

Hawkeye Processing Log File

Overview

When the **Manage_Hawkeye_Processing** pipeline command runs, it creates a log file containing information about the signals created and any commands that failed during pipeline processing.

Purpose: This documentation explains the log file contents, which display real-time information each time the processing pipeline runs, allowing users to identify which signals were created and which failed.

Manage_Hawkeye_Processing

The following pipeline needs to be run in order for the log file to be created.

```
Manage_Hawkeye_Processing
/ROOT_FOLDER=
! /ACTION=
! /TAGS=ACTION
/PROJECT=BATTING
/OUTPUT_DATA_FORMAT=XML
! /IMPORT_ANALOG_FILES=FALSE
! /MERGE_THEIA3D_FILES=FALSE
! /MERGE_THEIA3D_AND_OTHER_FILES=FALSE
/PRIMARY_SESSION_FOLDER=
! /PRIMARY_FILE_MASK=
! /PRIMARY_MODEL_MASK=
! /THEIA3D_PREFIX=
! /THEIA3D_SUBJECT_TAG=
! /OTHER3D_SESSION_FOLDER=
! /OTHER3D_FILE_MASK=
! /OTHER3D_MODEL_MASK=
! /OTHER3D_MODEL_TEMPLATE_MASK=
! /OTHER3D_PREFIX=
! /OTHER3D_SUBJECT_TAG=
! /NUMBER_OF_SESSION_FILES_ALLOWED=
! /GCVSPL_VARIANCE=
! /RECREATE_EVENTS=TRUE
! /QA_FORCE_ASSIGNMENTS=TRUE
! /OPEN_CMZ_LIBRARY=FALSE
! /SAVE_DEFAULT_CMZ_FILES=TRUE
! /REPORT_COMMAND=FALSE
! /REPORT_INFO=FALSE
! /REPORT_ERROR=FALSE
! /REPORT_WARNING=FALSE
```

```
/INPUT_FOLDER_STRUCTURE_PRIMARY=SESSION  
! /INPUT_FOLDER_STRUCTURE_SECONDARY=DEFAULT  
! /INPUT_FOLDER_STRUCTURE_STATIC=DEFAULT  
! /VISUAL3D_PIPELINE_POST_MERGE=  
! /VISUAL3D_PIPELINE_PREMERGE=  
;
```

Log File

The log file name is the CMZ file name concatenated with “_log” : **CMZ file name_log.txt**

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