

Anatomage

TABLE

Cadavers

How to Use the Pin Tool

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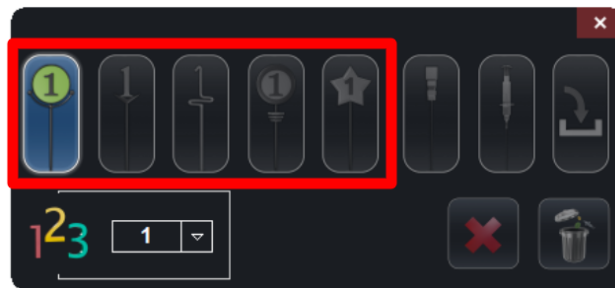
How to Place a Pin



Step 1: Single tap the pin tool icon , the icon will expand to display the following window.



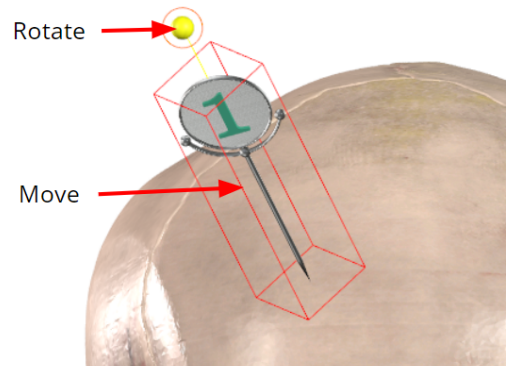
Step 2: Select the pin type you would like to use and this icon will become highlighted in blue. The first 5 icons are the pin options available.



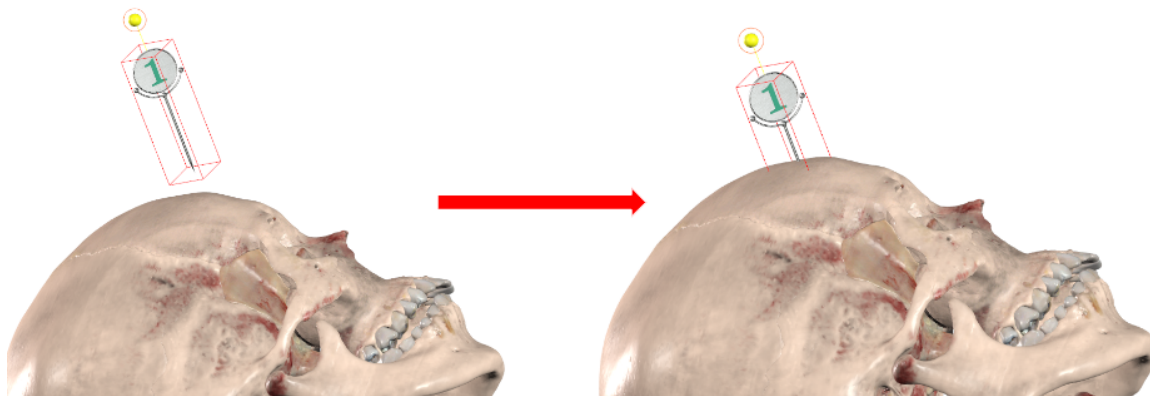
Step 3: Tap on a structure where you want to place the pin. This will automatically place a pin labeled #1.



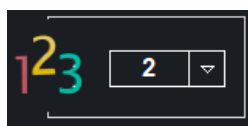
Step 4: The pin will be surrounded by a red box with a yellow ball on top. The red box will move the pin to different locations and the yellow ball will rotate the pin. Using a two-finger pinch inside the red box will re-size the pin.



You may also need to rotate the cadaver to ensure that your pin is inserted at the correct depth.

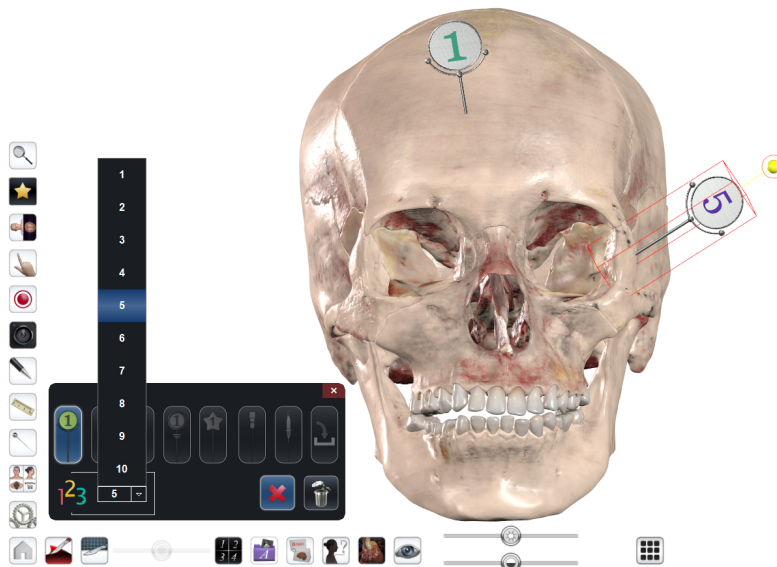


Step 5: To place a second pin, tap again on the same pin type on the pin menu, then immediately tap the next structure you would like to pin. The pin will automatically update to the next number.



