X-Ray Dragon Demo – Quick Reference Guide

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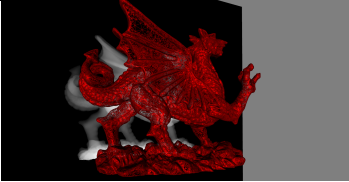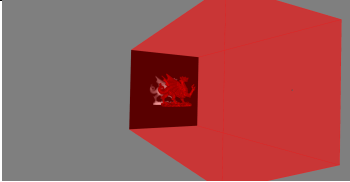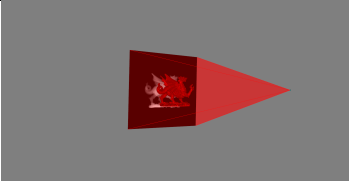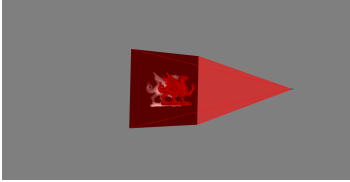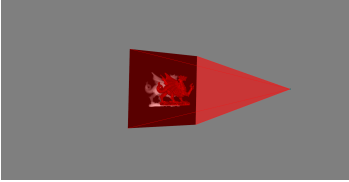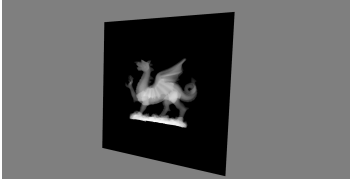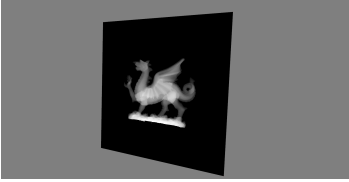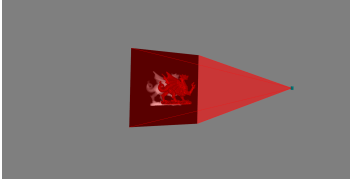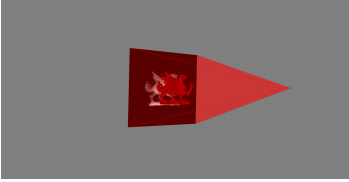
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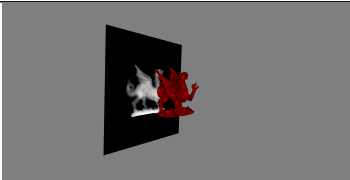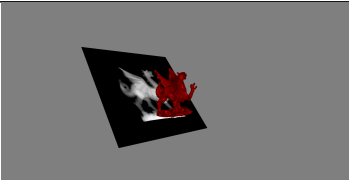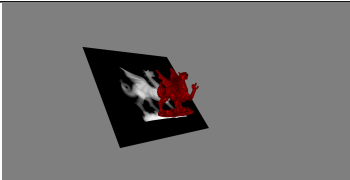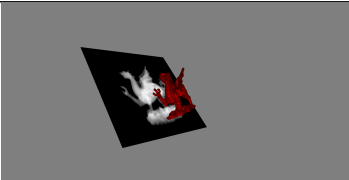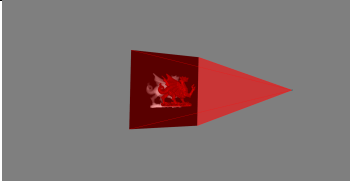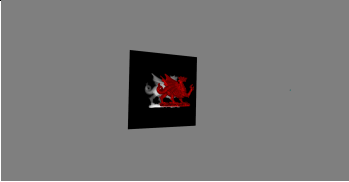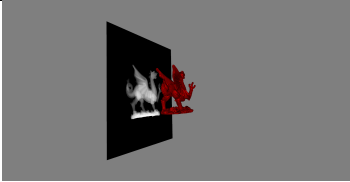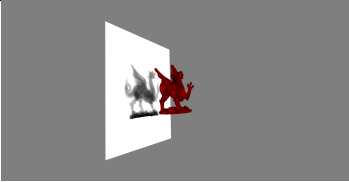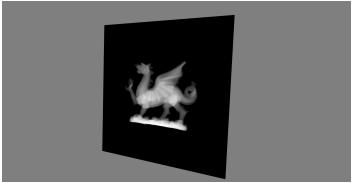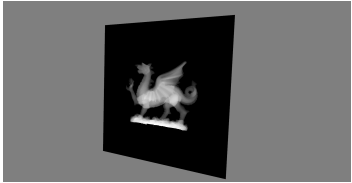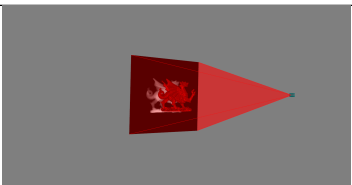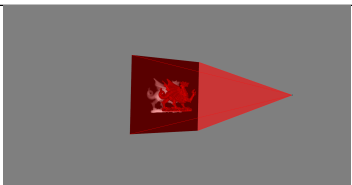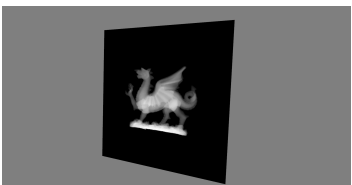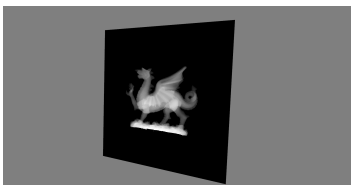On MS Windows systems, launch `welsh_dragon.exe`; on UNIX systems (including Linux and Mac OS X), launch `welsh_dragon`. The demo will automatically detects if stereo using OpenGL's quad-buffer is possible. If it is possible, stereo will be turned on by default.

Mouse control:

Command	Before	After	Description
Mouse wheel			Zoom in/out
Mouse left button			Rotate the virtual environment
Mouse middle button			Rotate the X-ray detector
Mouse right button			Rotate the dragon

Keyboard control:

Command	Before	After	Description
Key: `q/Esc`			Quit
Key: `s`			Stereo (on/off)
Key: `+`			Increase the intra ocular distance (when stereo is on)
Key: `-`			Decrease the intra ocular distance (when stereo is on)
Key: `i`			Zoom in
Key: `o`			Zoom out
Key: `b`			Display the X-ray beam (on/off)
Key: `n`			Display the X-ray in negative (on/off)
Key: `w`			Display the dragon in wireframe (on/off)
Key: `1`			Use a parallel beam/Use a point source
Key: `2`			Use a line source/Use a point source
			(the image on the right-hand side is sharper)
Key: `3`			Use a square source/Use a point source

			(the image on the right-hand side is sharper)
Key: 4			Use a cube source/Use a point source
			(the image on the right-hand side is sharper)