

How to Define, Save, Export, and Import Presets (Real Tissue Data)

[Define and save a preset](#)

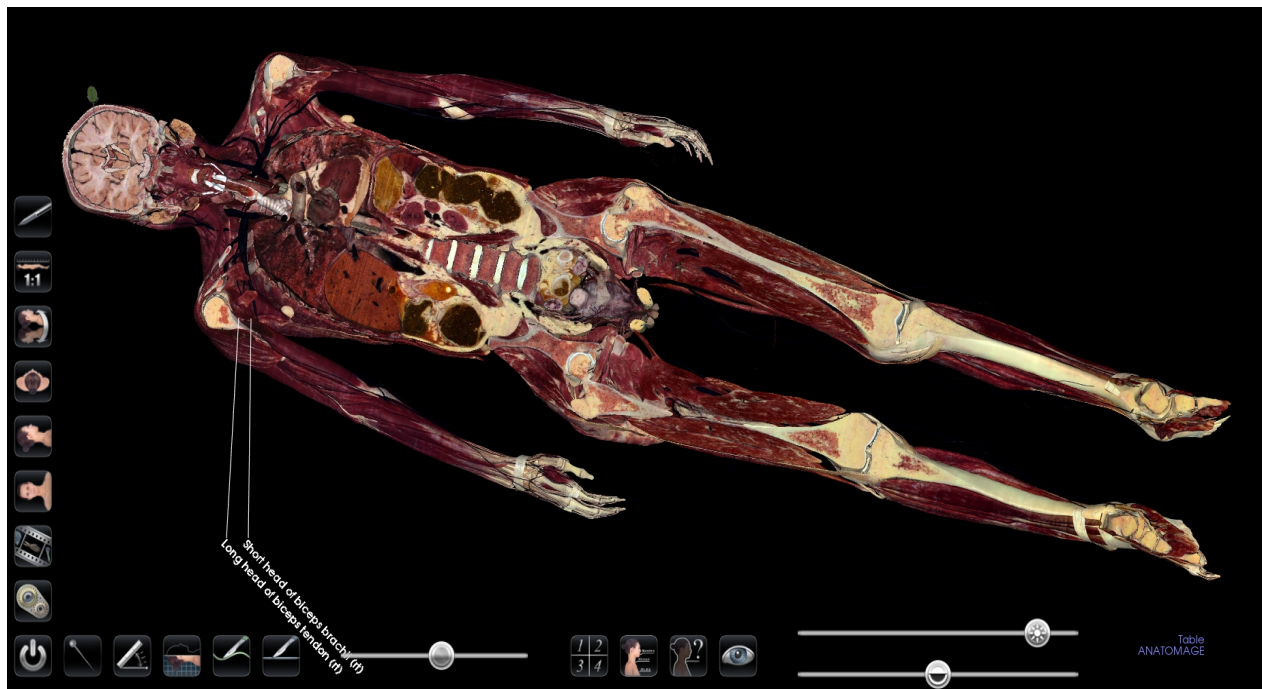
[Export presets](#)


[Import presets](#)

Define and save a preset

Step 1: Open up file in Table application (Example shows Female Full Body Scan).

Step 2: Adjust the image in the rendering window with the tools available. Presets are able to save the following features: model visibility, model properties (no clip & opacity), cuts (planar or custom), freehand sculpts, annotations, camera orientation, and pin models.

