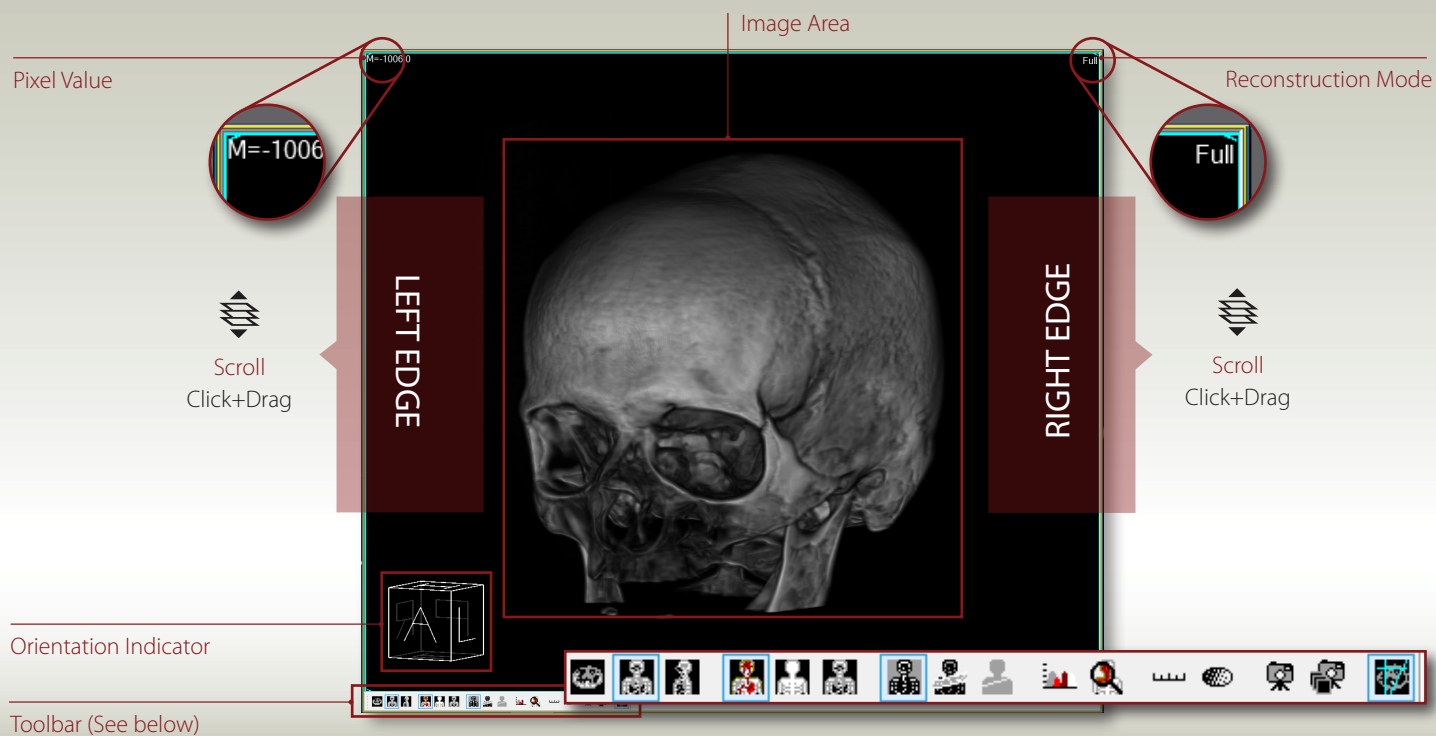








A Guide To Volume Rendering Plugin






Display Orientation

Mode	Context Menu	Hot Key	Description
 Axial Alignment	Axial	A	Displays the volume in axial orientation.
 Coronal Alignment	Coronal	C	Displays the volume in coronal orientation.
 Sagittal Alignment	Sagittal	S	Displays the volume in sagittal orientation.








Projection Modes

Mode	Context Menu	Hot Key	Description
 Direct Volume Rendering	DVR	D	Displays the image as a fully rendered volume using the applied transfer functions.
 Maximum Intensity Projection	MIP	M	Displays the image as a maximum intensity projection.
 Raysum Average Projection	AVG	V	Displays the image as a Raysum projection.

Reconstruction Modes

Mode	Context Menu	Hot Key	Description
 Full Reconstruction	Full	F	Reconstructs the data as a three dimensional volume.
 Thick Slab Reconstruction	Thick	T	Reconstructs the data using the defined slab thickness.
 Planar Reconstruction	Planar	P	Reconstructs the data using a two dimensional planar image.

Other Tools

Tool	Description
 Transfer Function Editor	Displays the transfer function editor panel.
 Spyglass	Defines a region of interest in which you advance through the volume without affecting the image outside the region.
 Linear Measurement	Measures the distance between two points in the volume.
 Modality Volume	Defines a sphere on the volume and report the area, mean pixel value, and the standard distribution.
 Export Image	Creates a screen shot of the current view and adds it to the thumbnail panel.
 Export Series	Creates a series of images centered around the current view and adds it to the thumbnail panel.
 Show Localizers	Displays and hides localizer lines indicating the plane of the displayed image on other volumes.

Mouse Controls

Key	Mouse	Action	Description
	Left	Drag	Repositions the image in the frame.
Shift	Left	Drag	Rotates the image.
Ctrl	Left	Drag	Cross correlates cursor point on all images.
	Right	Drag left/right	Changes the window width.
	Right	Drag forward/backward	Changes the window center.
Shift	Right	Drag	Temporary line measurement.
Ctrl	Right	Drag	Defines spyglass ROI frame.
	Left+Right	Drag	Resizes image.
	Middle	Drag	Precasts/Scrolls through volume.
	Middle	Scroll	Scrolls through images.
Shift	Middle	Drag	Changes slab thickness.

Slab Thickness

Key	Applied Slab Thickness
1	1mm
2	2mm
3	3mm
4	4mm
5	5mm
6	10mm
7	20mm

Workstation Requirements

Processor Speed:

Greater than 2GHz

RAM:

Minimum is twice the size of the series loaded into the plug-in frame

Display Controller:

Video RAM: minimum of 1GB
Support for Direct X v11 or later
Support for PixelShader 4.0 or later

Operating Environment:

Microsoft Windows 7 SP1, 8 and 10