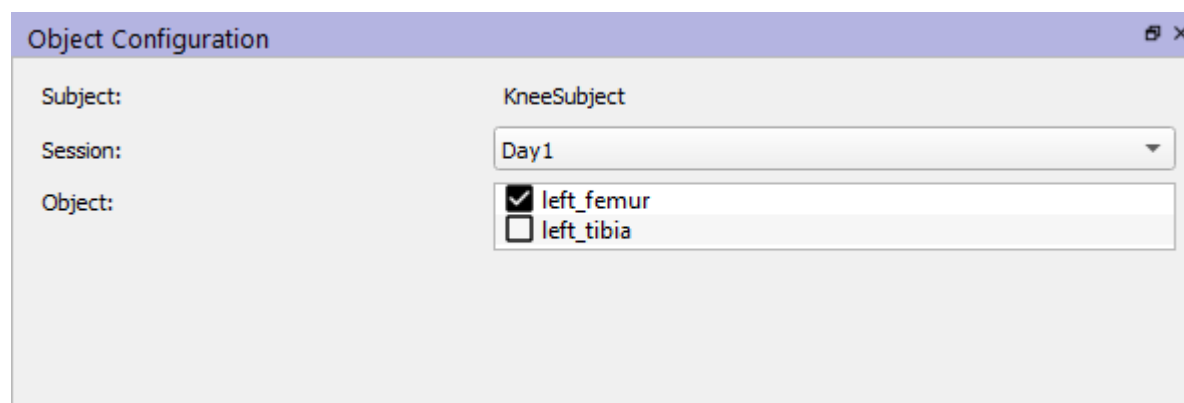


Object Configuration

Surface3D's Object Configuration widget is available only if a subject file is currently loaded in Surface3D.



The screenshot shows a window titled "Object Configuration" with a close button in the top right corner. Inside the window, there are three labels on the left: "Subject:", "Session:", and "Object:". To the right of "Subject:" is a text field containing "KneeSubject". To the right of "Session:" is a dropdown menu showing "Day1". To the right of "Object:" is a list box containing two items: "left_femur" with a checked checkbox and "left_tibia" with an unchecked checkbox.

- **Subject** This field is automatically populated with the ID of the subject when you load a subject file.
- **Session** This drop down menu is automatically populated with all of the sessions available for the current subject.
- **Object** This list is automatically populated with all of the objects in the current session. Each object is enabled if it either has a segmented image file specified for it, or if there is scan data specified for the session. Selecting one of the objects loads its segmented image file, if it has one. If it does not, a dialog is displayed containing all of the scan data files specified for the session, allowing you to select one of them for segmentation.

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

Permanent link:
https://has-motion.com/wiki/doku.php?id=other:dsx:surface3d:object_configuration

Last update: **2025/05/13 15:14**

