



# Controlling the Coordinate System

## *Calibration options*

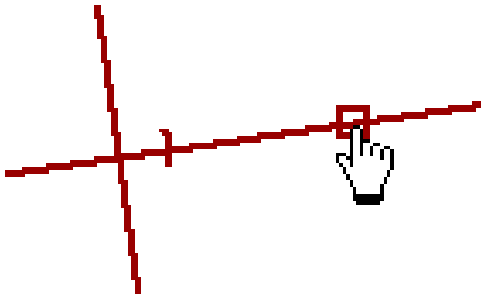
*Coordinate axes*  
*Calibration stick/tape*  
*Offset origin*  
*Calibration points*  
*Circle fitter*

Origin	Angle	Scale
X	X	
	X	X
X		
X	X	X
X		



# Controlling the Coordinate System

## *Coordinate axes*



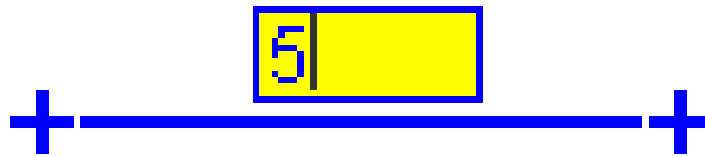
- *Most common way to set origin and angle*
- *Drag origin or nudge with arrow keys*
- *Set origin pixel position on toolbar*
- *Drag x-axis to tilt, shift-drag for  $5^\circ$  steps*
- *Set x-axis angle on toolbar*

[Tracker Help: coordinate axes](#)



# Controlling the Coordinate System

## *Calibration stick and tape*



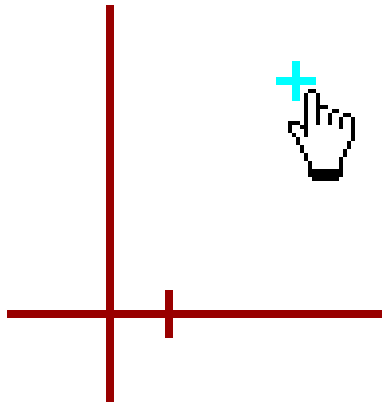
- *Most common way to set scale*
- *Drag either end or nudge with arrow keys*
- *Dbt-click length readout to set new value*
- *Set length value on toolbar*
- *Set x-axis angle on toolbar*
- *Stick and tape behave differently when dragging end*

[Tracker Help: calibration stick and tape](#)



# Controlling the Coordinate System

*Offset origin or single calibration point*



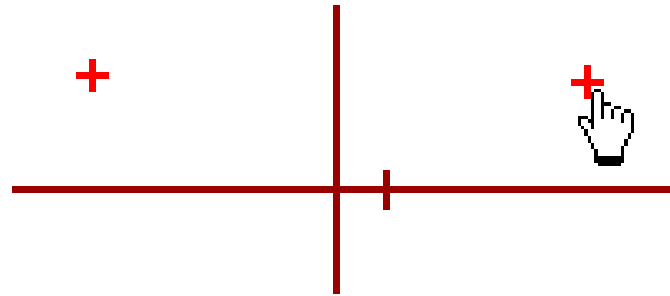
- *Handy when origin is off screen*
- *Drag or nudge to move origin*
- *Set coordinates on toolbar to move origin*

[Tracker Help: offset origin](#)



# Controlling the Coordinate System

## *Calibration points (pair)*



- *Most powerful calibration tool*
- *To use, position both points at known locations*
- *Set coordinates on toolbar to set origin, angle, tilt*
- *Drag or nudge either point to adjust*

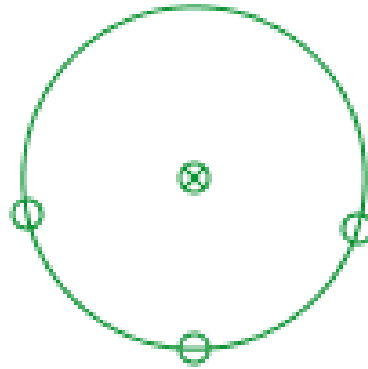
[Tracker Help: calibration points](#)

DL browser: [fluor\\_lamp\\_3000K.zip](#)



# Controlling the Coordinate System

## *Circle fitter*



- *Fit circle to 3+ points (may be point mass steps)*
- *Choose "move origin to center" from popup or track menu*
- *Useful for circular motion, esp when origin off screen*

[Tracker Help: circle fitter](#)

DL browser: Rotating fan.mp4