



Crosshair Position		Origin
mm:	<input type="text"/>	
vx:	<input type="text"/>	
Intensity:		
right {mm}	<input type="text"/>	0
forward {mm}	<input type="text"/>	0
up {mm}	<input type="text"/>	0
pitch {rad}	<input type="text"/>	0
roll {rad}	<input type="text"/>	0
yaw {rad}	<input type="text"/>	0
resize {x}	<input type="text"/>	1
resize {y}	<input type="text"/>	1
resize {z}	<input type="text"/>	1
Set Origin		Reorient...

File: ./MR 3D reference.nii	
Dimensions: 512 x 512 x 192	
Datatype: int16	
Intensity: Y = 1 X	
3T 3D GRIR	
Vox size: -0.488 x 0.488 x 1	
Origin: 345 277 96.8	
Dir Cos: 0.000 -0.028 1.000	
1.000 0.000 0.000	
-0.000 1.000 0.028	
Full Vol...	Hide Crosshair
World S...	Trilinea...
Auto Wi...	Add Overlay...