GUI tools for ModEM

**1 ModEM\_GUI**

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| Not implement yet. |
| Implemented. Call mvemod3d.m. |
| Not implement yet. Interface to call ModelPlot classes. |
| Not implement yet. Call a similar GUI tool with edmod3d.m. |
| Both implemented. |

**2 mvemod3d**

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| Implemented. Open the model file and read it by calling readCond\_3D. |
| Not implemented yet. |
| Implemented. Load an existed MAT file of model struct. |
| Implemented. Save the current model struct to a MAT file for reload. |
| Not implemented yet. Set the displaying range of the 3D model. |
| Implemented. Call edmod3d.m for displaying and editing the 3D model. |
| Implemented. Export the current 3D model to MeshTools3d format and load it. |
| Not implemented yet. Save the current 3D model. |
| Implemented. |

**3 mvemod2d**

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|  |  |
| Not implement. same as mvemod2d. |
| Not implement. same as mvemod2d. |
| Not implement. same as mvemod2d. |
| Not implement. same as mvemod2d. |
| Not implement. same as mvemod2d. |
| Not implement. Call edmod2d. |
| Not implement. same as mvemod2d. |
| Implemented. |

**4 edmod3d**

edmod3d is a GUI tool for editing the 3D mesh model. All menu items have not been implemented yet. The buttons of "Add Slice", "Delete Slice", "Edit Slice" have been implemented. The slices property table and the slider bar have also been implemented.





