

# *Anatomage*

# TABLE

## **Gross Anatomy**

### How to Use the Visibility Menu

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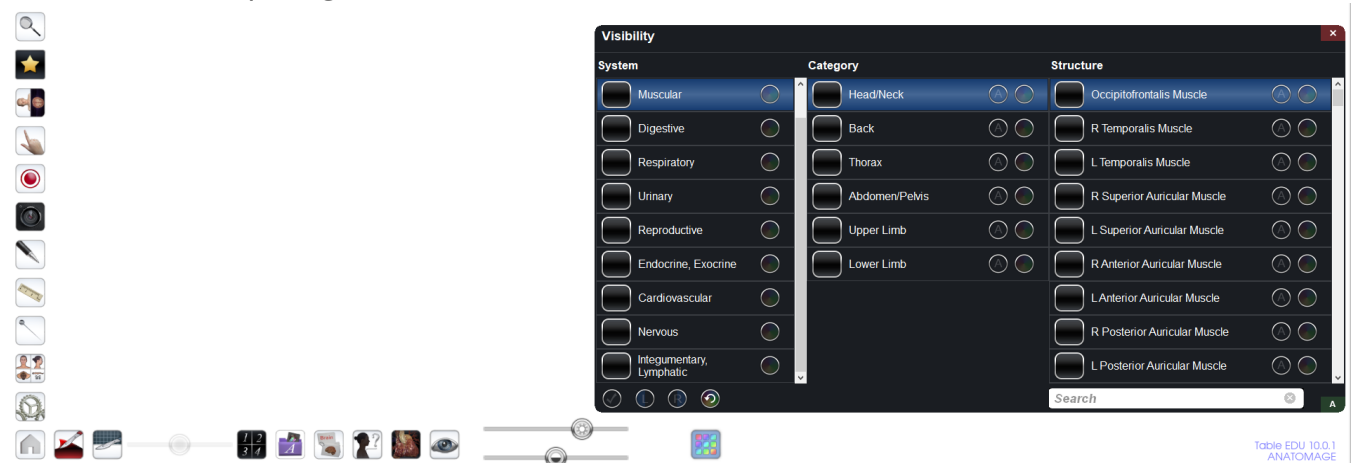
## How to Toggle Structures On and Off

Step 1: Tap the Visibility Menu icon




Tablet EDU 10.0.1  
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Step 2: Tap the small checkbox  at the bottom-left of the visibility menu to turn all structures off. Tap it again to turn all structures on.



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Step 3: You can now tap any of the blank boxes  next to any of the systems, categories, or structures to check them on. Tapping this check again will turn it back off.

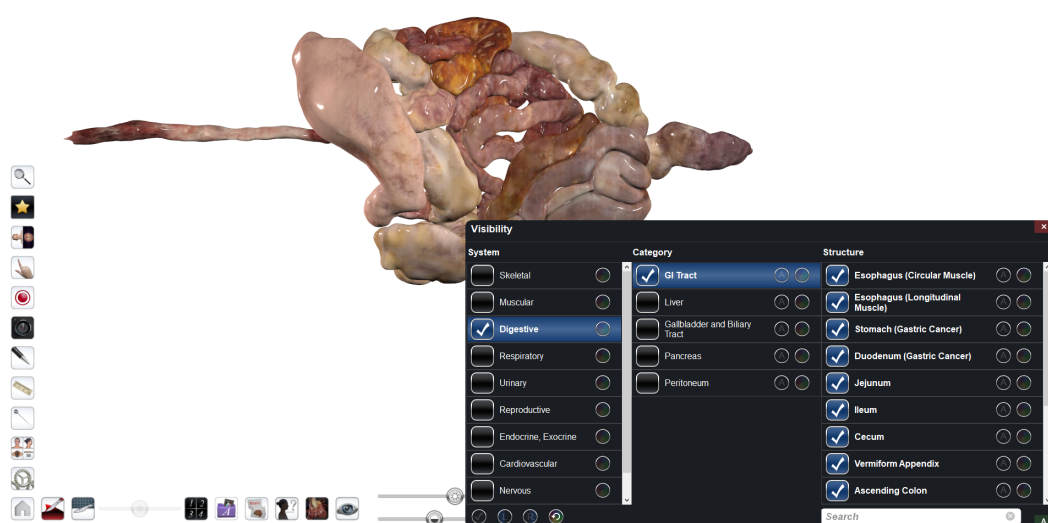
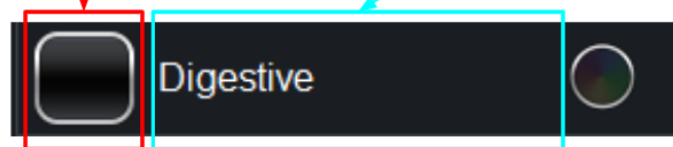



Step 4: By tapping on the words of a system (so it is highlighted blue), you can open the category menu *without turning the whole system on*.

