

## Display Rendering Types

### Maximum Intensity Projection

In Maximum Intensity Projection the maximum voxel intensity along the ray path is used.

**Weighting:** On/Off - MIP Weighting enables the specification of performance of weighting.

- Off: This is the default state; no weighting is applied.
- On: When selected weighting is applied. Before the value of the voxel is compared to see if it is the maximum voxel, its value is weighted by the percentage of its distance along the ray path.

