

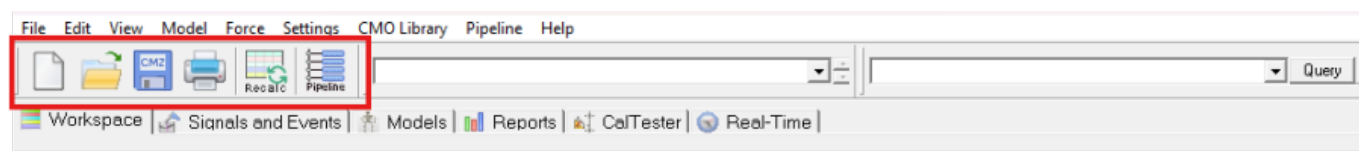
Visual3D Toolbar

In the Visual3D application, a toolbar is available on the top of the screen providing buttons which execute common tasks required by users. Depending on the tab that is currently open, (Workspace, Signals and Events, Models, Reports, etc.), more buttons can appear displaying common processes for the tab.

This page will provide a description of the buttons available on the toolbar in order for users to understand the functionality. Equivalent commands will also be included if working through the pipeline rather than the user interface.

Workspace Tab

The workspace tab toolbar includes the main buttons to control the workspace, the following is displayed:



Toolbar Button	Functionality
New Workspace: 	Empties current workspace and creates a new one. Can also be selected to close files shown in the Active File Combo Box , an alternative method of closing files is to use the pipeline command called File_Close
Open Files: 	Opens movement files. NOTE: Although default mask shows .c3d and .cmz files, this button can also open other file types such as ASCII files. The pipeline equivalent is the File_Open command.
Save File: 	Saves workspace as a .cmz file, works the same as File_Save
Print: 	Opens the print dialog box.
Recalculate: 	Recalculates model and event data, can be pressed when changes are made to signals in order to apply it to the model, alternative to Recalc
Pipeline Workshop: 	Opens the pipeline workshop dialog box, more information can be found at the following link: Visual3D Pipeline

Signals And Events Tab

When switched to the signals and events tab, an extension of additional buttons are added to the toolbar.



Toolbar Button	Functionality
Event Editing: 	Manually adjust events: Edit Events (Pencil), Add Events (Plus Sign)
Camera Reset: 	Reset the 3D View to the default size.
Force Vector Size: 	Adjust the scale of the force vectors in the 3D viewer.
Target Labels: 	Turn on/off target labels in 3D viewer.
Targets: 	Turn targets on/off in 3D viewer
Bones: 	Turn the bones on/off in the 3D viewer. This is a toggle button, so the button loops through the following options: - Item All Bones On - Kinetic Bones On - Kinematic Bones On - All Bones Off
Segment Geometry: 	Turn the Segment Geometry on/off in 3D viewer
Segment Lines: 	Turn Segment Lines on/off
Active File: 	Active file defines what file is being processed and what file is displayed in the 3D viewer
Query: 	Query a set of files

Models Tab

When switched to the Models tab, if a CMZ file with a model is already loaded in, the toolbar extends to show the following options.



Toolbar Button	Functionality
Select Model Creation Method: 	Opens a dialog to create a new subject model using either a live camera snapshot or a saved static C3D file. Allows selection of a model template for calibration.
Real-Time Model Building: 	Opens a plugin to stream real-time motion capture data and build a model snapshot from the live scene. Includes tools for creating functional joints and digitizing landmarks.

Model Builder Advanced Post Processing: 	Tool for digitizing anatomical landmarks and creating functional joints from pointer motion files in post-processing.
Frontal/Sagittal View Mode: 	Changes the 3D model display to either front-facing (coronal plane) or side-facing (sagittal plane) perspectives.
Perspective View Mode: 	Enables free manipulation of the 3D model display, allowing full perspective control.
Animation Mode: 	Activates VCR playback controls, allowing users to animate and view the trial with the 3D model.

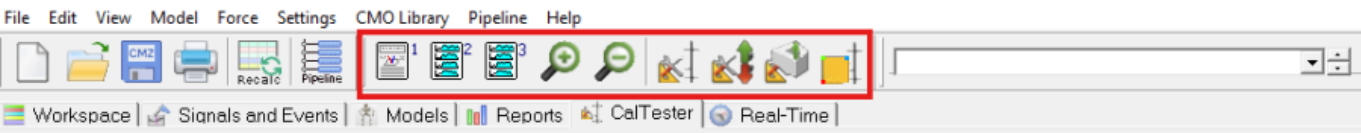
Reports Tab

Next, the reports tab extends the toolbar with a few more buttons. This is shown in the following:



CalTester Tab

This tab extends the toolbar to show options for integration with the CalTester hardware equipment.



Real-Time Plug-in Tab

Finally, the real-time tab shows the toolbar with extended options for manipulation of the real-time plug-in to the Visual3D application.



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