

Marker Markerless Comparison

** The Manage_Theia3D_Processing command is no longer recommended since [Manage_File_Merge](#) was updated to be used for file types other than just from Theia3D. This command can merge Theia3D output along with other C3D marker based data files.**

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.

The screenshot shows the 'Manage_Theia3D_Processing' dialog box with the following settings:

- Project:** THEIA3D_MB_ML
- Root path to search:** \\vmware-host\Shared Folders\Desktop\Visual3D Stuff\Test Files_Markerless\Visual3D_Theia_Tutorial2\
- Theia3D Session Folder Mask:** *_THEIA
- Theia3D File Mask:** *pose_filt_0.c3d
- Other3D Session Folder Mask:** *_QTM
- Other3D File Mask (Optional):** *walk*.c3d
- Other3D Static File Mask (Optional):** *static*.c3d
- Other3D Model Template Mask (Optional):** *.mdh
- File Tags:** GROUP+SESSION+TASK
- Theia3D Subject Tags:** ML
- Theia3D Prefixes:** ML:
- Other3D Subject Tags:** M
- Other3D 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

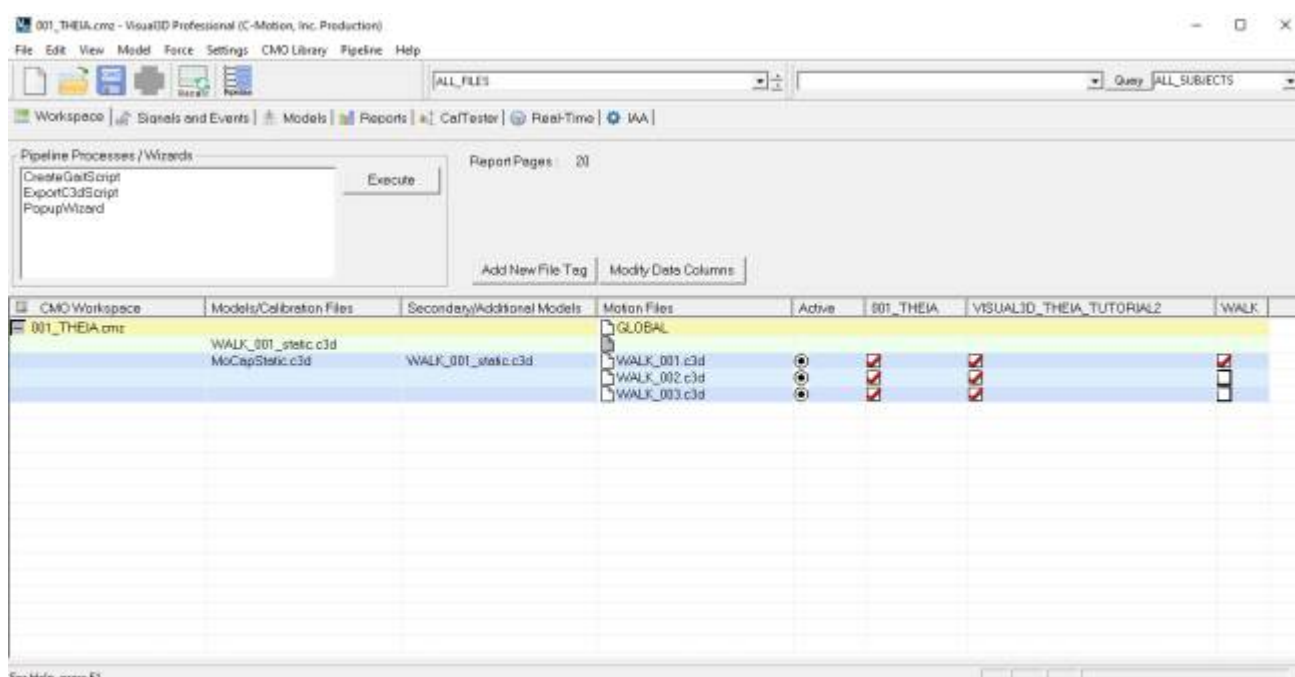
Buttons: OK, Cancel

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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Overlay Report

Delete Report

Update Report

Add a new report item to the report

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Column 1

Span 1

Row 1

Span 1

Item to add:

2D Graph

Add

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