



Nudge Edit

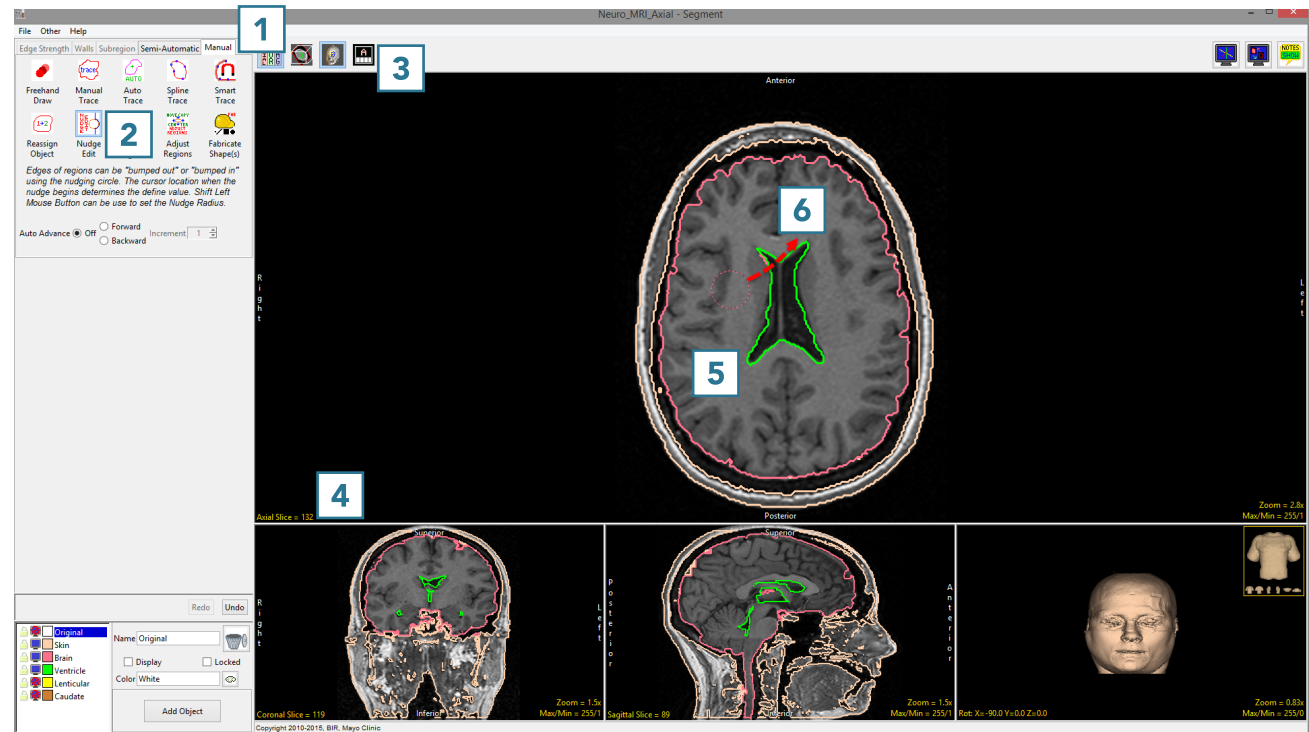
Nudge Edit enables users to manually edit borders of defined regions. The tool allows object borders to be pushed inwards or outwards using an adjustable circular cursor. The size of the cursor can be adjusted using the middle mouse button.

