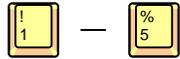
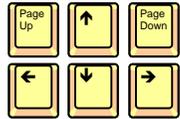


ITK-SNAP 2.0 Keyboard Shortcuts

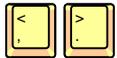
Global Commands



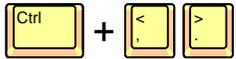
Tool selection: crosshairs (1), zoom and pan (2), polygon (3), active contour (4), paintbrush (5).



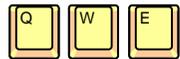
Crosshairs movement: arrow keys move crosshairs up, down, left, right; page up/down scroll through slices. Mouse must be in 2D slice window. Hold shift key to move faster.



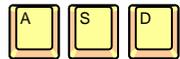
Select active label: scrolls through available drawing labels



Select draw-over label: scrolls through available draw-over labels



Overlay image opacity: decrease (Q), toggle (W), increase (E).



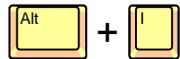
Segmentation image opacity: decrease (A), toggle (S), increase (D).



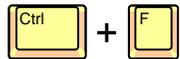
Annotation visibility toggle. Hides all on-screen elements, such as crosshairs, ruler, labels. Use Shift+X to toggle crosshairs visibility.



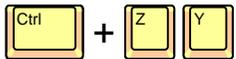
Resize main window: toggle GUI elements (F3), full screen mode (F4)



Automatic intensity adjustment: finds optimal contrast for the image. Press Ctrl-I to bring up the contrast adjustment dialog.

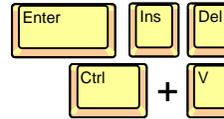


Fit to window: resets zoom factor in all slices, showing the whole image. Press Shift-Ctrl-F to use different zoom factor across all slice views.



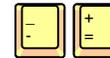
Undo/Redo: undoes (Ctrl-Z) or redoes (Ctrl-Y) last update to the segmentation image (paintbrush, polygon, active contour, etc.)

Polygon Mode Commands



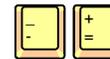
Polygon actions: accept drawing (Enter), insert points (Ins), delete points (Del), paste polygon (Ctrl-V).

Paintbrush Mode Commands

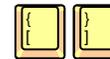


Paintbrush size: changes the size of paintbrush (only available when in paintbrush mode).

Active Contour Mode Commands



Add/remove bubble: adds (+) or removes (-) a bubble at cursor location.



Bubble size: changes the radius of the bubble.

Commands Available in 3D Window



Save/restore camera pose: saves (Ctrl-S) or restores (Ctrl-R) the camera pose (zoom/pan).

Most menu commands also have shortcuts. These are displayed next to the menu command

ITK-SNAP 2.0 Mouse Functionality

Crosshairs Tool (1)



Navigation. You can either click or hold-and-drag the LMB to move the crosshairs.



Zoom. Hold and drag the RMB up and down to zoom in and out of the image.



Pan. Hold and drag the RMB up and down to zoom in and out of the image.



Scroll through slices. Roll the mouse wheel to change slice. *Available in all 2D tools.*

Zoom / Pan Tool (2)



Pan. Hold and drag the RMB up and down to zoom in and out of the image.



Zoom. Hold and drag the RMB up and down to zoom in and out of the image.



Navigation. You can either click or hold-and-drag the MMB to move the crosshairs.

Polygon Tool (3)



Draw/Select. Click or hold-and-drag to add vertices to the polygon. Hold-and-drag to select vertices.



Close loop. Click the RMB to complete the polygon.



Navigation. You can either click or hold-and-drag the MMB to move the crosshairs.

SNAP Region Tool (4)



Edit region. Hold-and-drag the LMB to move the sides or corners of the SNAP region.



Navigation. You can either click or hold-and-drag the RMB to move the crosshairs.



Navigation. You can either click or hold-and-drag the MMB to move the crosshairs.

Paintbrush Tool (5)



Paint. Click or hold-and-drag the LMB to paint with active drawing label.



Eraser. Click or hold-and-drag the RMB to paint with clear label over the active drawing label.



Navigation. You can either click or hold-and-drag the MMB to move the crosshairs.

3D Window: Navigation Tool



Rotate. Hold and drag the LMB to rotate the scene around the crosshairs location



Zoom. Hold and drag the RMB to zoom in and out of the scene.



Pan. Hold and drag the MMB to move the scene relative to the camera.

3D Window: Selection Tool



Select. Click the LMB to move crosshairs to the point on the mesh under the cursor

3D Window: Scalpel Tool



Draw cut plane. Click the LMB once to start drawing. Click again to finish drawing.



Cancel drawing. Click the RMB to stop drawing cut plane once you have started.

3D Window: Spraypaint Tool



Paint. Click or hold and drag the LMB to paint over the 3D mesh with active drawing color.

Keyboard Modifiers

