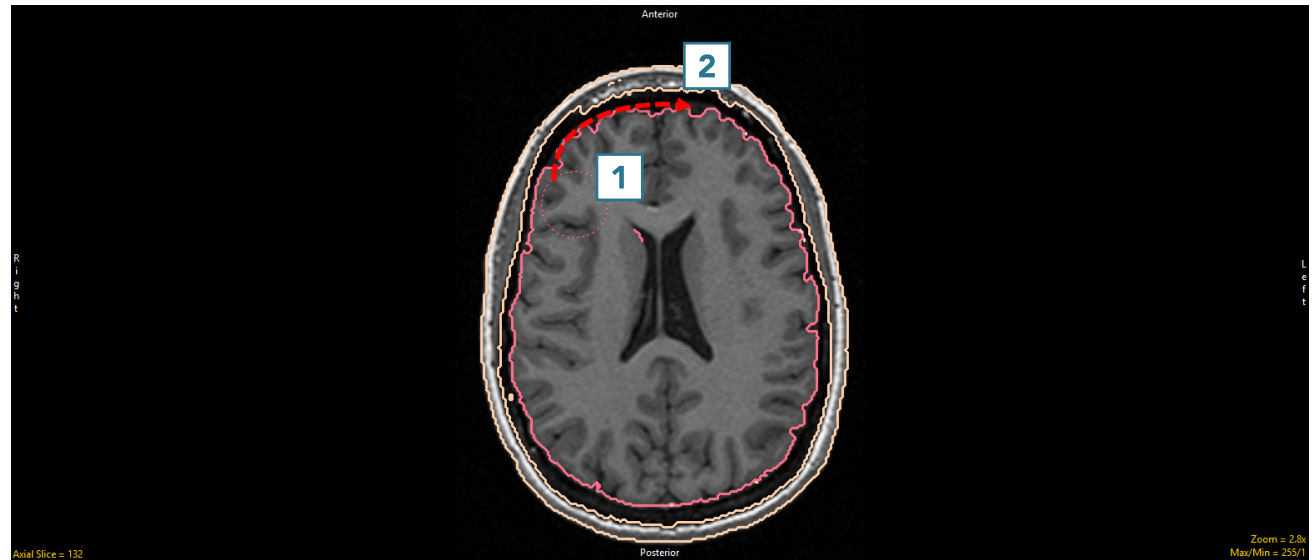


## 27. Using the Nudge Tool with Locked Objects

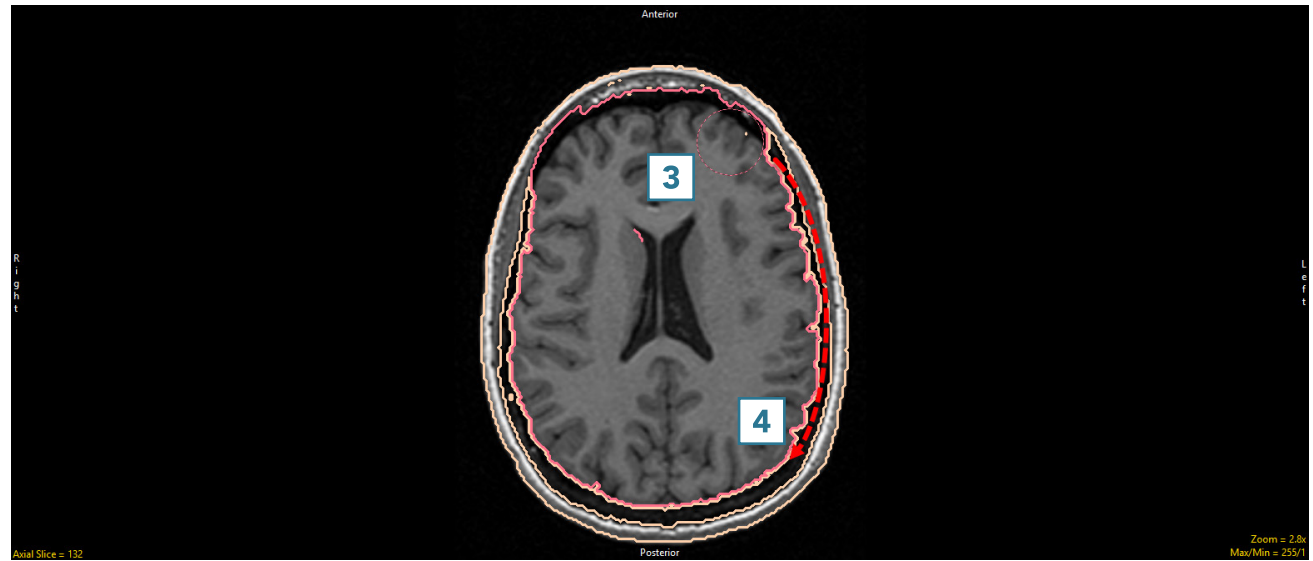
The Nudge Tool can also be used in conjunction with locked objects. For example, if a user decided that they wanted to measure the intracranial area on this slice, after reassigning the Ventricle object on this slice to the Brain object using the 2D object reassignment option (see the Reassign Object tool), the Skin object can be locked and the brain object pushed out using the Nudge tool to the border of the skin object.

- Use the Reassign Object option to reassign the Ventricle object on Axial slice 132 to the Brain object.
- Lock the Skin object.
- Select the Nudge Edit tool.
- Click in the Brain **1** and move the Nudge tool into the intracranial space **2** between the Brain and Skin objects.



- Note that the Brain object will be pushed into the intracranial space but not into the locked skin object. **3**
- Continue moving the Nudge tool through the intracranial space. **4**

Note that if the cursor moves past the Skin object into the Original object, voxels in the Original object can still be added to the Brain object using the Nudge tool. To prevent this, lock the Original object as well.



- Continue moving through the intracranial space **5** to complete the edit. **6**

