**Matchbones.m** (Matches two pieces of bone by from manually selected STL files)

**icp.m**

**STL\_ReadFile.m**

TRI\_RemoveInvalidTriangles.m

DeleteUnreferencedElements.m

TRI\_RemoveBadlyConnectedTriangles.m

TRI\_Edges.m

StackEqualElementIndices.m

RunLengthDecode.m

IncrementalRuns.m

TRI\_Normals.m

VectorNorms.m

DeleteUnreferencedElements.m

**GUI\_Plotshells.m**

TRI\_Merge.m

GUI\_DistributeColors.m

**CTmotion\_compareSlices.m** (Uses the txt-files with transformations and coordinate systems generated by “CTmotion\_plusplus\_relToStatic", a plot with helical axes and average helical axes)

This function is superfluous when CTmotion\_compareSlicesAuto.m is used.

**STL\_ReadFile.m**

TRI\_RemoveInvalidTriangles.m

DeleteUnreferencedElements.m

TRI\_RemoveBadlyConnectedTriangles.m

TRI\_Edges.m

StackEqualElementIndices.m

RunLengthDecode.m

IncrementalRuns.m

TRI\_Normals.m

VectorNorms.m

DeleteUnreferencedElements.m

**screw.m**

**arrow.m**

**GUI\_Plotshells.m**

TRI\_Merge.m

GUI\_DistributeColors.m

**txt2mat.m**

**CTmotion\_plusplus\_relToStatic.m (**Matching bone(fragements)onto bones from static scan using ICP

and manual landmark registration.Output: calculates centroid and ineria axes and bone translations).

**txt2mat.m**

**STL\_ReadFile.m**

TRI\_RemoveInvalidTriangles.m

DeleteUnreferencedElements.m

TRI\_RemoveBadlyConnectedTriangles.m

TRI\_Edges.m

StackEqualElementIndices.m

RunLengthDecode.m

IncrementalRuns.m

TRI\_Normals.m

VectorNorms.m

DeleteUnreferencedElements.m

**PlacePoints3.m**

CreatesColors.m

GUI\_VisualisationUI.m

GUI\_LoadPNGButtons.m

GUI\_VisualisationKeyPress.m

GUI\_MeshExplorer.m

GUI\_RunCallback.m

GUI\_FreeRotate.