Step 6: By using the drop down menu on the pin menu, you can change the number of a pin you have selected to any number between 1 and 10.

Each pin type will only allow you to place 10 pins. To pin more than 10 structures uniquely, consider using multiple pin types or multiple presets.



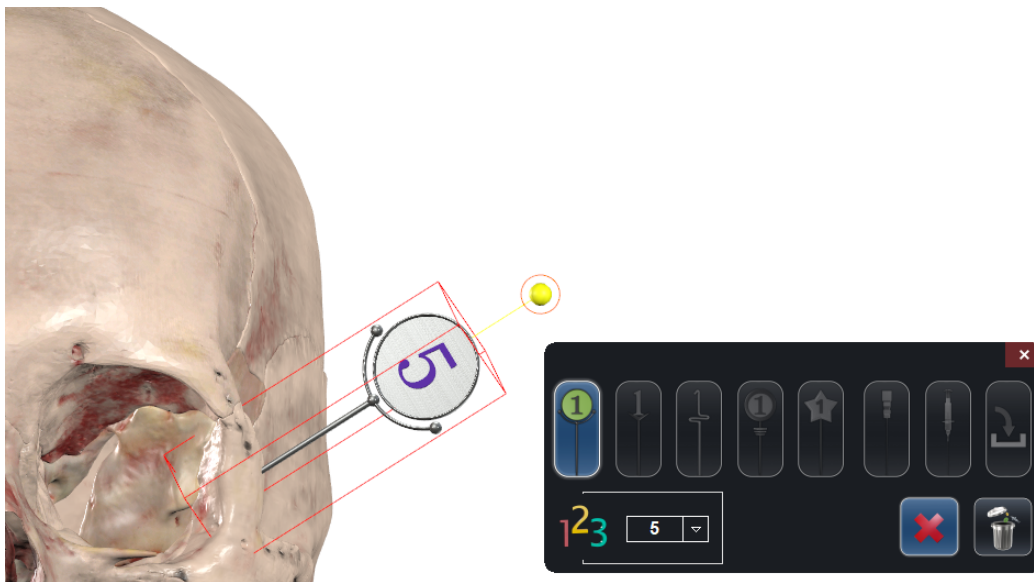
Step 7: While the pin menu is open, you will be able to manipulate all pins. Once the pin menu is closed, the pins will be locked in place until the menu is re-opened.


How to Remove Pins


Step 1: Open the pin menu to manipulate pins.



Step 2: Tap on the pin you would like to delete. The red box and yellow circle will reappear.

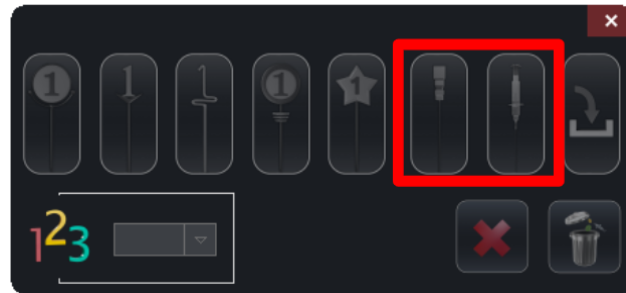


Step 3: Tap on the  on the pin menu to just remove this individual pin. The "X" will remove only the pin you have selected.

Step 4: Taping on "delete all"  on the pin menu will remove all pins and models.

