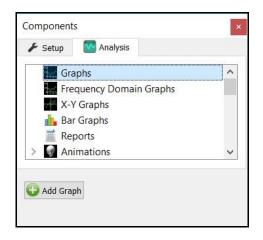
<u>The MotionMonitor xGen Software Guide:</u> <u>Correcting Marker Exchanges</u>

This document reviews the process for interpolating markers through the Graphs. The exchange is corrected by graphing the markers that have swapped.

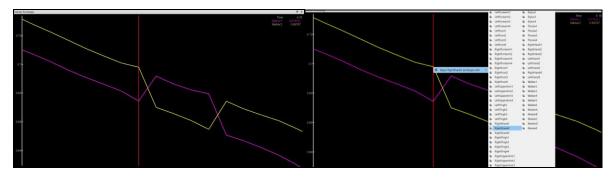
Graphs can be added by right-clicking on one of the graph nodes in the Components Analysis tab and selecting the add graph option or by clicking on the Add Graph button in the parameters panel when a Graph node is highlighted. A tutorial video for adding graphs can be found on our website, https://themotionmonitor.com/support/.



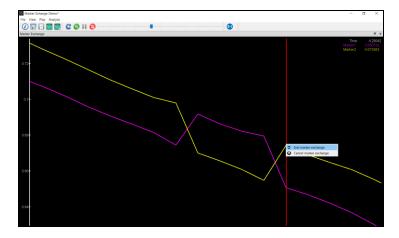
The markers which have swapped should be plotted on the graph.

Components
🖋 Setup 📲 Analysis
🗸 🔚 Graphs
Marker Exchange Plot
☑ Marker1 ☑ Marker2
Graph name: Marker Exchange Plot
Sampling interval: 1
Minimum value: -0.8980191465
Maximum value: 2.999415053
Auto-track when scrolling
Orientation: Horizontal ~
Background color:
Axes color:
Increments color:
Cursor color:
Time color:
Line width: 3
Plots:
Name: Marker1 Function: Use drop-lists v Vicon1 v Markers v Marker1 v Pos v Mag v no derivative v
Name: Marker2 Function: Use drop-lists v Vicon1 v Markers v Marker2 v Pos v Mag v no derivative v
Add Plot
< 1

Once the markers have been plotted, drag the cursor to the frame at which the swap occurred. Right click on the plot and select Begin Marker Exchange. From the drop-list, find the marker that swapped with the current selection.



Then, drag the cursor to the end of the exchange, right click and select "End Marker Exchange" to complete the correction.



The animation window can also be used to visualize any marker exchanges that occur. Markers can be enabled/disabled from view under *Analysis*/*Animations*/*Animation*/*CameraSystem(i.e Vicon)*/*Markers*. To differentiate between markers their colors can be modified.

Components ×	Animation
🖌 Setup 🔤 Analysis	
> Image: Graphs Frequency Domain Graphs X-Y Graphs Bar Graphs Reports C3D File Generators > Image: Animation > Image: Animation > Image: Markers > Image: Marker1 > Image: Marker2 > Image: Marker3 > Image: Marker3 	
Opacity: Use formula V 1.0 Color: Use color picker V	