documentation in progress.....

This tutorial uses the Visual3D Server for streaming data to Visual3D from a C3D file.

After the model is built, click on the real-time tab, connect to the server, and you should see the real time model.

Retrieved from “”

From:
https://has-motion.com/wiki/ - **Wiki Documentation Site**

Permanent link:
**https://has-motion.com/wiki/doku.php?id=visual3d:tutorials:real_time:digitizing&rev=1718386378**

Last update: **2024/06/14 17:32**