By tapping on the words of a category (highlighting it in blue), you can open the structure list *without turning the whole category on*. You can then select specifically what you would like to see.

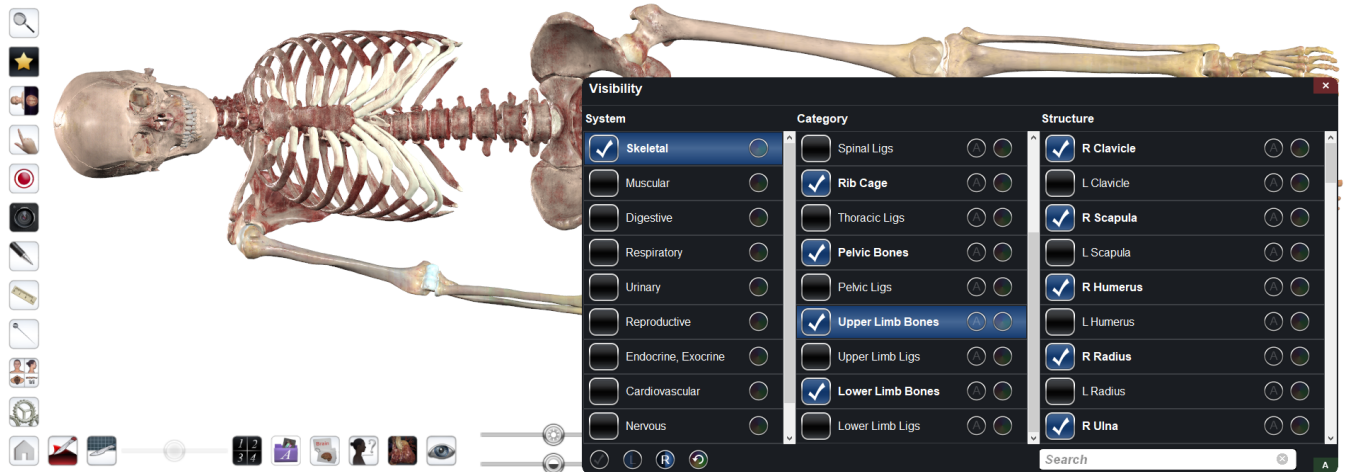
Tap here to **turn on** the entire System

