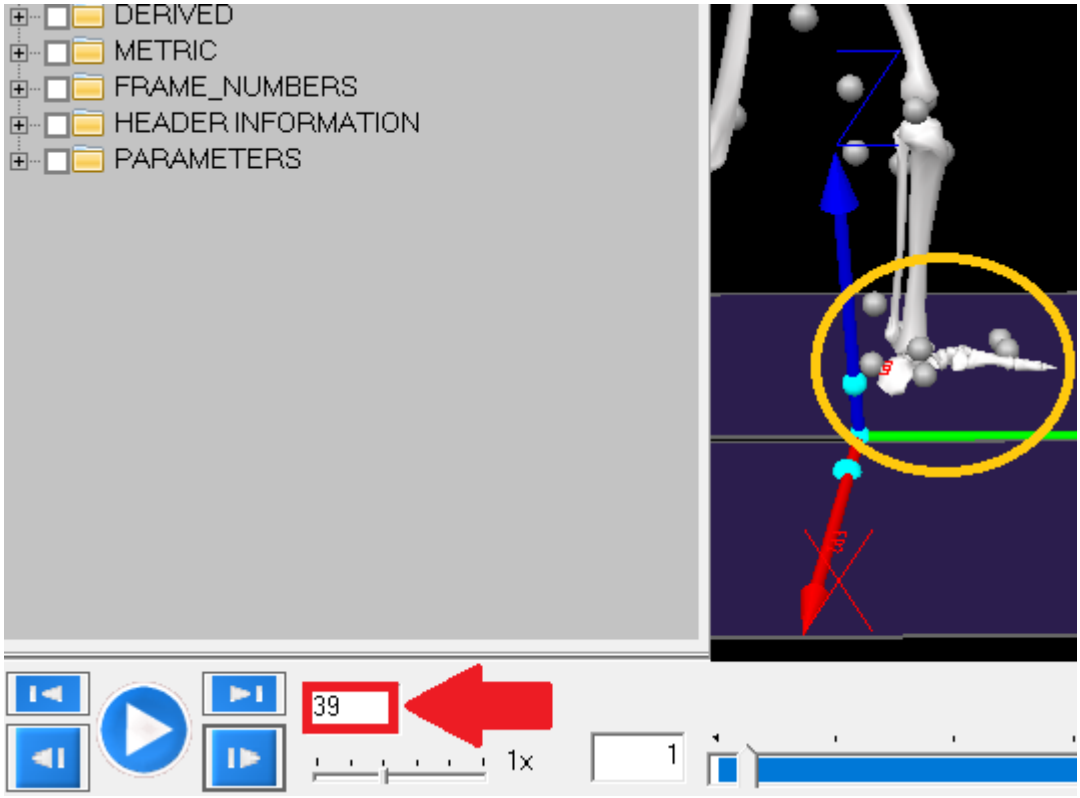
2. Open the *Create Events* window



3. Choose the name of the event you want to create. In this example **RHS** is used

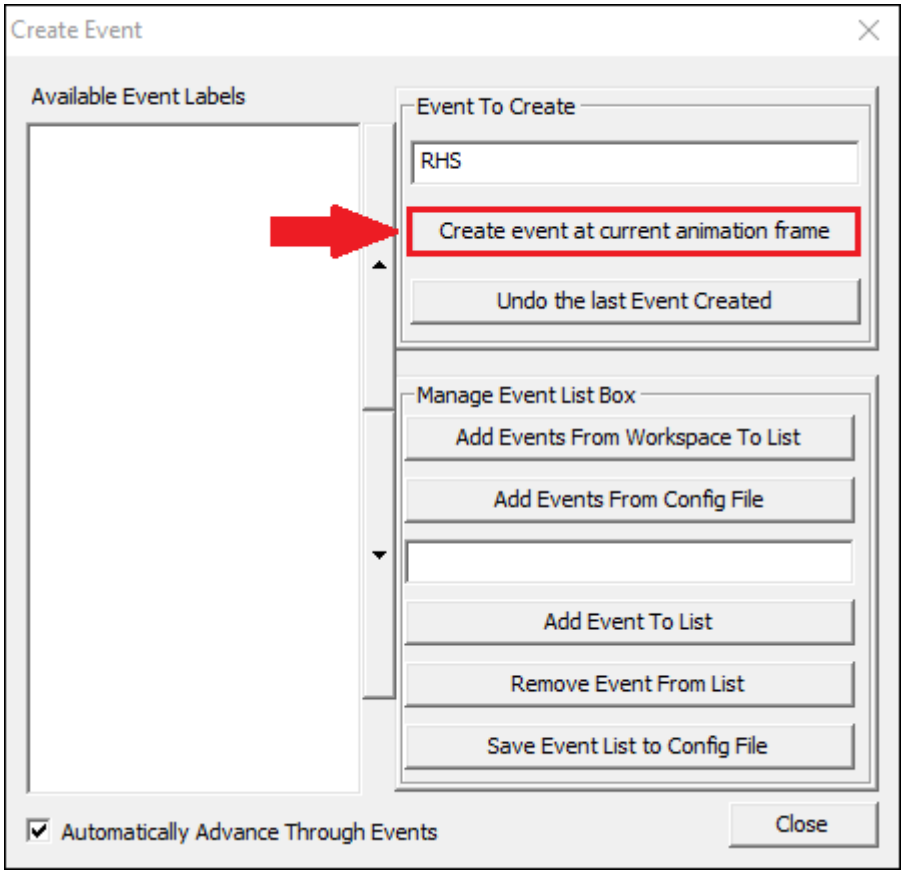