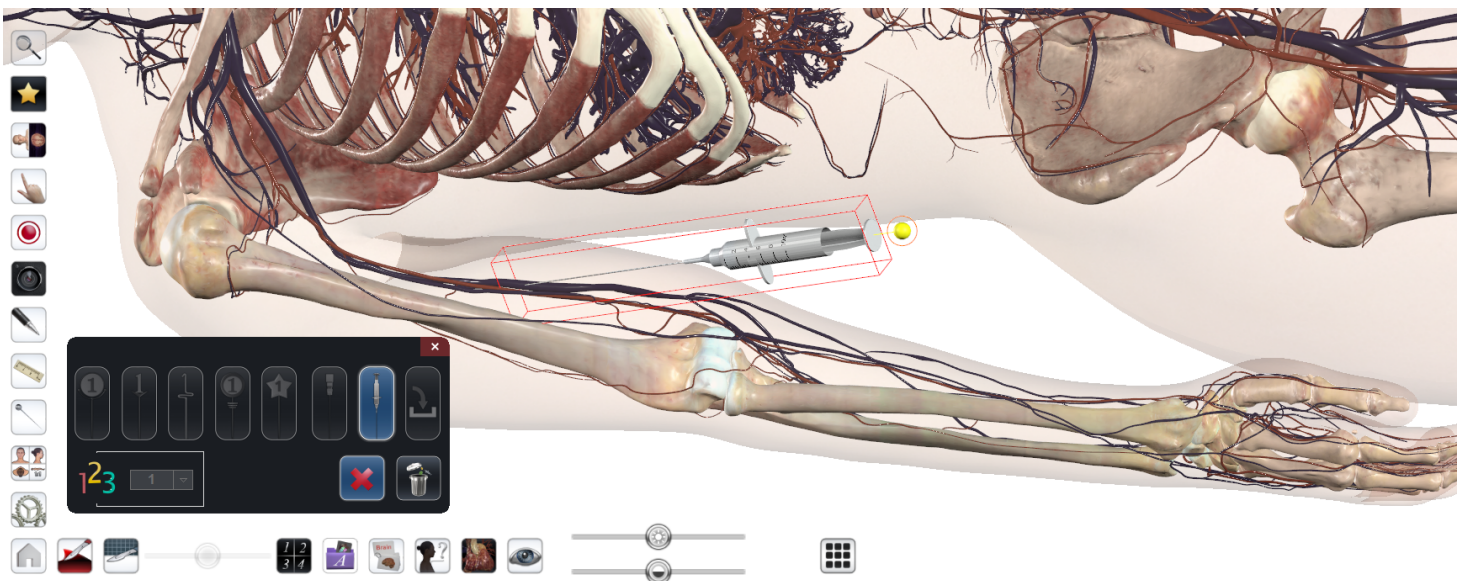
How to Place a Lumbar Needle or Syringe

Step 1: Icons 6 and 7 on the pin menu will allow you to place either a lumbar needle or a syringe. These are added the same way as pins.



Step 2: Tap on the 7th icon to add a syringe.

Step 3: Tap the location on the structure where you would like to place the syringe.



Step 4: Like placing a pin, the red box will move and resize the syringe, and the yellow ball will rotate it.

Step 5: Placing a lumbar needle is done this same way.

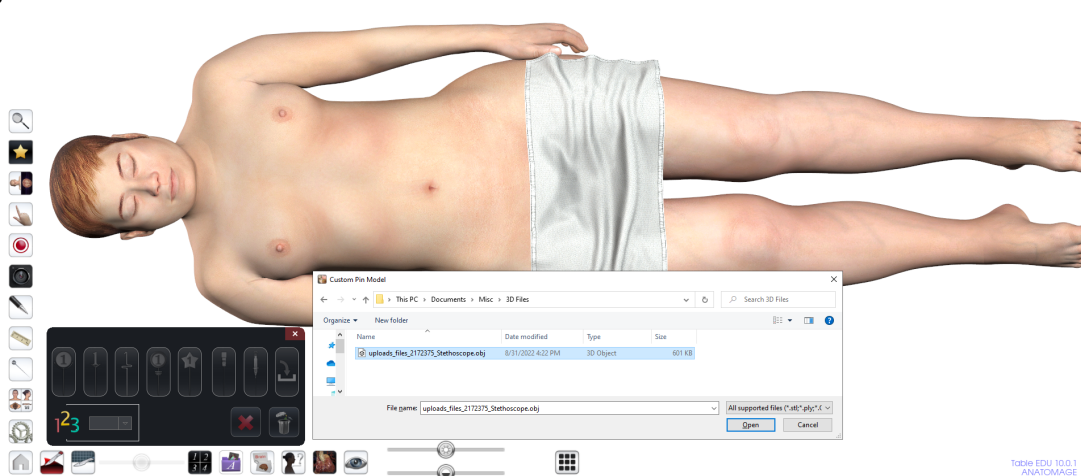
Step 6: Removing a syringe or lumbar needle is done the same way as the pins.

How to Import a Custom 3D Model

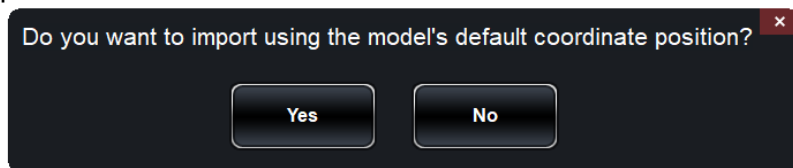
Step 1: If you have your own models that you would like to import into the software (ex: medical devices, implants, etc.) you can do this through the import tab on the pin menu.



