

Marker Markerless Comparison

** The [Manage_Theia3D_Merge](#) is no longer recommended since [Manage_File_Merge](#) was updated to be used for file types other than just from Theia3D.**

This tutorial demonstrates the merging of Theia3D output c3d files and synchronized c3d files with marker based data.

Demo Files

Download the [zip file](#) containing folder paths and files for this tutorial.

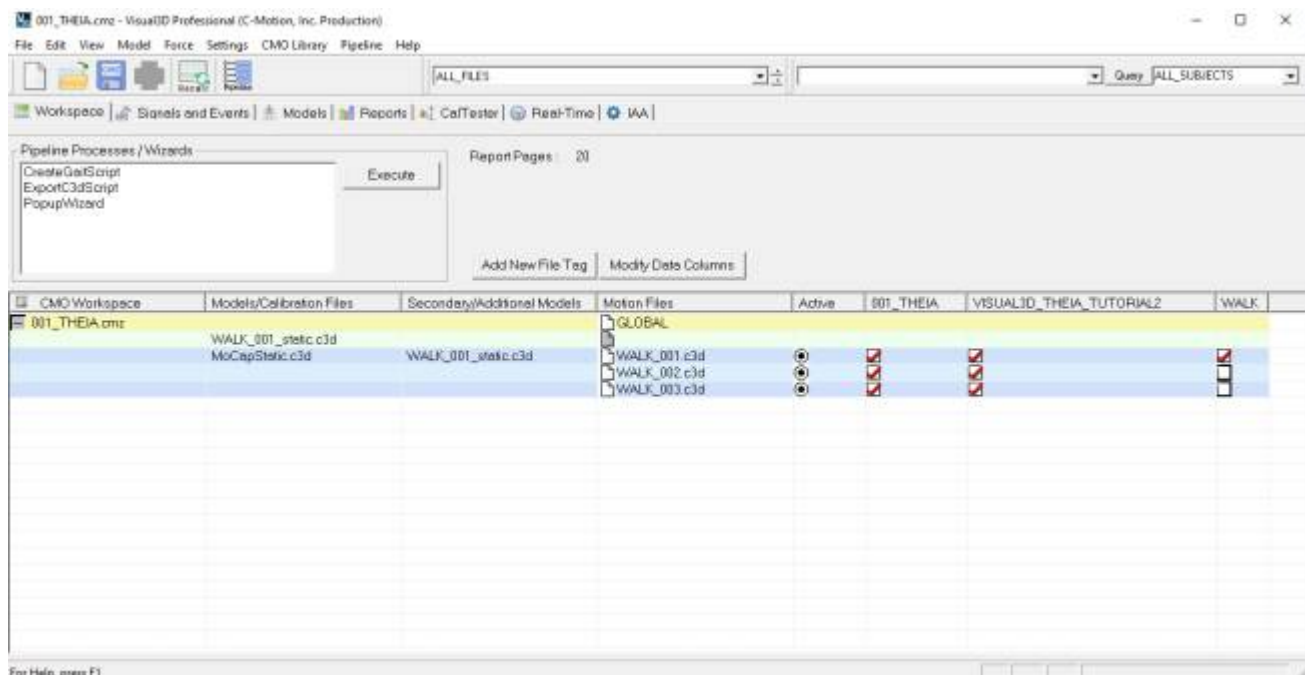
Merge Theia3D Files and Marker based files

The Theia3D signals will be assigned a prefix ML: and a subject tag ML The markers will be assigned a prefix M: and a subject tag M The pair of synchronized files will be merged into one file. The ground reaction force will be assigned to both models (there is a little inside trick here) Difference signals and metrics will be generated and reported.