4. Select the frame at which you want the event to be created at

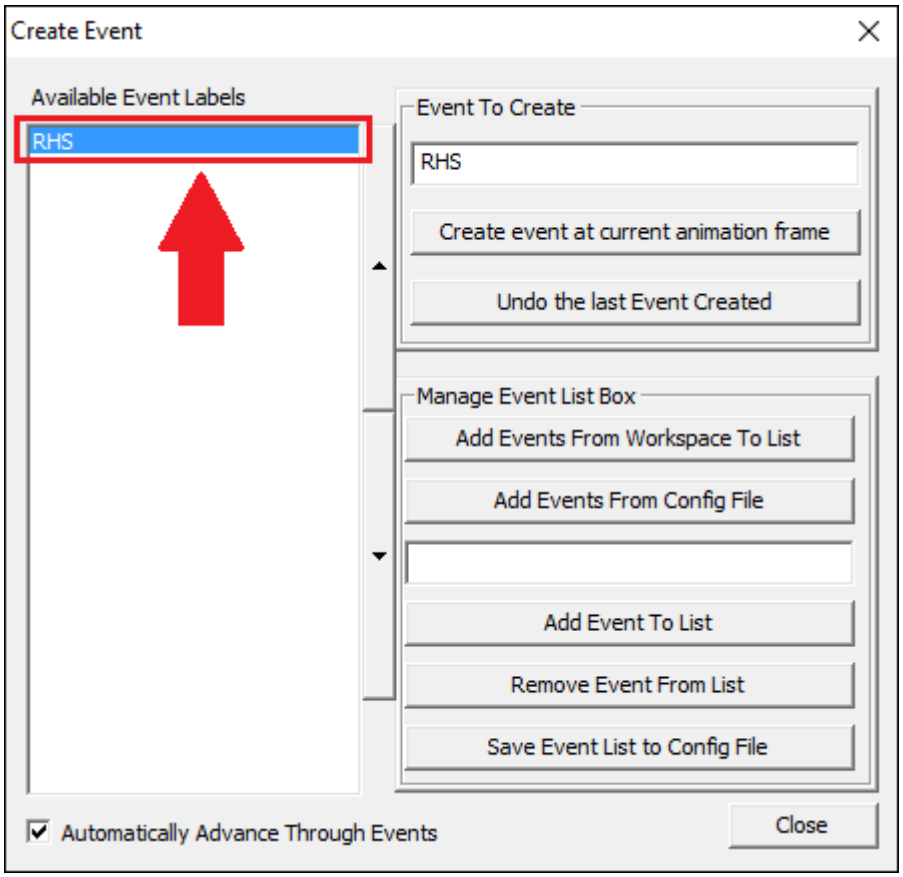


Here you can see that a right heel strike occurs at frame 39 so this is the frame we want to add the event RHS at

