

Landmarks

Landmarks are 3D locations on a surface model, such as ligament attachment points, that you digitize for later use in other applications. Their coordinates are expressed in the reference frame of the object's segmented image data (not the "local coordinate system"), and are stored in the subject file.

Landmarks				
	Name	X	Y	Z
1	Landmark1	101.523	114.628	-99.0355
2	Landmark2	99.4123	88.212	-194.644
3	Landmark3	144.019	90.1909	-201.531

Add LandmarkRemove Landmark

- **Landmarks Table:** The table lists all of the landmarks that are defined in the object, with their names and X, Y, and Z coordinates. To change the name of a landmark, double-click on the name and type in a new one. To move an existing landmark, select the landmark in the list and then click on the new location on the surface model.
- **Add Landmark:** creates a new landmark. Press the button and move the cursor into the 3D view. The cursor will change into a crosshair with the label "NEW LANDMARK." Click anywhere on the surface model to create a landmark at that location. Press *Esc* before clicking on the model to cancel the command. Once the landmark has been digitized and added to the table, you can double-click on its name and change it.
- **Remove Landmark:** deletes a landmark. Select the landmark in the table and then press this button to remove it.

From:

<https://has-motion.com/wiki/> - Wiki Documentation Site

Permanent link:

<https://has-motion.com/wiki/doku.php?id=other:dsx:orient3d:landmarks&rev=1721230980>

Last update: 2024/07/17 15:43

