

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.

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.



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

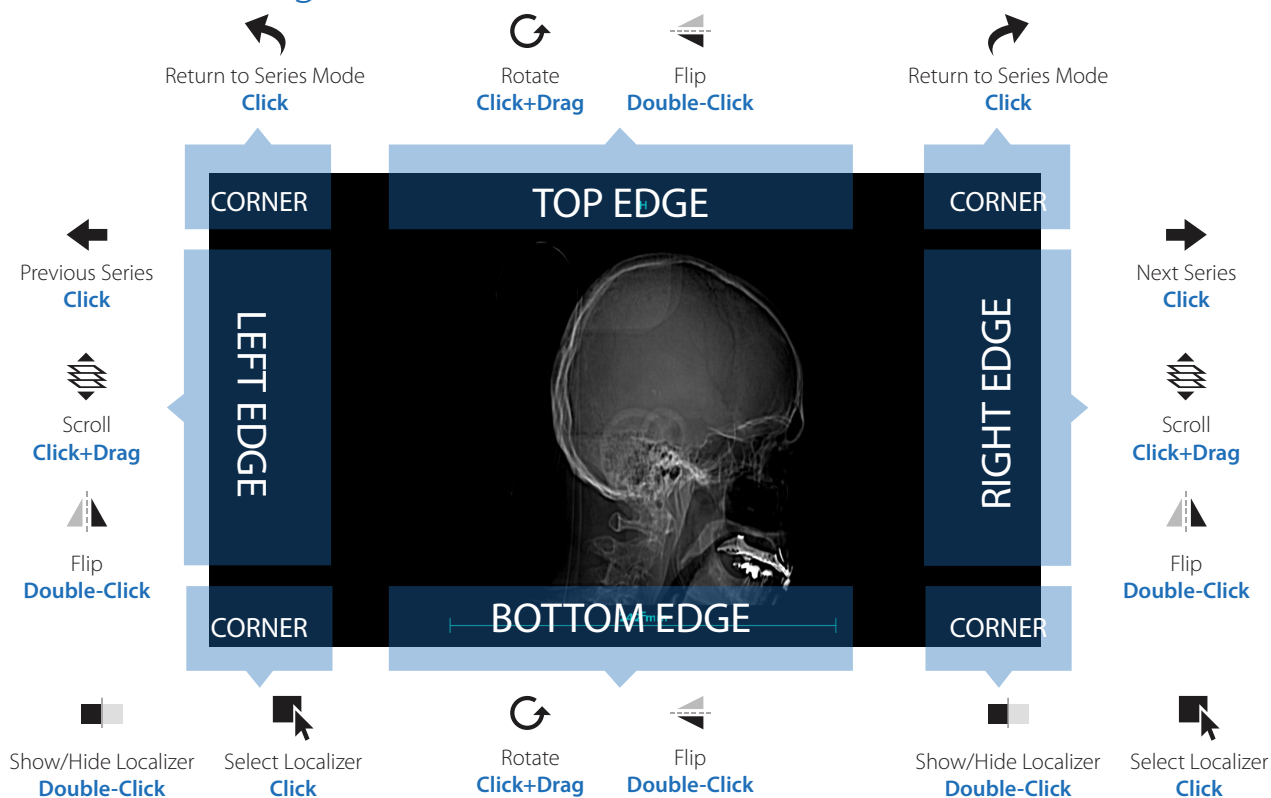


Reset Ruler
Double-Click Ruler



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