













# Contents: Video

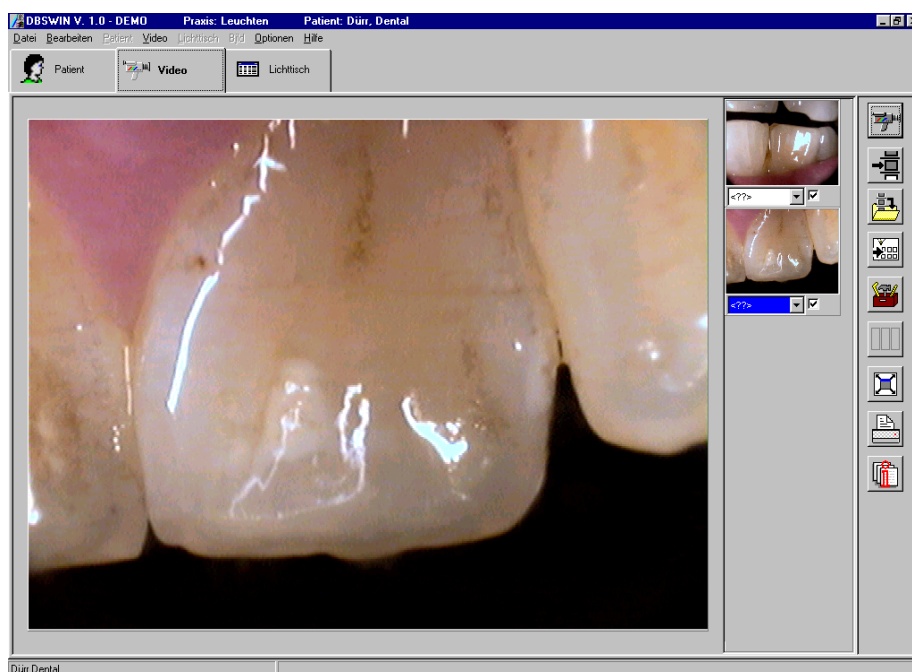
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# Video

## General

The Video module allows you to make images, to edit and to save the images recorded. The current image from your video sequence is displayed. Individual images or image sequences can be transferred to the light table for viewing and editing.






## Video-Overview



# Functions




## Still Image (Menu Video)

To capture a still image from the connected video source press . The image will now be captured and you can either select  to add image to the **image strip**, enlarge to full screen  or print the image . The function  returns you to live image viewing.



## Live Image (Menu Video)

In the Live Image mode you can view live recordings of your video source. The function  allows the operating elements to be switched off, ie to change to full screen mode.



## Image Recording (Menu Video)

In order to record an image activate the function  when you see the required image on your monitor. The picture will be added right to the image strip and can now be put into sequence. Each image is tagged below right with a marking field, which is marked after recording. Clicking this marking field selects the image for saving. Repeat for further recordings.



## Save Images (Menu Video)

Only those images marked ☒ will be saved in the database.

In order to save an image in the database of the patient, you should first assign image information such as tooth number and type of image.




## Save Images → Lighttable (Menu Video)

Only those images marked ☒ will be saved to the database and transferred to the light table. There they will appear initially in the image clipboard of the image selection box.

In order to save an image in the database of the patient, you should first assign image information such as tooth number and type of image.




## Image Processing (Menu Image)

An active image can be selected for processing by clicking , by a double click on the image itself or select the image context menu *Image Processing*.

Read the section on image processing for more information.




## Brightness / Contrast

While in the live image mode clicking  opens a menu for adjusting brightness, contrast etc and the image source for the **Framegrabber**. For further information you are referred to the handbook of the **Framegrabber**.



## Full Screen Mode (Menu image)

You can also view the video image of the selected video system in full screen mode, either by clicking the symbol , or via the key combination of the foot pedal (if supplied!).

Return to normal screen mode is achieved by pressing any key, a mouse click or operating the foot pedal.

This operation is not supported by all systems! Should your Framegrabber not support this mode, all program elements will be faded out and only the video frame displayed (not full screen).




## Print

This function allows you to print the current active image or all the images on the light table. For further information read the chapter "Print" of the handbook.



## Image Information

In order to enter or amend image information click the icon . The appropriate image information box of the selected image now appears.

Text information concerning the image can be added to the page Comment. Access to the text is with the right mouse key or through the key combination as set up in configuration. **The initial comment statements can only be entered once and after saving cannot be altered.**

On the page *Image info*, the image type, size of image, object type (e.g. tooth number) and area of object (e.g. tooth area) are displayed. Selecting the field *Object type/Select*, it is possible to select, for example, the tooth number of the "main object" and confirm with *OK*. Choosing the object area, the previously chosen main object will now be highlighted in blue in the display and further teeth within the image area can now be marked. All objects so marked will now be entered into the field *Area* textually, whereby objects which are contiguous within the quadrant are combined and displayed with hyphen between first and last object (e.g. 12,13,14 -> 12-14).

The page *Preparation* presents the relevant data. In addition, the name of the user who produced that particular image is also given.

## Activate image of image strip (Menu Video)

When one image in an image strip is selected (click) then it will be presented in the main window. It is possible to activate the next image by selecting in the *Video* menu the option *Activate next image*.

## Marking image to be stored



Below the bottom border of the images, which are displayed in the image strip, there is a check field ☒. Clicking this field allows an image to be selected for saving to storage or for deselecting a previously selected image ☐.



Only images which are marked with a check ☒ will be stored or transferred to the light table.

## Assign Image

The individual object type (tooth number or type of image) and other information can be assigned to images in the image strip.

In order to assign the object type either click on the symbol  at the lower border of the relevant image within the image strip and then select the chosen type from the list provided, or select the icon  *Info*.

## Operation with the Foot Pedal

In the video function part of the program it is possible to carry out some functions with the aid of a **Foot Pedal**.

It is possible to assign a number of functions to the **Foot Pedal** via the **configuration menu**:

<b>Take</b>	= Take a photo and add to image strip
<b>Still / Live</b>	= Toggle switch between Still / Live image
<b>Full</b>	= Toggle switch between Full / Normal screen image
<b>Activate</b>	= Activate an image from image strip
<b>Print</b>	= Print activated image

## Operation using the keyboard

It is also possible to operate key functions using the keyboard. This allows control utilising an external program.

Press the ALT key in order to activate the menu. Then press the appropriate number as required from the upper menu bar and which is underlined. Then press the appropriate number in the pop-up menu which appears to access the required command.

Zum Beispiel:

<b>Live</b>	= ALT + 1 + 1
<b>Still</b>	= ALT + 1 + 2
<b>Full</b>	= ALT + 2 + 1 <--> Normal = ESC
<b>Activate</b>	= ALT + 1 + 6
<b>Print</b>	= ALT + 2 + 4

