

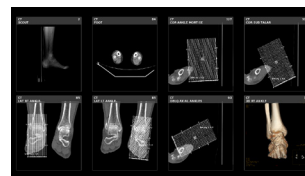
The eRAD Web Viewer displays images in a web browser. Basic tools are available to manipulate images including scrolling, window/level, magnification, cross sectional references, and linear measurements.

Most features are “location-sensitive”— available only when you click or drag on specific edges or areas of the viewer.

## Two View Modes

### Series View Mode

Shows all the series within the study. Click on a series to display the images within that series in Image View Mode.



Series View Mode

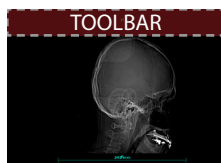
### Image View Mode

Shows a single image at a time. Manipulate image using location-sensitive controls. Click in the upper corners of the image to return to Series View Mode.



Image View Mode

## Toolbar Controls



View Report  
**Click Icon**



Toggle Pop-Up Help  
**Click Icon**



Close  
**Click Icon**

Double-click the Help Icon to turn on/off pop-up help that automatically shows available features where ever you hover the cursor.

## Image Area Controls



Pan  
**Click+Drag**



Zoom  
**Left & Right-Click + Drag**



Window Level  
**Right-Click + Drag**



Scroll  
**Scroll Wheel or Middle-Click + Drag**



Reset Image  
**Double-Click**



Invert Window Level  
**Right-Double-Click**

## Ruler Controls



RULER AT BOTTOM



Place Endpoint  
**Click+Drag Terminal**

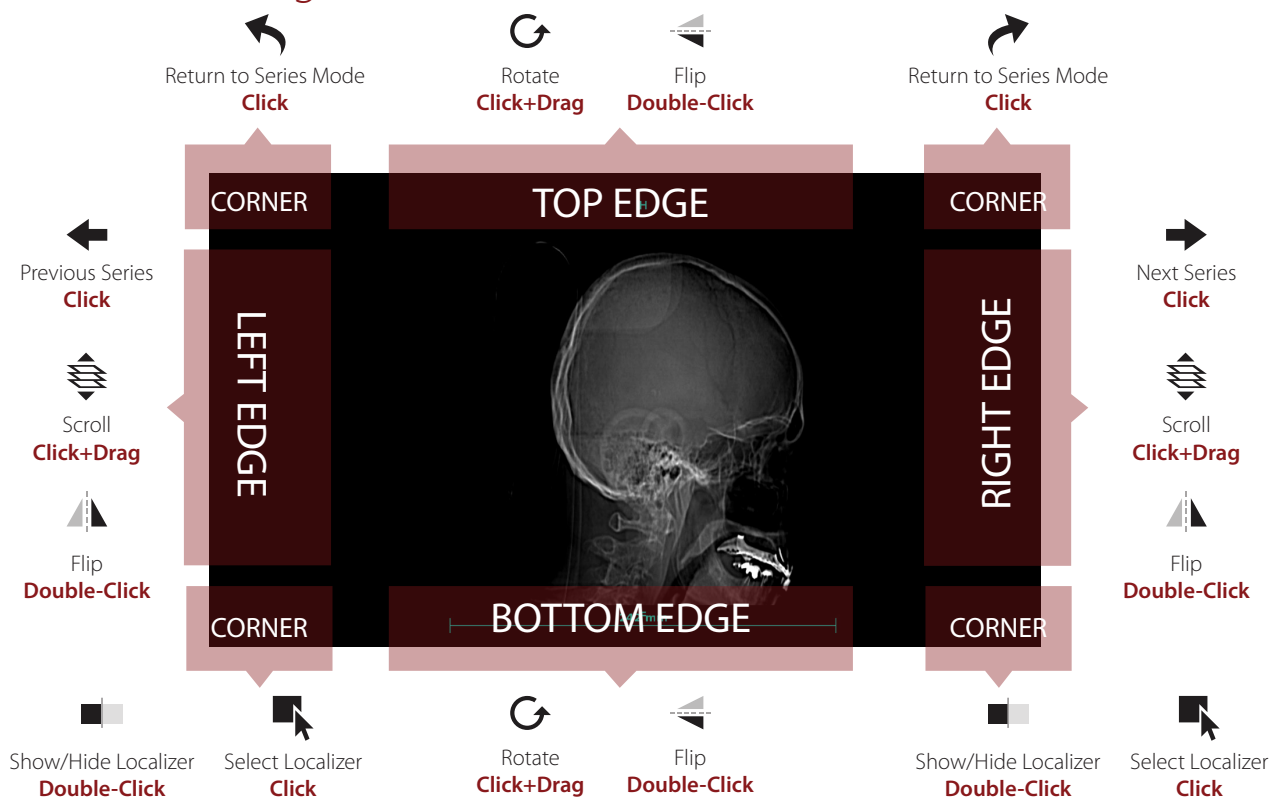


Reset Ruler  
**Double-Click Ruler**



Quick Measure  
**Click Ruler, then Click + Drag**

## Image View Mode: Edge and Corner Controls



## Browser Requirements

The Web Viewer requires support for HTML5, WebGL, websockets and other web protocols. Compliant browser include Mozilla Firefox v12, Google Chrome v20, Apple Safari v6 in MAC OS X 10.6, and Opera Presto v2.11 and Microsoft Internet Explorer v9 and v10 (using Canvas technology). Some browsers might have WebGL or websockets disabled by default. These must be enabled before using the web viewer.

Microsoft Internet Explorer is not WebGL compliant. To make earlier versions of Internet Explorer compliant, install Google Chrome Frame plug-in.

When the browser does not support the required technology, the web viewer does its best to detect the missing component and display a notification.

Note that WebGL requires hardware compliance as well. The workstation's display controller should support WebGL in order for the images to appear quickly in the web viewer.



Google  
**Chrome**  
v20



Mozilla  
**Firefox**  
v12



Microsoft  
**Internet Explorer**  
v9, v10  
(using Canvas technology)



Apple **Safari**  
v6 in  
MAC OS X 10.6



Opera  
**Presto**  
v2.11