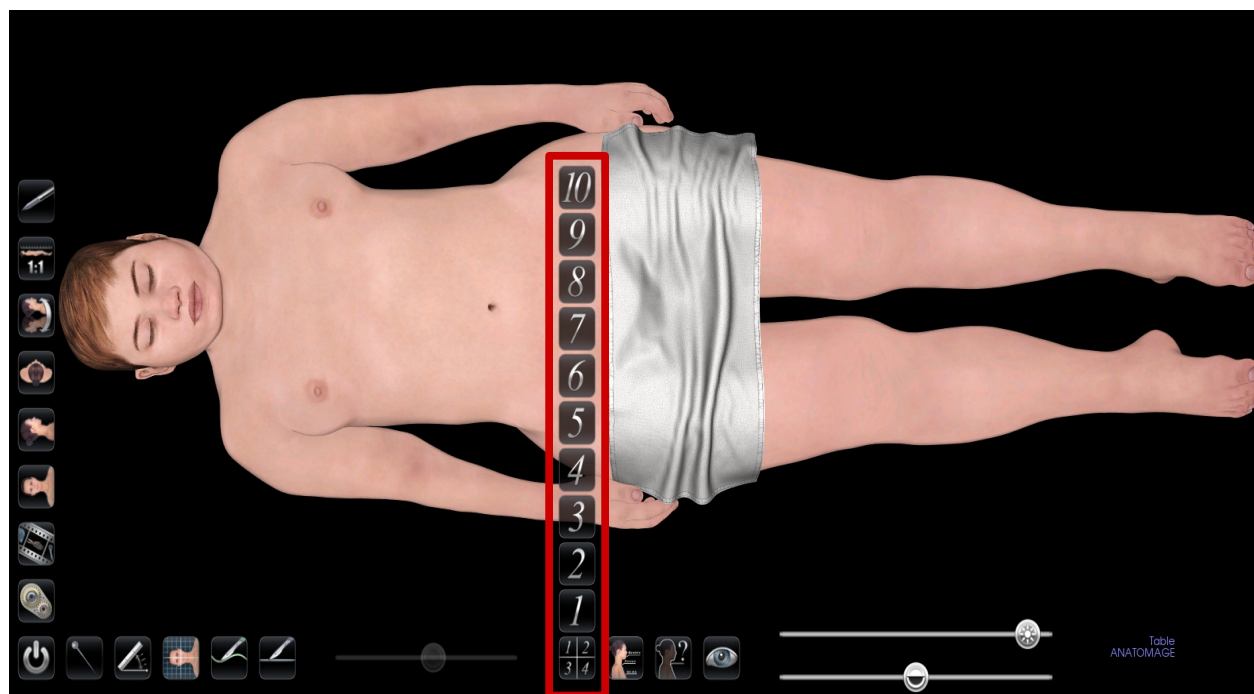


Step 3: To save a preset, tap on the  Volume Visibility Control icon. Tap on **Save Preset**, then enter a number and tap the green check icon to save the current layout to that slot. Tap the red X icon to cancel the saving process.



Step 4: Tap **Close** to close the Volume Visibility window.

Step 5: To load in your preset, tap the Presets icon. Then, tap the slot number corresponding to the preset you saved during Step 3. Alternatively, you can select the preset preview image in the Volume Visibility window.



The volume will revert back to the saved preset.



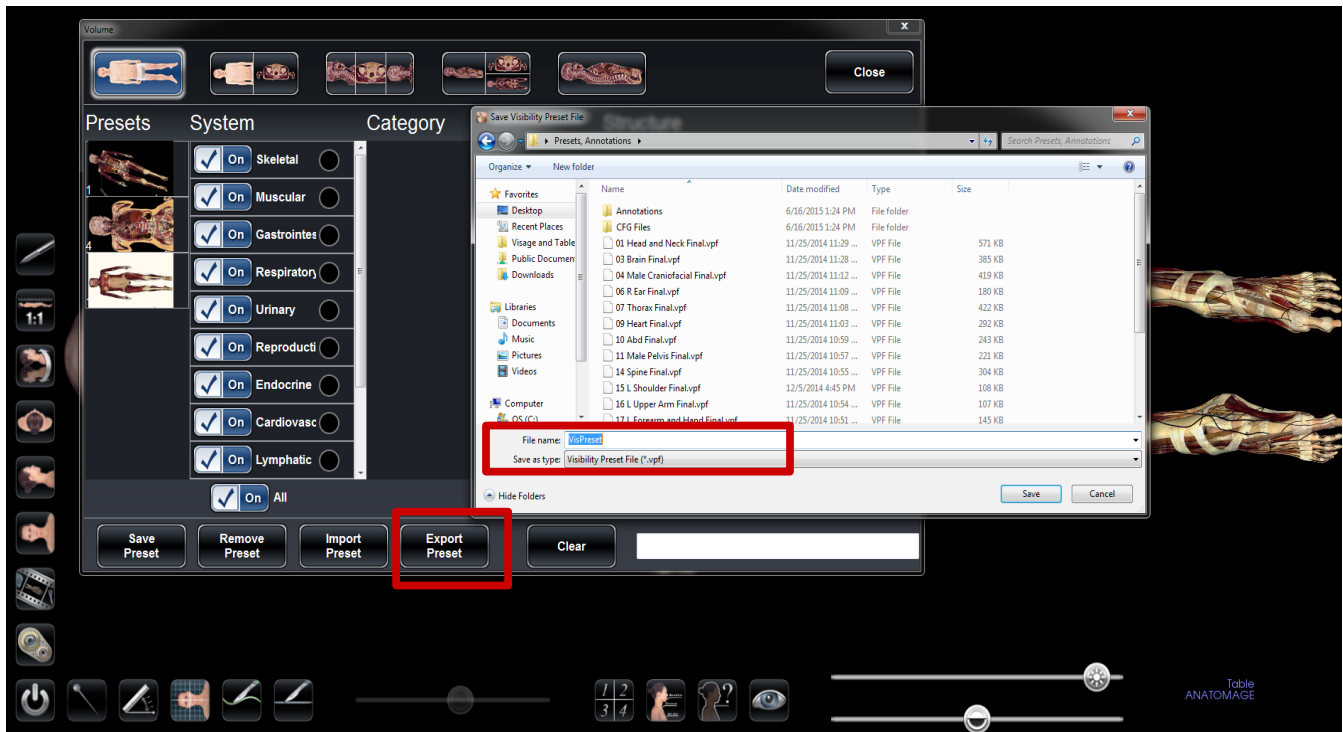
The Table stores an unlimited number of presets. For the **Male/Female Full Body** scans and **High Res Regional** scans, presets save clipping planes, freehand sculpts, model visibility, volume visibility, slice mode layout, and annotations.

