# iNTERACTION MANUAL FOR BRAIN\_CHOI.exe:

## Trigger button: Activate.

When pointing the wand at a part of the brain, that part will grow red to show its boundaries. Pressing the trigger button at this point will cause that part to disappear, revealing more parts underneath it.

The other buttons are numbered left to right across the top:

## Button 1: Reset.

After brain components have been clicked on and removed, this button will bring them all back.

If the camera has been moved or rotated, this button will bring the camera back to its original position and orientation.

## Button 2: Toggle modes.

Pressing this button cycles through four states that change several aspects of the program. If the pointer label is active (button 3), the state will be printed on the top of the screen. The modes are:

* + Mode 1: Free selection (default.) The thumb joystick rotates the camera, with roll and pitch mapped to X and Y. Yaw can be controlled through button 4.
  + Mode 2: Build a brain. This mode starts off with just the brain stem, and the joystick can be moved left or right to add or remove components in a predefined sequence.
  + Mode 3: Fornix isolation. This automatically hides and reveals a predetermined list of components to best reveal the caudate. The thumb joysticks behaves identically to mode 1.
  + Mode 4: Caudate isolation. Identical to mode 3, but with a different selection.

## Button 3: Toggle labels.

Pressing this button cycles through four states of label configuration. The states are:

* + State 1: No labels (default)
  + State 2: Pointer label. When the wand is pointing at an object, its name will appear on the top of the screen. In addition, status messages will appear here when other actions are activated.
  + State 3: Label set 1: Floating text will appear around the brain, with arrows pointing to several parts. The first set contains pointers to most of the parts on the outer brain, visible when the cortex is displayed.
  + State 4: Label set 2: Identical to state 3, but with an alternate set of labels pointing to inner brain structures which are generally obscured if the outer cortex is still visible.

## Button 4: Navigation

This button activates the “elastic” navigation method, provided by MiddleVR. This feature is shared amongst almost all Cave projects, and its features will not be described here.

## Secondary display:

On the right wall of the Cave, there is the series of images taken from the textbook. The sequence of images can be stepped through by pointing the wand at the image, and then pressing left or right on the joystick. The placement of the image plane can be changed by clicking and dragging on the plane with the trigger button. The plane can be hidden by dragging it off screen.

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