Tap here to Open the System's menu **without turning it on**

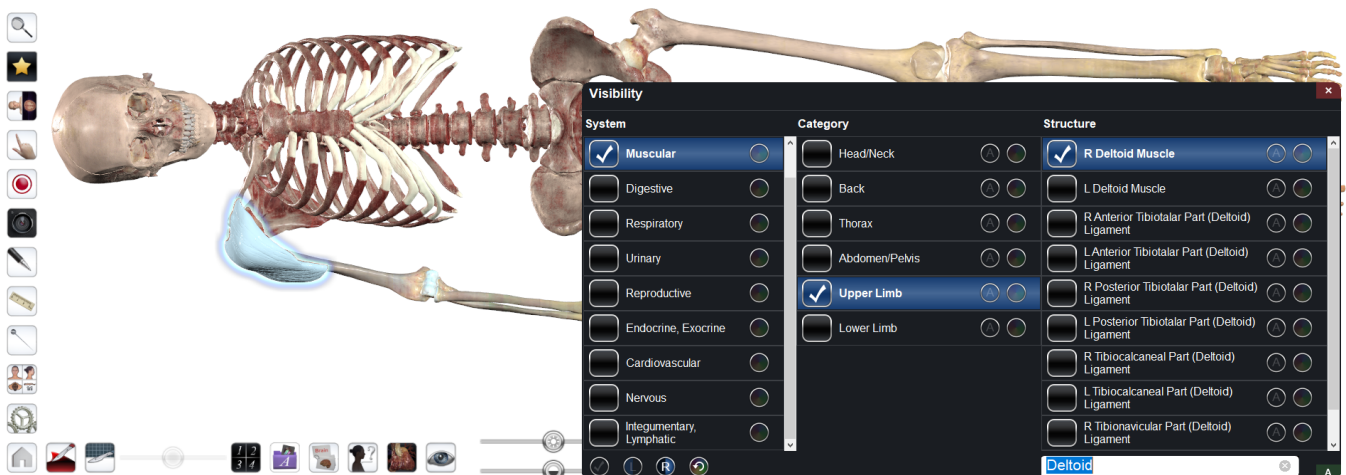


Step 5: To turn on or off the left or right side of a Category, tap the name of the Category, and then tap the L or R at the bottom left to toggle on or off. 

Step 5: To turn on or off the left or right side of a Category, tap the text for the Category and tap the L or R at the bottom left to toggle on or off.




Step 6: To search for a structure in the Visibility Menu, tap on a structure in the 3D volume or search in the white "Search" box using a keyboard.



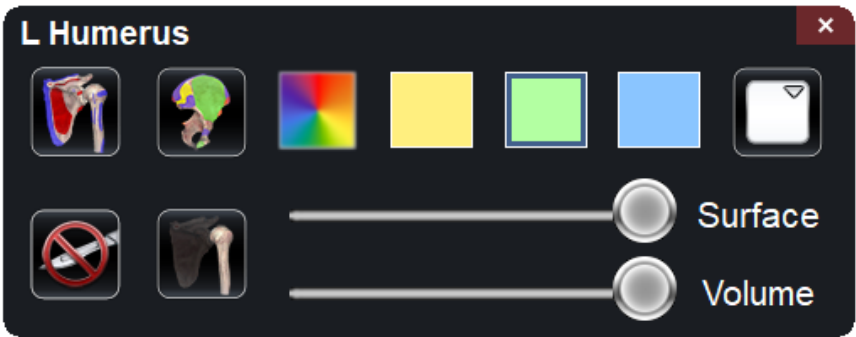


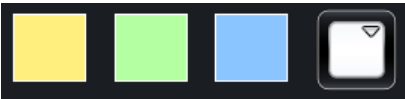

## How to Adjust Visibility Settings





Step 1: To change Visibility Settings, tap the color wheel  to the right of any System, Category, or Structure. This will open the rainbow wheel menu.



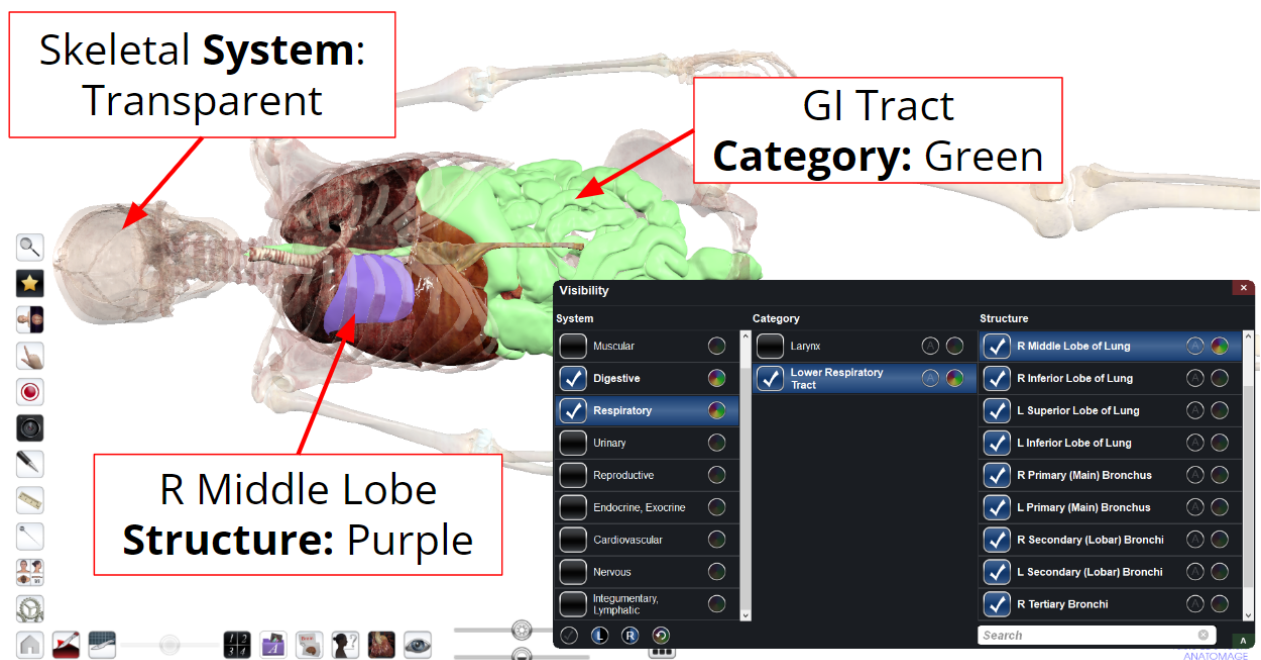
Step 2: The following Visibility Settings can be adjusted from this menu.




