

New features of 3D-Viewer Program UCT_Ray V4.0

1. Roll Slider

This new slider allows to orient (rotate) the object around the third axis. So far, rotation and elevation were the two rotations only.

2. Setup Files (Preset files)

It is now possible to save the current settings (all settings like rotation, elevation, zoom, colors, cutplane etc.) in Preset-Files. These are stored in the UU (microct_root:[uil]) directory by default. These settings can be re-applied to other objects, e.g. to regenerate the exact same views for different data sets. Size-dependent parameters (cut-plane, subdim, perspective etc.) are adjusted to the new datasets accordingly.

One or two settings can be stored in these preset files.

Use the Preset-Option menu to read and write the setup files, and use the Apply buttons to (re)activate a loaded setting.

The same setup-files can be stored for animations. To generate animations in batch mode, open the Options -> Animations window and store start and end view by clicking the Get A and the Get B buttons. These two setups can be stored in the same preset file.

3. Reuse Preset-Files in batch mode

The preset files stored with the interactive program can be reused with the batch program to automate generation of views with settings different from the program defaults as well as to create animations.

Usage:

```
$ UCT_3D_BATCH setup-file [data-file printfile]
```

The setup file is the preset file, the data-file is your aim or isq file, and the printfile is the name of the output file. The extension of the printfile (PS or TIF) determines the output format. Animation preset files will generate TIFF files only, you should omit the extension for animations.

Examples:

```
$ uct_3d_batch uu:3d_preset_test.dat myaimfile.aim sys$scratch:x.ps
```

Will generate and print the default evaluation report with an image of myaimfile.aim.

```
$ uct_3d_batch uu:3d_preset_test.dat myaimfile.aim sys$scratch:x.tif
```

Will generate a TIFF image of myaimfile.aim with the (A) settings of 3d_preset_test.dat

```
$ uct_3d_batch uu:3d_preset_anim.dat myaimfile.aim sys$scratch:x_
```

Will generate an animation (series of TIFF files) of myaimfile.aim. It will store them as sys\$scratch:x_0000.tif, x_0001.tif, x_0002.tif ...

4. New Rendering Modes

New rendering modes are now available: Xray, Minimum/Maximum Intensity projection) as well as Stereo mode for standard renderings (Anaglyphs).

Although all modes work with all file types, e.g. Xray rendering is more useful on grayscale data, stereo more useful on binarized data etc.

5. Bug Fixes

- Printing to to the different preselected folders is fixed
- 24-bit printing (wrong colors for scale bar, name etc.) is now corrected.
- Perspective setting now adjusted for large objects