

All three types of object (nodes, edges and slabs) have a similar interface to select, create, move and delete. All objects are placed in x/y and z where z is the currently viewed imaging plane.

### **Nodes (Nodes are vascular branch points)**

- Select: left-click (will turn yellow)
- Create: shift+click
- Move: select and press keyboard 'm', next click will be new position
- Delete: select and press keyboard 'Del'
- Notes: Use the Point Info window (open with shift+?)

### **Edges (Edges are vascular tubes that connect one branch point to another)**

- Select: left-click a slab within the edge
- Create: Making a new edge is a two step process  
(1) select the source node  
(2) N-click the destination node (a line will be formed between them)
- Move: Edges cannot be moved
- Delete: right-click and select 'Delete Edge'
- Notes: Use the Point Info window (open with shift+?)

### **Slabs (Slabs are the actual tracing along a vascular tube)**

- Select: left-click
- Create: S-Click
- Move: select and press keyboard 'm', next click will be new position
- Delete: select and press keyboard 'Del'
- Notes: Slabs do not have notes

Once a slab is selected you can scroll to the next/previous slab using keyboard left/right.

It is sometimes hard to select a slab if it is not in the currently viewed imaging plane. Scroll the image up or down a bit and try again.

All objects are placed in x/y and z. Where z is the currently viewed imaging plane.

Only one edge between any two branch points.

When a node, edge, or slab is selected it will be visible in all imaging planes, not just the currently viewed imaging plane.