-  Flat Colors: This will apply a flat color to the specific structure, category, or system. Using the arrow at the top of the white color will let you choose from any color on the windows color wheel.
-  Randomized Colors: When selected for a Category, it will apply a different random color to each structure in that category. When selected for a System, it will apply a different random color to each category in the system.

- 
 Origins and Insertions: This will toggle on/off all the origins and insertions (shaded regions and annotations) for a bone. Tapping on a shaded region on the bone will turn the annotation label on and off.
  - This feature is only available for individual bones.*
- 
 Bony Landmarks: This will toggle on/off all the bony landmarks (shaded regions and annotations) for a bone. Tapping on a shaded region on the bone will turn the annotation label on and off.
  - This feature is only available for individual bones.*
- 
 No Clip: When applied to a structure, category, or system, the corresponding structures will remain intact when a cut is applied with the clipping or dissection tools.
- 
 Transparency: Will make a structure, category, or system transparent when applied. The "Surface" slider bar present in this rainbow wheel menu will allow you to adjust the level of transparency.

Tapping the color wheel for a structure will affect that structure only. Tapping the color wheel for a Category will affect all structures in that Category. Tapping the color wheel for a System will affect all structures in that System.

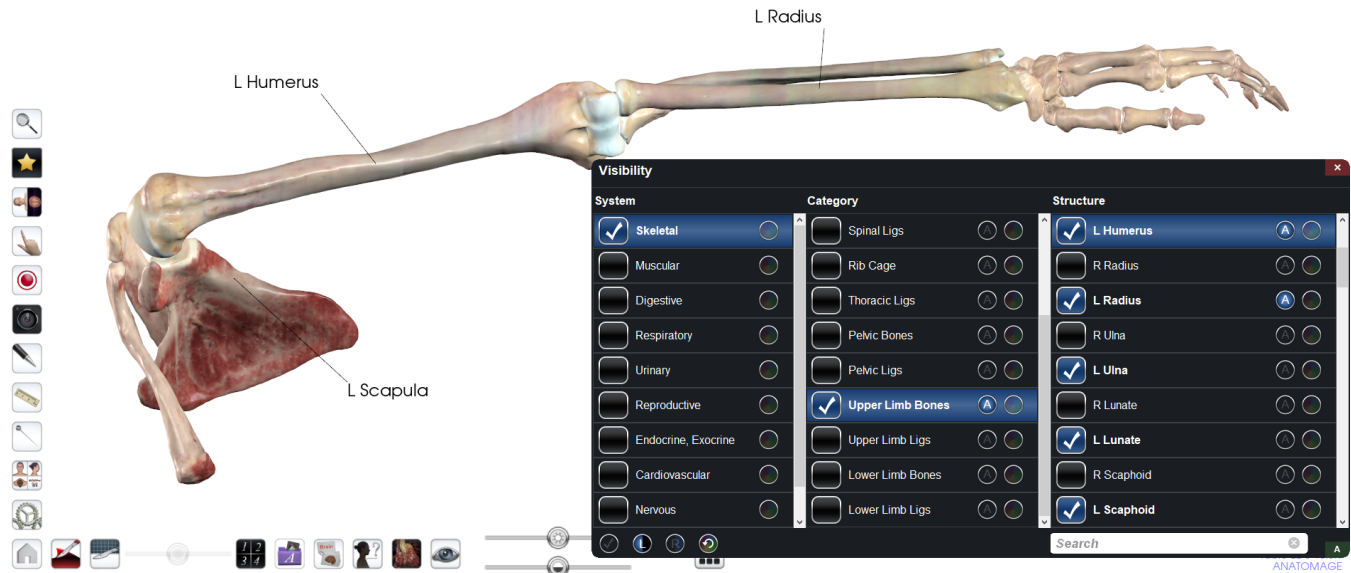


Step 3: To undo anything from this menu, tap the rainbow wheel with a counterclockwise