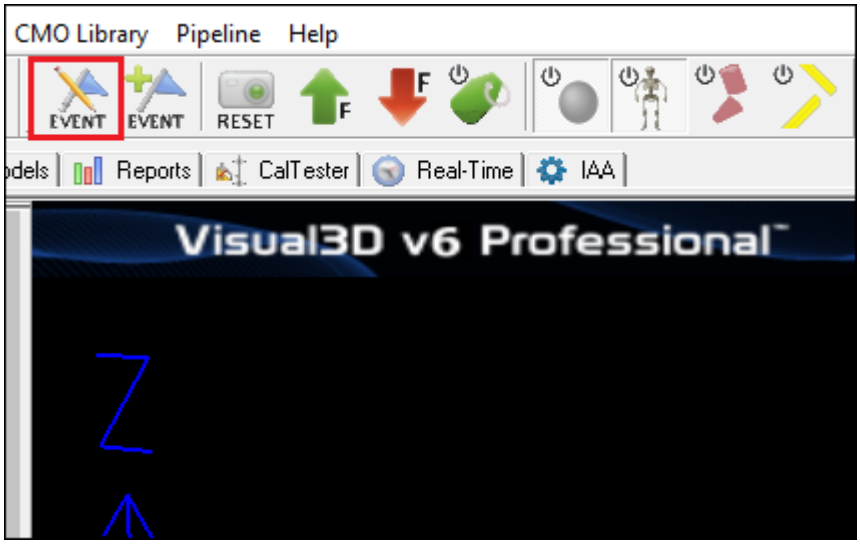
5. Once you have chosen the name of the event being created and the frame at which it is to be creates you can click the button labeled *"Create event at current animation frame"*



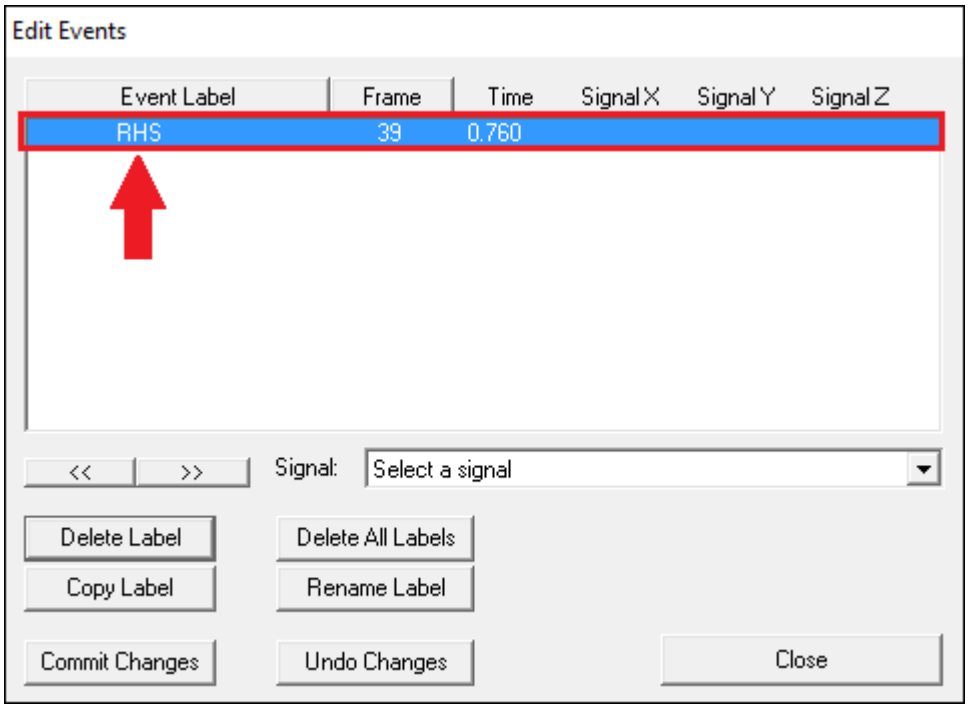
6. The label for the event you created (in this case **RHS**) will now show up in the *Available Events Labels* list



7. Open the *Edit Events* window



8. You can see that the RHS that was created at frame 39 has actually been created and shows up in this dialogue



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

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:tutorials:events:manually_creating_events&rev=1721231212

Last update: **2024/07/17 15:46**