

Registrationform

Register objects from the left view to objects from the middle view. The right view shows the preview of the currently defined registration.

Registration tools

Pointbased registration

- Define pairs of points that should match after the registration.
- Add points with right click on objects. Points of the same colour will be matched if possible.
- Optionally the surfaces in a specific radius around the points can be considered for the registration.

Topologybased registration

- Define areas on the surface that should be used exclusively for the registration.
- Mark areas with the left mouse button. Hold [CTRL] to remove areas from the selection.
- When no areas are marked, every surface will be used for registration

Magnet tool

- Snap the source object to the target object at a specific point.
- Right click the source object in the preview to snap the clicked point onto the nearest surface point of the target object.

Navigator

- Manually move the source object in the preview with the object navigator.

From:
<http://onyxwiki.net/> - [OnyxCeph³™ Wiki]

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Last update: **2021/10/19 11:53**

