

# User Guide

- Data
  - Supported data types
  - 16-bit movies and images
- Views
  - Open data
  - View scaling and shifting
  - Open data in different tabs
  - Open data in several tab views
    - Copy, move, swap data between views
    - Sync scale, shift and current movie frame index between views
  - Open data in the same view
  - View mono options
  - Grid
- Scenarios
  - Setup and play movie
  - Open and sync movie and 3d model
  - Cooperative working
  - Working with 3D models of stones
  - Working with voxels 3d models
  - Merge videos
  - Level of Detail Rendering
- Image tools
  - 2,5D Ruler (experimental)
  - Histogram
- 3D comparison tools (OSV 4.4.0.33)
  - Distance between 2 models
  - Distance between models at point