

Purpose

This tutorial shows you how to generate real time feedback from the Visual3D RealTime Tab when streaming a C3D file through Visual3D. The pictures and example in this tutorial are specific to graphing Left Ankle Angles. However, the same principles can be applied to any Link Model Based items.

Steps

Preparing for the Tutorial

1. Download the file [model.zip](#)
2. Save the file where you would normally save motion capture files.

These sample Qualysis files were downloaded from [C3D.org](#)

Step 1 - Open CMO File

- | | |
|---|---|
| 1. From the File menu, select Open/Add... , Choose <i>model.cmo</i> |  |
| 2. From the workspace status screen, verify the model file named Standing_Hybrid_2.c3d appears in the column labeled Models/Calibration Files. | |
| 3. Switch to the Models tab to verify bones in picture  | |

Step 2 - Connect to RT stream/Load Emulation

1. Open the *Real-Time* tab

- | | |
|---|---|
| 2.a. To connect to the C3D stream using the Builtin RT plugin: (more....) |  |
| Click C3DFile_RT (used to emulate a camera system) | |
| Browse to the dynamic C3D file (Walking_Hybrid_2.c3d) | |
| NOTE: Before using the real time stream users should test using C3D files collected in their lab | |

2.b. To connect to the C3D stream using the External RT plugin: (more....)		
For instructions on how to run biofeedback through Visual3D server see the Visual3D Server Tutorial .		

3. The data is automatically applied to the model

Note: Streaming status in lower left

Step 3 - Compute model based item: RT pipeline

Open up *Model Based Data Computation* under the **Real-Time Pipeline**

Double click *Compute_Model_Based_Data*

Click **Edit**



Change the corresponding:

Data Name: Ankle **Folder:** ORIGINAL **Model Based Item Properties:** JOINT_ANGLE
Segment: Right Foot **Reference Segment:** Right Shank



Click **Done**

Step 4 - Create Graph

Click **Add** in the **Real-Time Graphs** section, and enter the following:

Data to: LINK_MODEL_BASED::ORIGINAL::Ankle



Click **OK**

Complete

Your result should show a Real-Time stream that looks like the picture below



Remember to save the Graph and RT Pipeline

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