eRAD Web Viewer



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 "locationsensitive"— 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







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



Scroll Wheel or Middle-Click + Drag



Zoom Left & Right-Click + Drag



Reset Image **Double-Click**



Window Level Right-Click + Drag



Invert Window Level
Right-Double-Click

Ruler Controls



Place Endpoint

Click+Drag Terminal

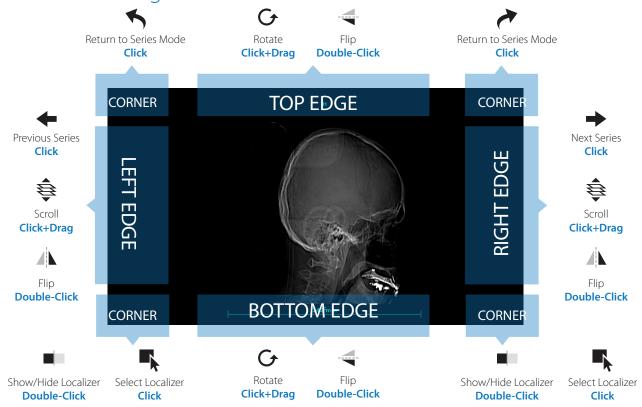
Reset Ruler

Double-Click Ruler



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



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



Mozilla **Firefox** v12



Opera **Presto** v2.11



Microsoft
Internet Explorer
v9, v10
(using Canvas technology)