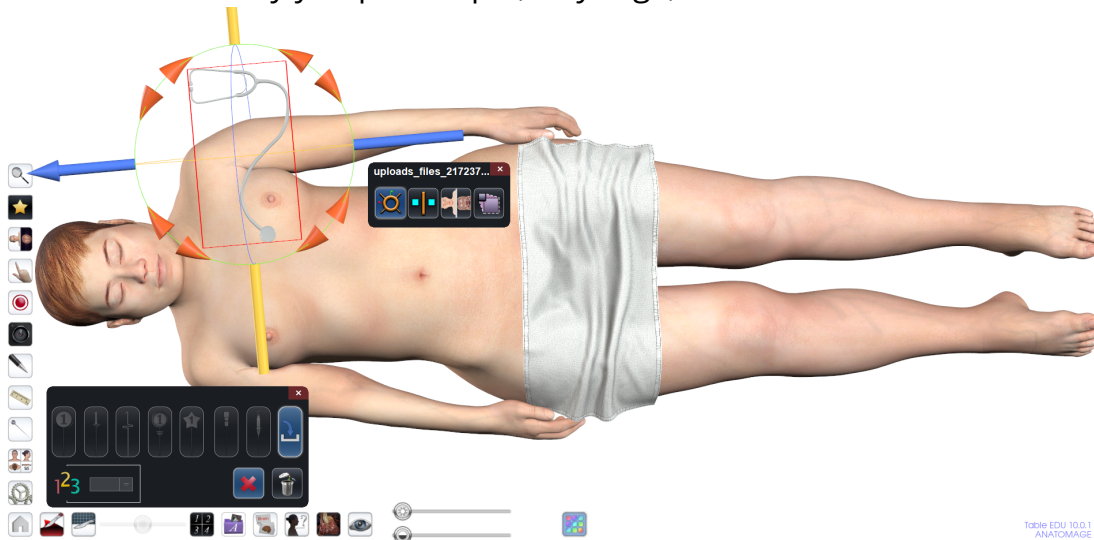
Step 2: Tap on the import model icon. Windows file explorer will open. Locate the specific file you would like to import and load it into Table. This model has to be an .obj, .sty, or .ply file type. You will need to place this file within the documents of the Table PC before importing.



Step 3: The application will prompt you with a message to import the model using the default coordinate position. Press NO.



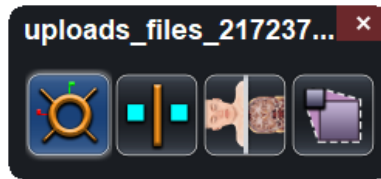
Step 4: Tap on a location on the cadaver to place the custom model there. You place a custom model the same way you place a pin, a syringe, or a lumbar needle.



Step 5: An “action menu” will appear for the model, along with a 3D widget. Use this widget to precisely move the model. Tap and drag on one of the linear arrows to move the model in one direction, or select the orange arrow to spin the model.

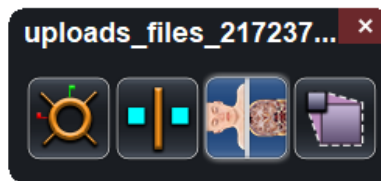
Touch gestures are also supported when applied near the red bounding box of the model.

- Resize model: Pinch/pull 2 fingers similar to the zoom gesture.
- Pan, or move, model: Place 2 fingers on the model and drag

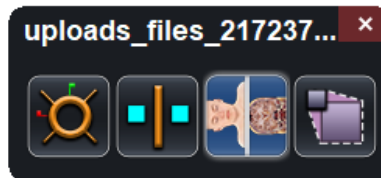


Turn the widget on and off by tapping the leftmost icon, or by tapping off of the model and in empty space on the screen. The pin menu can be closed, too. To open the model action menu, simply double click on the model or open the pin menu and tap once on the model.

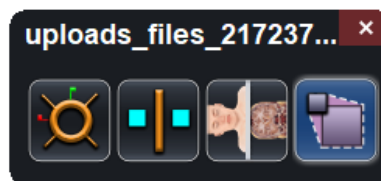
Step 6: Select the next icon to map the model to a structure. Follow the on-screen prompts.



Step 7: Select the 3D/2D view icon to open the 3D/2D layout. The outline of the model can be seen on the 2D plane.



Step 8: Select the last icon to edit the dimensions (L x W x H) of the model. Note the dimensions that are being edited are of the red bounding box.



Step 9: Note: these models can be saved with presets. To delete a model, simply follow the same steps as any other standard pin.