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| Keyboard Help | |
| Key | **Action** |
| rightarrow | move the active manual point to the right |
| leftarrow | move the active manual point to the left |
| uparrow | move the active manual point up |
| downarrow | move the active manual point down |
| space | This validates the position of a track by turning the circle green |
| a | axial view using current point |
| l | lateral view using current point |
| c | add a spline point |
| 1 | copy the closest spline to the current frame |
| ! | copy spline in the closest frame to all frames current + 1 to the end |
| \* | copy spline to all frames except active one |
| s | sample the grid along a spline trajectory |
| t | run tongue tracking active contour algorithm |
| m | add manual track point |
| Comma , | cut the sub window |
| ` | Run the agent tracker |
| 2 | Run the segmentation code |
| 3 | add code to mark poly regions |
| 4 | run texture analysis on marked poly regions |
| f | Run feature analysis |