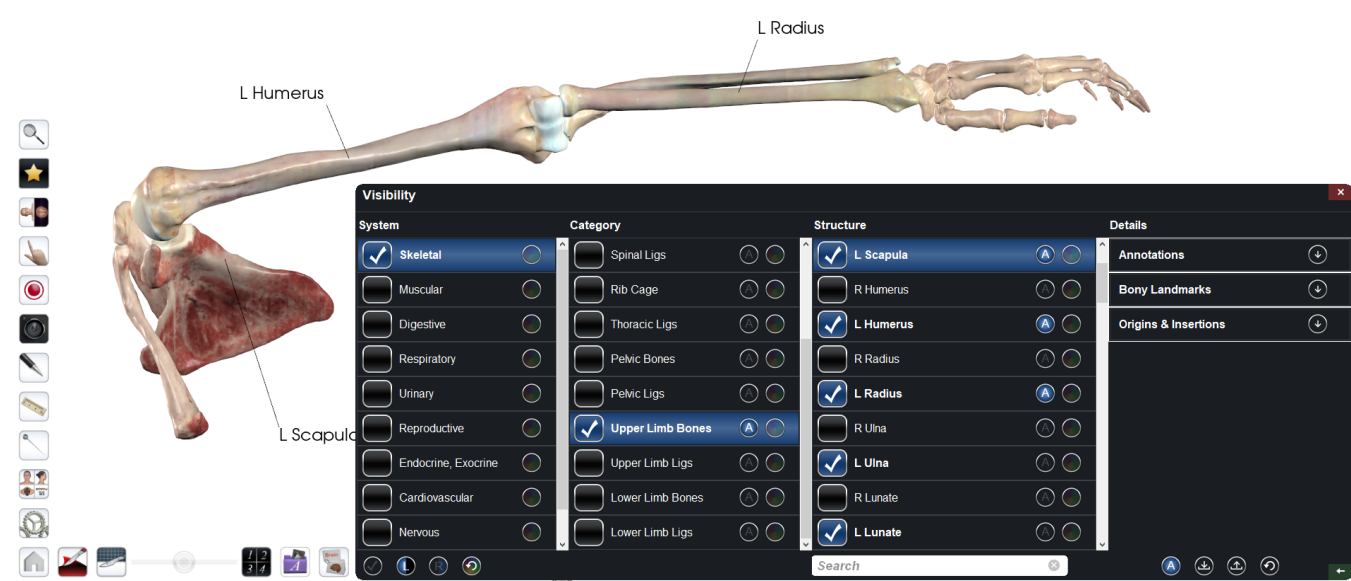
arrow  on the bottom of the visibility menu.

How to Use Annotations

Step 1: To toggle on annotations, tap the “A”  to the right of any Category or Structure.



Step 2: You can also tap the Green A  at the bottom right of the visibility menu to open the Annotation Details menu.



Step 3: Using the dropdown arrow next to Annotations, Bony Landmarks, or Origins & Insertions, select which annotations to toggle on or off by tapping the checkbox.


For Origins and Insertions and Bony Landmarks, tapping on the shaded region will turn off the annotation (*these annotations are only available on bones*).



Step 4: For annotations, custom annotations can be assigned by tapping the "New Annotation" button at the bottom of the "Annotations" dropdown. (*This feature is not available for Bony Landmarks or Origins & Insertions.*)



Table 10 - How to Use The Visibility Menu

Step 5: Annotations can have their names changed, be moved, or be deleted by tapping the ellipsis icon  to the right of the desired annotation. *(This feature is not available for Bony Landmarks or Origins & Insertions.)*

Step 6: Annotations can be hidden by tapping the “A” at the bottom right of the visibility menu when the Green A dialog has been extended.



Step 7: Custom Annotation records can be imported or exported using the arrow-in and arrow-out icons at the bottom right when the Green A dialog has been extended.



Step 8: Annotations can be restored to their defaults by tapping the counterclockwise arrow icon at the bottom right when the Green A dialog has been extended.

