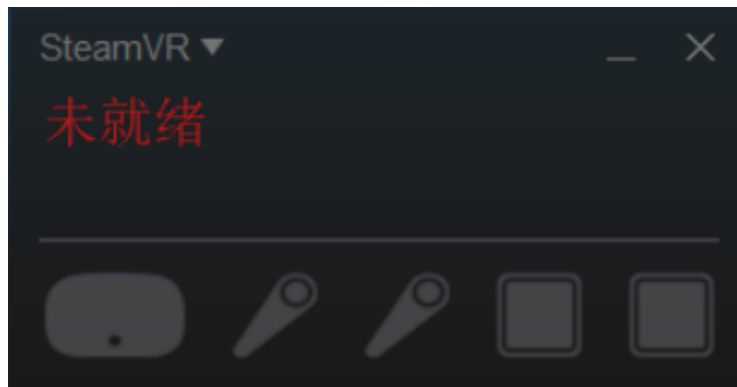


Run Steam VR

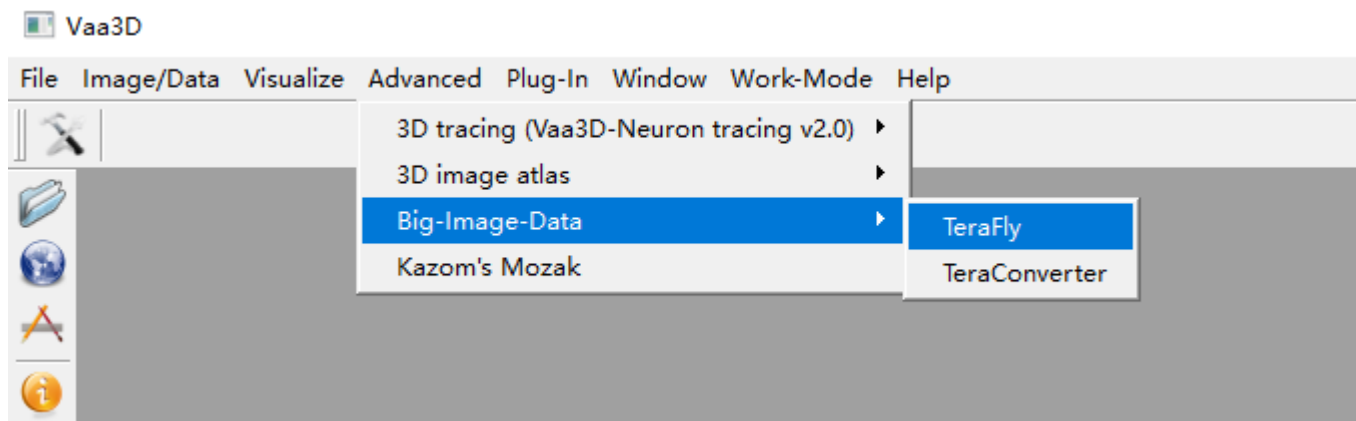


Run SteamVR and make sure all the green lights on the panel have been lit up.

Enter Vaa3D VR

Run

Vaa3D.exe



Enter the function shown in the above, then you can see "see in VR" in the function panel. Now you can enjoy the operation of neurons in virtual reality.

LeftController(without ball)



Grip: You can switch the controller mode with the grip

TouchPad: Used to control the current mode

DisplayPanel: used to show what mode is currently in

Trigger: Press the trigger to bind the neuron and controller. This function allows neurons to move along with your left controller. If you are too far away from the neuron or want to look at it from a different angle of view, you can try this function.

Mode 1: Terafly Shift

When you want to observe the neurons in the adjacent area under the current resolution, then you can press OK, and the view of the neuron extends to the direction of the controller.(press OK)

Mode 2:Terafly Zoom

Zoom in:You will enter the next level of resolution with the controller as the center,that means You can see more details of the neuron.(press OK) Zoom out:Return to the upper level resolution

Mode 3:Contrast

When the neuron signal is too weak,you can try to increase the contrast(press +).This will make your image very bright, so please do not keep the image in high contrast for your eyes :) When you think the contrast is too high, you can reduce the contrast (press -).

Mode 4: Undo/Redo

Undo:Revoke last operation.(only 5 operations can be revoked at most)

(press left side of TouchPad) Redo: Redo last operation (press right side of TouchPad)

Mode 6:Change Color

it can change color of lines and colors you draw after. You'll be able to customize Axons and dendrites color exactly to your liking.

Mode 5:Surface Mode

When you follow a complex neuron, there may be a lot of lines around you, which may affect your observation of the current neurons, and you can use this function to hide the lines that were painted before.

Mode 6:Virtual Finger

In this mode, the neuron tracking line will automatically attach to the nearest neuron. But sometimes it can go wrong too, so you can turn this function off when you want to track the neurons completely along the controller.

Mode 7:Freeze View

Just like it writes, this function will lock your perspective. When you want to share your current view with others, you can turn it on, then you can hand over the helmet to others.

