

c3dExportOptions

Description

Use this command to set options for Shogun's C3D exporter. Typically you won't need to modify the C3D exporter settings as Shogun's default settings should work in most situations. Note that these options are persistent, meaning they persist until you change them again.

Functional area

File handling

Command syntax

Syntax

```
c3dExportOptions [-preserveGaps boolean] [-collapseSubjects boolean] [-real boolean] [-writeTimeCode boolean] [-writeUnlabeled boolean] [-removeLeadingUnderscore boolean] [-decFormat boolean] [-filterMin boolean] [-filterMax boolean] [-minKeys integer] [-maxKeys integer] [-overrideHeaderRate boolean] [-headerRate float]
```

Arguments

None

Flags

Name	Flag arguments	Argument type	Exclusive to	Comments
preserveGaps	1	boolean	—	Specifies that the exporter maintains data gaps on markers in c3d files. When false, the exporter writes keys out for gaps using interpolated values from the Markers' Translation channels.
collapseSubjects	1	boolean	—	Specifies that the exporter writes out Marker names as CharacterName::MarkerName. When false, the exporter will only write out MarkerName.
real	1	boolean	—	Specifies that the exporter writes out Translation values as 4 byte floating point values. Otherwise, the exporter will write out 2 byte integers, and one 4 byte scale value which each value should be scaled by upon import. (Setting this flag to false may affect data integrity).
writeTimeCode	1	boolean	—	Specifies that the exporter writes out the SMPTE_Offset attribute value for the active clip into the c3d files TIMECODE section. When false, no TIMECODE section will be written.
writeUnlabeled	1	boolean	—	Specifies that the exporter writes out unlabeled Trajectories. When false, unlabeled Trajectories will not be written out.
removeLeadingUnderscore	1	boolean	—	Specifies that the exporter remove underscore (_) characters from Character names upon export. This may be necessary if you imported a C3D that had Characters whose names began with a digit (causing Shogun to prepend an underscore to the Character names) and you want to preserve the original Character name upon export.
decFormat	1	boolean	—	Specifies the byte ordering for floating point values written to the C3D. You should always leave this on.
filterMin	1	boolean	—	Specifies that the exporter skip writing of Markers with less than N Translation keys, where N is the value specified by the -minKeys flag.
filterMax	1	boolean	—	Specifies that the exporter skip writing of Markers with more than N Translation keys, where N is the value specified by the -maxKeys flag.
minKeys	1	integer	—	Used in conjunction with the -filterMin flag. See -filterMin above.
maxKeys	1	integer	—	Used in conjunction with the -filterMax flag. See -filterMax above.
overrideHeaderRate	1	boolean	—	Specifies that the exporter should write out a frame rate in the C3D header as specified by the -headerRate flag. When false, the scene rate will be used. Note that no resampling to the data happens. The exporter simply indicates that the data in the file is at a different rate than it really is. Use with care.
headerRate	1	float	—	Used in conjunction with the -overrideHeaderRate flag. See -overrideHeaderRate above.

Return value

void

Examples

```
// This will turn on timecode exporting  
c3dExportOptions -writeTimeCode true;
```

Additional information

Related commands

- [c3dImportOptions](#)
- [fbxExportOptions](#)
- [fbxImportOptions](#)
- [loadFile](#)
- [mcpExportOptions](#)
- [mcpImportOptions](#)
- [saveFile](#)
- [usdExportOptions](#)
- [usdImportOptions](#)
- [x2dImportOptions](#)
- [xcpImportOptions](#)