26. Editing Object Borders

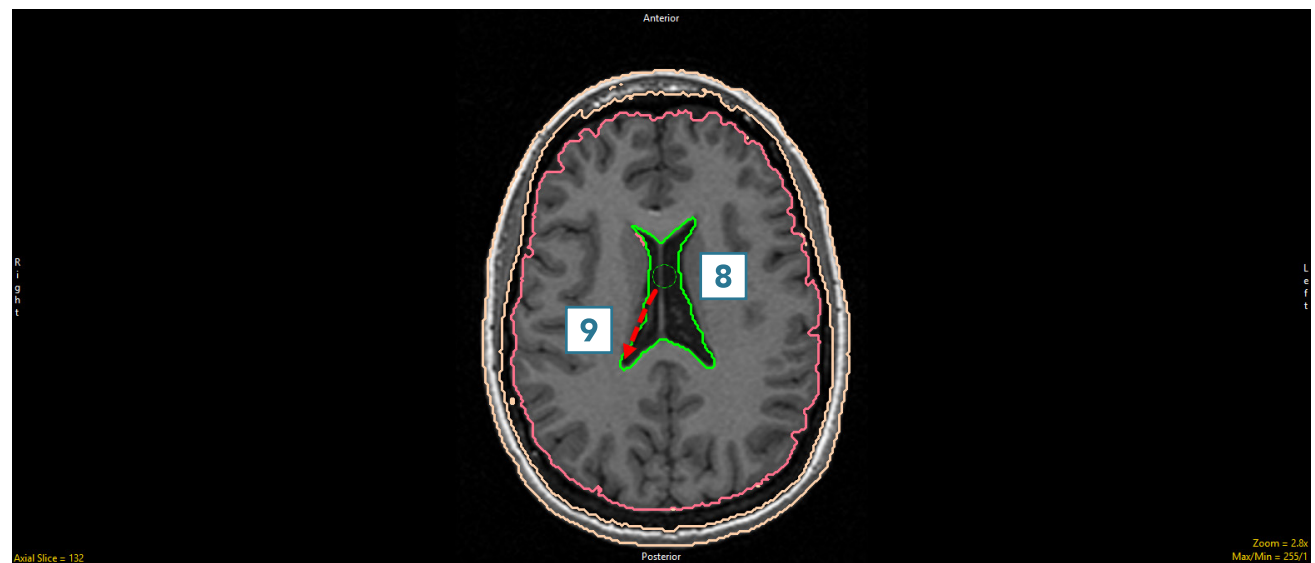
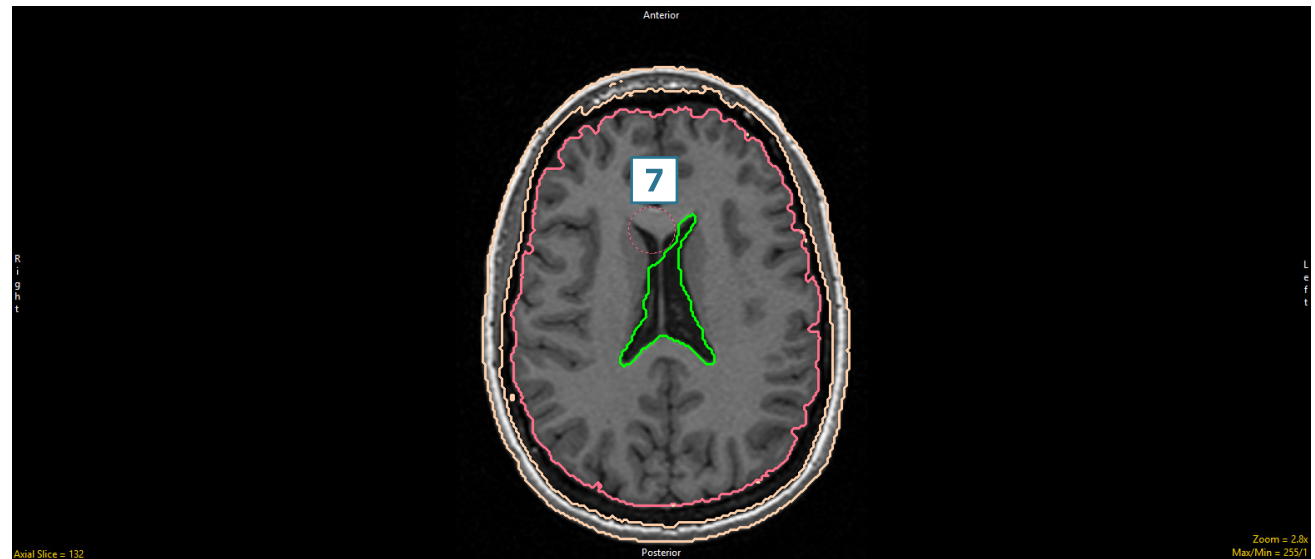
- Select MRI_3D_Head and open Segment.
- Select File > Load Object Maps and load MRI_3D_Head.obj.
- Select Manual, **1** then choose Nudge Edit. **2**
- Set the primary display to Axial **3** and move to Axial slice 132. **4**
- To edit the border of the Brain and Ventricle objects click in the brain. The circular nudge tool cursor will appear. **5**

Note the color of the cursor will match the object being nudged.

- Move the cursor to edit the border. **6**



- The borders of the Brain and Ventricle objects will be updated as the cursor moves through. **7**
- Click Undo.
- Using the middle mouse button, change the size of the cursor to 5, then click in the Ventricle object. **8** Push the border of the Ventricle object out to edit the object boundary. **9**



- The borders of the Brain and Ventricle objects will be updated as the cursor moves through. **10**