Project	THEIA3D_MB_ML		
Root path to search	\\vmware-host\Shared Folders\Desktop\Visual3D Stuff\Test Files\Markerless\Visual3D_Theia_Tutorial2\		Browse
Theia3D Session Folder Mask	*_THEIA		Browse
Theia3D File Mask	*pose_filt_0.c3d		
Other 3D Session Folder Mask	*_QTM		Browse
Other 3D File Mask (Optional)	*walk*.c3d		
Other 3D Static File Mask (Optional)	*static*.c3d		
Other 3D Model Template Mask (Optional)	*.mdh		Browse
File Tags	GROUP+SESSION+TASK		
Theia3D Subject Tags	ML	Theia3D Prefixes	ML:
Other 3D Subject Tags	M	Other 3D Prefixes	M:
GCVSPL Variance	0.00001		
☒ Merge Theia3D Files	☐ Import Analog Files	☐ Open CMZ Library After Processing	
☒ Recreate the Event Labels	☒ QA Force Assignments		
Restrict Number of Session Files	3		
Input Folder Structure	DEFAULT		
OK Cancel			

```
Manage_Theia3D_Processing
/ROOT_FOLDER=...\Visual3D_Theia_Tutorial2\
```

```
! /ACTION=
/TAGS=GROUP+SESSION+TASK
/PROJECT=THEIA3D_MB_ML
! /IMPORT_ANALOG_FILES=FALSE
/MERGE_THEIA3D_FILES=TRUE
/THEIA3D_SESSION_FOLDER=*_THEIA
/THEIA3D_FILE_MASK=*pose_filt_0.c3d
/THEIA3D_PREFIX=ML:
/THEIA3D_SUBJECT_TAG=ML
/OTHER3D_SESSION_FOLDER=*_QTM
/OTHER3D_FILE_MASK=*walk*.c3d
/OTHER3D_MODEL_MASK=*static*.c3d
/OTHER3D_MODEL_TEMPLATE_MASK=*.mdh
/OTHER3D_PREFIX=M:
/OTHER3D_SUBJECT_TAG=M
/NUMBER_OF_SESSION_FILES_ALLOWED=3
/GCVSPL_VARIANCE=0.00001
! /RECREATE_EVENTS=TRUE
! /QA_FORCE_ASSIGNMENTS=TRUE
! /OPEN_CMZ_LIBRARY=FALSE
! /REPORT_COMMAND=FALSE
! /REPORT_INFO=FALSE
! /REPORT_ERROR=FALSE
! /REPORT_WARNING=FALSE
! /INPUT_FOLDER_STRUCTURE=DEFAULT
;
```



The resulting file contains 3 merged c3d files and 2 models

Workspace | Signals and Events | Models | Reports | CalTester | Real-Time | IAA

- 1:
- 2:
- 3: STRIDE : Joint Angles
- 4: STRIDE : Segment Angles
- 5: STRIDE : Segment Proximal End
- 6: STRIDE : Joint Angle Differences_M_ML
- 7: STRIDE : Segment Angle Differences_M_ML
- 8: STRIDE : Segment Proximal End Differences_M_ML
- 9: STRIDE - RMS Segment Angle Differences - Foot, Shank, Thigh, Arm, Forearm, Hand
- 10: STRIDE - RMS Joint Position Differences - Ankle, Knee, Hip, Shoulder, Elbow, Wrist
- 11: STRIDE - RMS Joint Angle Differences - Ankle, Knee, Hip, Shoulder, Elbow, Wrist
- 12: STANCE : Joint Angles
- 13: STANCE : Segment Angles
- 14: STANCE : Segment Proximal End
- 15: STANCE : Joint Angle Differences_M_ML
- 16: STANCE : Segment Angle Differences_M_ML
- 17: STANCE : Segment Proximal End Differences_M_ML
- 18: STANCE - RMS Segment Angle Differences - Foot, Shank, Thigh, Arm, Forearm, Hand
- 19: STANCE - RMS Joint Position Differences - Ankle, Knee, Hip, Shoulder, Elbow, Wrist
- 20: STANCE - RMS Joint Angle Differences - Ankle, Knee, Hip, Shoulder, Elbow, Wrist

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Page 4

Column 1

Span 1

Row 1

Span 1

Item to add:

2D Graph

Add

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