

Introduce Missing Digitizing Pointer Markers

Assume that the digitizing pointer exists in a static trial, that the standing trial must be re-captured, but the digitizing pointer was not in view in the second capture.

It is still possible to use this second capture, by entering the markers into the second trial. This is possible because in the standing trial the pointer markers are unrelated to any other markers in the scene.

The following method is klunky but effective.

Step 1

Step 1: Create a hybrid model using Static1.C3D (the first static trial with the digitizing pointer in view)

Step 2

Step 2: Create landmark for each of the four markers that are located on the digitizing wand (WND1, WND2, WND3, WND4). For example WND1 is shown below

Landmark name= **WND1** Existing Segment= **LAB** Offset to Existing Calibration Target or Landmark= **WND1** Select the **APPLY** button and the offset edit boxes will be populated, but grayed out. Select the button **Offset using the following ML/AL/AXIAL offsets** and the offsets will not be grayed out any longer. Click **Apply** and then **Close** Create WND2, WND3, and WND4 in the same manner as above

Step 3

Step 3: Open static2.C3D as a movement file and assign it to static1.C3D

Step 4

Step 4: Export the four landmarks using the following pipeline command:

```
Export_Data_To_Ascii_File
/FILE_NAME=
/SIGNAL_TYPES=LANDMARK+LANDMARK+LANDMARK+LANDMARK
/SIGNAL_NAMES=WND1+WND2+WND3+WND4
/SIGNAL_FOLDER=ORIGINAL+ORIGINAL+ORIGINAL+ORIGINAL
! /START_LABEL=
! /END_LABEL=
! /USE_POINT_RATE=FALSE
! /NORMALIZE_DATA=FALSE
```

```
! /NORMALIZE_POINTS=101
! /EXPORT_MEAN_AND_STD_DEV=FALSE
! /USE_P2D_FORMAT=FALSE
;
```

Step 5

Step 5: Now open the exported text file in Microsoft Excel or Notepad and replace the text string **LANDMARK** with the text string **TARGET**. Save the ASCII file.

Step 6

Step 6: Import the ASCII file using the following pipeline command

```
Import_Data_From_Ascii_File
! /FILE_NAME=
;
```

The landmarks will now appear as targets in static2.c3d

Step 7

Step 7: [Export static2.c3d to disk](#) to preserve the landmarks.

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