# Available Voice Commands for Operation:

## “Menu”

* User can open a menu to view a list of all available Voice Commands
* User can select a tool by placing their gaze on the desired command

## “Done”

* + Stops any current manipulations and locks model in place
  + Voice Commands included:
  + **“Brain”** - Toggles the visibility of the brain, hematoma, burr hole, and target locations
  + **“Head”** – Toggles visibility of the skin and brain

## “Reset”

* User can reset the model to the initial position it was in after the application was first opened

## “Options”

* + Displays smaller versions of the model in various positions/rotations for the user to select
  + User can select model by placing their gaze on it for a short length of time
  + Useful for quick initial alignment with the general position of the patient

## “Move”

* + Model moves with user’s gaze at the same distance from the user as when the command was initially selected
  + Good for quick initial placement of the model in the general location of the patient

## “Depth”

* A fixed axis appears as a blue line for the user’s reference which is aligned with the user’s gaze while looking at the model from their current location
* User can move the model along the fixed axis by moving their head closer or farther away from the model
* Useful after aligning the model with the “Move” tool

## “Rotate A”

* Initially opens on “Gaze” rotation tool
* User can access multiple tools to rotate model about the anterior axis (appears as a blue line for the user’s reference)
* Voice Commands included:
  + **“Gaze”** – User can rotate the model by placing their gaze on the arrows, model rotates faster the closer the user’s gaze gets to the tip of the arrow
  + **“Head”** – User can rotate the model by moving their head (and gaze) to the right or left of the model, the farther the user’s gaze is from the model the faster it rotates
  + **“Tap”** – User can place their gaze on the arrow and perform an AirTap gesture to rotate the model in increments

## “Rotate S”

* + Similar to “Rotate A” but model rotates about the superior axis
  + Has the same Voice Commands as “Rotate A”

## “Rotate R”

* + Similar to “Rotate A” but model rotates about the right axis
  + Has the same Voice Commands as “Rotate A”

## “Rotate Free”

* + Voice Commands:
    - **“Start”** – User can rotate the model in any direction by moving their gaze around the surface of a sphere surrounding the model, the model stays fixed on a vector connecting the location of the user’s gaze and the center point of the sphere, rotates as this vector follows the user’s gaze
    - **“Pause” –** Fixes the model in place so user is free to move their gaze without rotating the model

## “Shift”

* Six arrows appear representing the XYZ axes of the model, on initialization of the tool the axes are aligned such that the Z axis is always towards the user
* The user can gaze at an arrow to select that axis of motion, then move their head closer and farther away from the model to adjust the position along that axis
* Voice Commands:
  + - **“Pause”** – Fixes the model in place so the user is free to move without shifting the model

## “Scale”

* Initially opens on “Head” scaling tool
* Voice Commands:
  + - **“Head”** – User can adjust scale of the model by moving their head closer and farther away from the model
    - **“Gaze”** – User can place their gaze on the arrows to increase or decrease the size of the model, the close the user’s gaze is to the tip of the arrow the faster the size changes

## “Transparent”

* User can adjust the level of transparency of the model by placing their gaze on the arrows, the closer the user places their gaze to the tip of the arrow, the faster the model becomes transparent or opaque