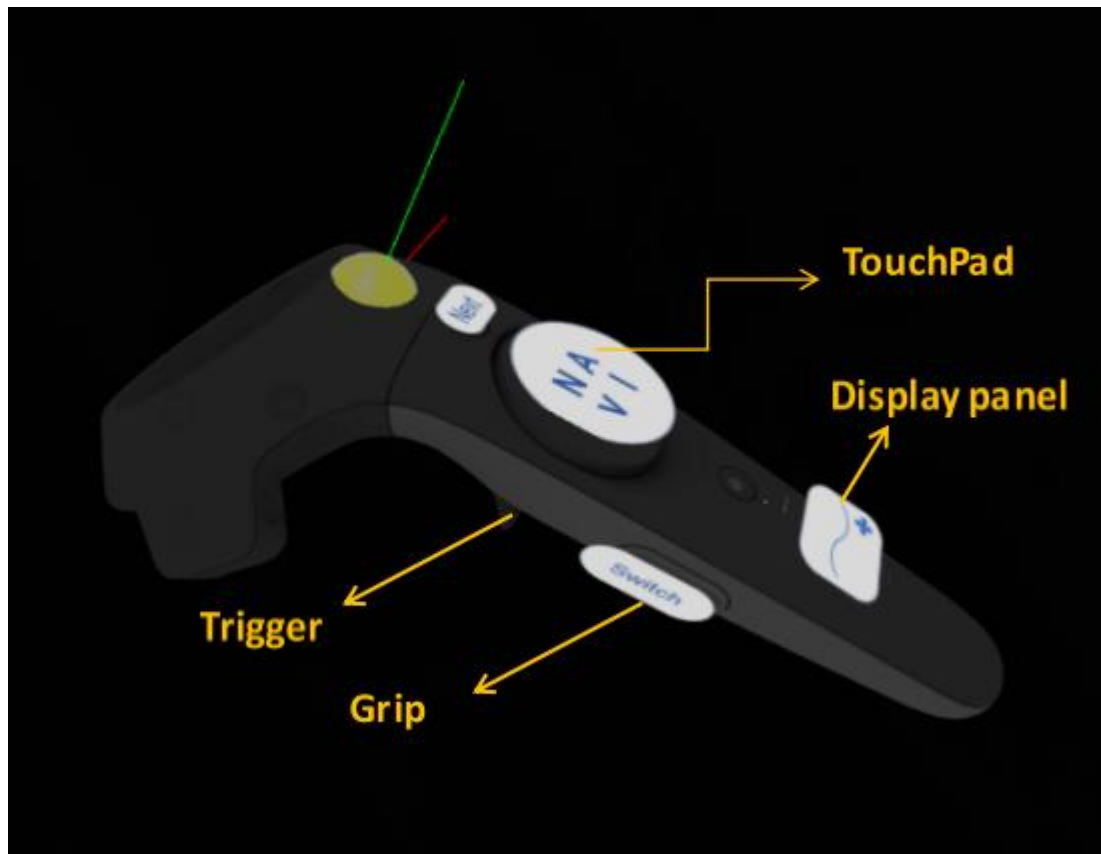
Mode 8:Line Width

According to +/- in the panel 1, you can change your tracing line width. (PS: There are 9 levels of line width in total)

Mode 9:Auto Rotation

You can turn on this function if you need neurons to rotate automatically.

RightController(with ball)



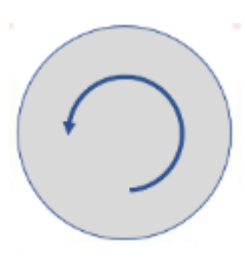
Like the left handle, the Switch button is used to switch functions. The difference is the TouchPad, which is used to move and rotate neurons. You can press the left or right side of the TouchPad to switch the mobile mode.

Mode 1 in TouchPad



You can move neurons along the direction of the controller by put your finger on TouchPad without pressing.

Mode 2 in TouchPad



Similar to Mode 1, you can rotate the neuron with the function.

Mode 3 in TouchPad



It will stretch your neuron image along the Z axis (up to five times).

Mode 1 in DisplayPanel



Create a maker at the front of the controller. Makers are usually used to mark different branches or cell body. (with different color)

Mode 2 in DisplayPanel



Delete the maker generated by mode 1

Mode 3 in DisplayPanel



A powerful function, it can generate lines along controller, The lines can automatically track nearby neuronsMode (if Virtual Finger is on)

Mode 4 in DisplayPanel



Delete tracking line by putting the controller on the line generated by a mode

4

Mode 5 in DisplayPanel



If you have some deviation in the line, Press and hold the trigger near the node you want to edit, drag the corresponding node to the current position of the controller, and release the trigger to update the node position.

Mode 6 in DisplayPanel



When you only want to delete a part of a line, you can use this function to split it first and then delete it.(press trigger near the node you want to split,if line is too short,it can't be split)