## Selection modes.

### Normal mode

Press “” to activate this mode

This is the default selection mode. Selected objects (meshes and landmarks) are drawn “grey”. Unselected “normal” landmarks are red, while “target” landmarks are yellow. Unselected meshes can be drawn:

* Using a uniform colour (default modes)
* According to tag values at each vertex (tag display mode active )
* According to scalar values at each vertex (scalar diplay mode active )

### Tag mode

Press “” to activate this mode

This mode is useful when tagging surfaces (as you can only interact with selected objects). Unselected meshes are drawn “grey”. Unselected “normal” landmarks are red, while “target” landmarks are yellow. Selected landmarks are grey, while selected meshes can be drawn:

* Using a uniform colour (default modes)
* According to tag values at each vertex (tag display mode active )
* According to scalar values at each vertex (scalar diplay mode active )

## Interaction modes

### Camera mode

 « Camera mode » is the default interaction mode, and is active on startup. When active, left and middle mouse button drags result in camera rotation/translation, respectively.

### Object mode

  When active, left and middle mouse button drags result in object rotation/translation, respectively.

### Landmark mode

 When active, only landmarks can be selected/unselected via right mouse button drag/click. This mode is useful when editing/placing landmarks. Left and middle mouse button drags result in camera rotation/translation, respectively.

## Landmark setting modes

Landmarks can be set on surfaces by pressing “L” + left mouse click.

Two series of conventional landmarks can be set with ISE-MeshTools: “normal” and “target” landmarks. Aditionnally a third landmark series (“flag” landmarks) can be used to label surface structures.

### Normal landmark mode

Press “” to activate this mode (this mode is active by default)

### Target landmark mode

Press “” to activate this mode

### Flag landmark mode

Press “” to activate this mode