For the **Female Full Body with Models** and DCM/INV files, presets save clipping planes, freehand sculpts, model visibility, volume rendering mode, slice mode, and annotations. Refer to the **How to Define, Save, Export, and Import Presets (DCM, INV)** document.

Export presets

Step 1: Tap the Volume Visibility Control icon.

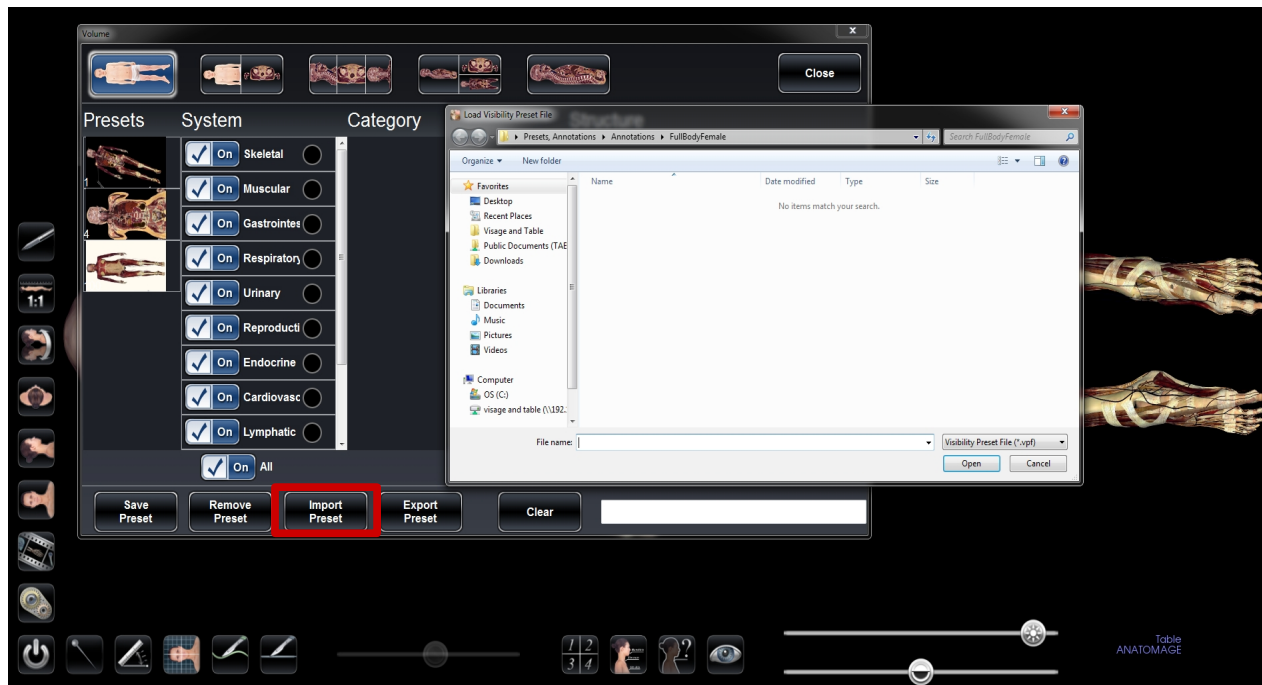
Step 2: Tap **Export Preset**. Select the desired file location and enter the desired file name. The Table will save all the presets in a Visibility Preset File (*.vpf).



Import presets

Step 1: Tap the Volume Visibility Control icon.

Step 2: Tap **Import Preset**. Select the desired .vpf file. The Table will load all the presets stored in the .vpf file.



Note: Preset behavior is best when using the same image data set and volume rendering range that was used when initially creating the presets.

End of How to Document.