GUI\_RunCallback.m

GUI\_CameraCenterPixel.m

Orbit.png

View.png

Free rotate.png

Perspective.png

Box.png

GUI\_PlotShells

TRI\_Merge.m

GUI\_DistributeColors.m

GUI\_VisualisationKeyPress

GUI\_MeshExplorer.m

TRI\_IntersectWithLine

IntersectLineAndPlane.m

DistanceFromVertexToPlane.m

TRI\_Normals.m

VectorNorms.m

ClosestEdgePoint.m

**RegisterBones.m** (uses ICP to match a fragment of bone onto a larger piece of bone)

TRI\_MarkLandmarks\_Matchbones2

STL\_ReadFile.m

TRI\_RemoveInvalidTriangles.m

DeleteUnreferencedElements.m

TRI\_RemoveBadlyConnectedTriangles.m

TRI\_Edges.m

StackEqualElementIndices.m

RunLengthDecode.m

IncrementalRuns.m

TRI\_Normals.m

VectorNorms.m

DeleteUnreferencedElements.m

GUI\_PlotShells.m

TRI\_Merge.m

GUI\_DistributeColors.m

TRI\_Merge.m

GUI\_VisualisationKeyPress.m

GUI\_MeshExplorer.m

GUI\_RunCallback.m

DeleteUnreferencedElements.m

TRI\_CutWithContour.m

TRI\_RemoveInvalidTriangles.m

DeleteUnreferencedElements.m

TRI\_RemoveBadlyConnectedTriangles.m

TRI\_RemoveBadlyConnectedTriangles.m

TRI\_Edges.m

StackEqualElementIndices.m

RunLengthDecode.m

IncrementalRuns.m

TRI\_Normals.m

VectorNorms.m

DeleteUnreferencedElements.m

TRI\_Edges.m

TRI\_SeparateShells.m

TRI\_Edges.m

TRI\_TriangleAdjacency.m

TRI\_Edges.m

StackEqualElementIndices.m

RunLengthDecode.m

IncrementalRuns.m

Graph\_Components.m

Graph\_Edges2Connectivity.m

IncrementalRuns.m

RunLengthDecode.m

DeleteUnreferencedElements.m

GUI\_DistributeColors.m

GUI\_SelectShells.m

GUI\_DistributeColors.m

GUI\_PlotShells.m

TRI\_Merge.m

GUI\_DistributeColors.m

GUI\_VisualisationKeyPress.m

GUI\_MeshExplorer.m

GUI\_RunCallback.m

TRI\_IntersectWithLine.m

IntersectLineAndPlane.m

DistanceFromVertexToPlane.m

TRI\_Normals.m

VectorNorms.m

TRI\_Normals.m

TRI\_IntersectWithBoundedPlane.m

TRI\_IntersectWithPlane.m

TRI\_Edges.m

DistanceFromVertexToPlane.m

TRI\_Normals.m

VectorNorms.m

VectorNorms.m

StackEqualElementIndices.m

RunLengthDecode.m

IncrementalRuns.m

DistanceFromVertexToPlane.m

TRI\_Normals.m

VectorNorms.m

VectorNorms.m

DeleteUnreferencedElements.m

TRI\_CutWithBoundedPlane.m

TRI\_IntersectWithBoundedPlane.m

TRI\_IntersectWithPlane.m

TRI\_Edges.m

DistanceFromVertexToPlane.m

TRI\_Normals.m

VectorNorms.m

VectorNorms.m

StackEqualElementIndices.m

RunLengthDecode.m

IncrementalRuns.m

DistanceFromVertexToPlane.m

TRI\_Normals.m

VectorNorms.m

VectorNorms.m

DeleteUnreferencedElements.m

TRI\_Normals.m

VectorNorms.m

TRI\_Edges.m

StackEqualElementIndices.m

RunLengthDecode.m

IncrementalRuns.m

Graph\_Components.m

Graph\_Edges2Connectivity.m

IncrementalRuns.m

RunLengthDecode.m

Contour\_VertexConnections.m

TRI\_Edges.m

StackEqualElementIndices.m

RunLengthDecode.m

IncrementalRuns.m

VectorAngles.m

ICP\_RegisterDatasets

ICP\_MatchDatasets.m

TRI\_Normals.m

VectorNorms.m

TRI\_VertexNormals.m

TRI\_Normals.m

VectorNorms.m

NormaliseVectors.m

NormaliseVectors.m

VectorNorms.m

VectorNorms.m

TRI\_VertexAreas.m

TRI\_Areas.m

TRI\_Normals.m

VectorNorms.m

VectorNorms.m

NormaliseVectors.m

VectorNorms.m

TRI\_MeanNormal.m

TRI\_Normals.m

VectorNorms.m

ICP\_MatchDatasets.m

Graph\_Simplices2Edges.m

TRI\_Normals.m

VectorNorms.m

Graph\_Edges2Connectivity.m

IncrementalRuns.m

SquaredDistanceFromVertexToVertex.m

VectorAligningRotation.m

ICP\_RegisterMatchedDatasets.m

SquaredDistanceFromVertexToVertex.m

**KIN\_ScrewAxis.m**

**TRI\_Areas**

TRI\_Normals.m

VectorNorms.m

VectorNorms.m

NormaliseVectors.m

VectorNorms.m

**KIN\_DirectedSpringRotation**

KIN\_ScrewAxis.m

**TRI\_Centroids**

**GUI\_Plotshells.m**

TRI\_Merge.m

GUI\_DistributeColors.m

**CTmotion\_compareSlicesAuto.m** (Uses the txt-files with transformations and coordinate systems generated by "CTmotion\_plusplus\_relToStatic", a plot with helical axes and average helical axes).

**txt2mat.m**

**IntersectLineAndPlane.m**

DistanceFromVertexToPlane.m

TRI\_Normals.m

VectorNorms.m

**screw.m**

**FindPivotPoint**

DistanceFromVertexToLine

VectorNorms.m