

Software Usage

G3DOGL	
De	Show edges and sharp edges
ii	clear the text and cross
Dm	clear normal
Db	show background
Dt	show texture
E	edit mode
t	select edge under edit mode
@@	write out the mesh under edit mode
f	move a triangle
G3dOGL a.m -st a.s3d	generate a viewpoint file
ojo	under edit mode, show orthognal projection
>	write out the s3d file
Ds	wireframe
lu	turn off the first mesh
u	adds back
S	add slide bar in morphing m file
s	under edit mode, edge split
c	under edit mode, edge clapse
w	under edit mode, edge swap
snapshot_cut sphere-whole sphere	get a snapshot using sphere.s3d file

mincinfo	to check minc file infor
mincmath	routine operations
mnc2ana	write image file