

## Interactive Toolbar Guide





The toolbar at the top of the screen allows the user to create his/her own custom views. The icons allow the user to zoom in and out on a group of objects, rotate objects in three different directions (X, Y, Z), to turn on names of selected objects, and also to turn on different anatomical systems to orient themselves within the human body.

### Zoom Icons



The first two icons on the toolbar allow the user to zoom in or out of the current view. The zooming feature allows the user to view their current view as close or as far away as they need to be viewed.

To zoom in, hold down the  button and to zoom out, hold down the  button. Once you release the button the object will remain in the zoomed in or out view.

### Rotation Icons





The next set of icons deal with rotation. The six “Rotation” icons located in the toolbar allow the user to rotate the current view on the X-axis, Y-axis, and Z-axis.

### Rotate X





The first set of rotation icons allow the user to rotate objects around the X-axis (up and down) in a complete 360-degree circle top to bottom.

The  button rotates the selected objects backwards (up) around the x-axis where the  button rotates the skeleton or selected objects forwards (down) around the X-axis. To use these buttons hold down the specific button and the object will rotate, once the button is released the object will remain still in the current position.

## **Rotate Y**





The next set of icons allow the user to rotate objects around the Y-axis (left and right).

Holding down the  button will rotate the objects right, where holding down the  button will rotate the objects left in a complete circle (360 degrees).

## **Rotate Z**



The last set of rotation icons allow the user to move objects around the Z-axis (360° circle).

Holding the  icon will move the objects left in a complete circle, where holding the  icon will move the objects in a complete circle to the right.

## **Labels**



Next to the rotation icons is a button that has a conversation bubble in it. This icon allows the user to turn on the names of objects he/she clicks on in the interactive window. Simply click the icon, and click any object in the interactive window. The name of the object will appear once it is selected.

## Anatomical Systems



The last six icons on the toolbar deal with turning on/off specific anatomical groups. Simply click on the icon and the associated anatomical system will turn on. Any combination of the systems can be turned on together.



To turn on the skeleton system, press the icon.



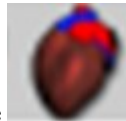
To turn on the muscular system, press the icon.



To turn on the nervous system, press the icon.



To turn on the organs, press the icon.



To turn on the cardiovascular system, press the icon.



Finally, to turn on the skin press the icon.