

FARO[®]

VISUAL INSPECT™



VISUAL INSPECT™

Manual

Functional range:

- Extended navigation (bidirectional connection between 3D view and product tree)
- Intelligent measuring functions
- Extensive sectioning functions
- Loading / unloading of components
- Displaying of additional information
- Mirroring of elements
- User defined annotations with text and image
- Check functionalities
- Reporting of check results
- Export of 3D data including all documentation (e.g. annotations)
- QR scanning

Content	1. App Settings	4
	1. Import / Export	4
	2. General settings	4
	2. Area Local files	5
	1. Export files	5
	2. Copy annotations	7
	3. QR-Scan	8
	4. New product / Loading	9
	3. Tree view	11
	1. Data from the CAD system	11
	2. Functionality	14
	4. 3D view	17
	1. Overview functionality	17
	2. Tree view in 3D	18
	3. Check functionalities and filtering in the 3D view	21
	4. Measuring	23
	5. Sectioning	28
	6. User defined annotations	30
	7. View options	33



1. App Settings

The general app **SETTINGS** of the iPad contains an area for Visual Inspect where several settings can be made.

1. Import / Export

Under **FTP SETTINGS**, an FTP download server (for data import) and an FTP upload server (for data export) can be defined.

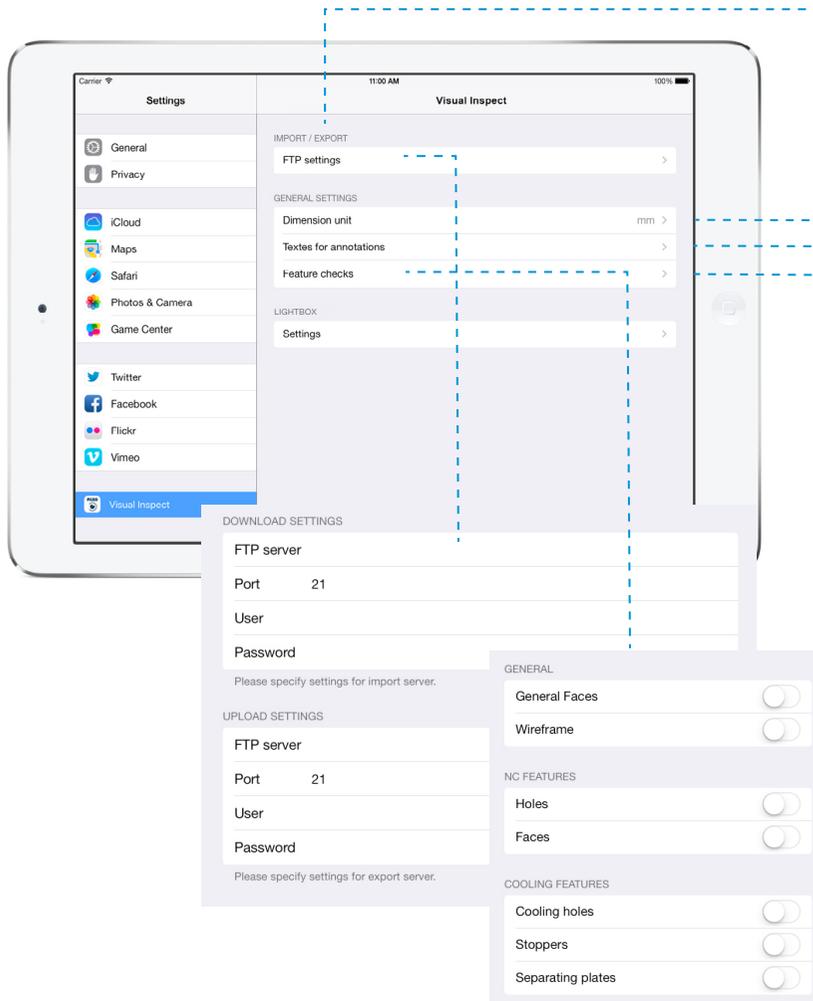
Complete the **FTP SERVER**, **PORT**, and **USER**. The field **PASSWORD** must be filled only if a password is defined for your server.

2. General settings

Under **DIMENSION UNIT**, decide if the measuring functionality should use the millimeter or inch unit.

Under **TEXTS FOR ANNOTATIONS** you can define default comments which will be used later in the creation of annotations. Assign commonly-used phrases or comments that can be quickly inserted, instead of entering the same phrase again and again. You can define up to ten phrases.

Under **FEATURE CHECKS**, slide the features switches to the right to activate them. Activated features will be used to check functionality; deactivated features will not be used.



2. Area Local files

1. Export files

Under LOCAL FILES, export data by tapping the EXPORT command  on the toolbar. To export the complete file select the highest level. You can also export from a deeper level of the file, which will only export the substructure. You may also export from any level in the tree view.

→ [See page 14](#)

In each instance, a popover will open where the export kind can be selected.

Tap SEND FILE to export with a transfer method selected later.

Tap SEND FILE TO OTHER APP to export to another app installed on the device which supports the exported format (e.g. the app NUMBERS, if you export an Excel sheet).

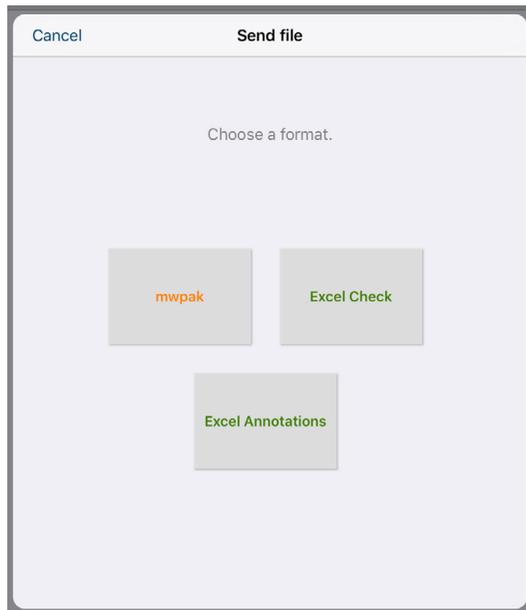
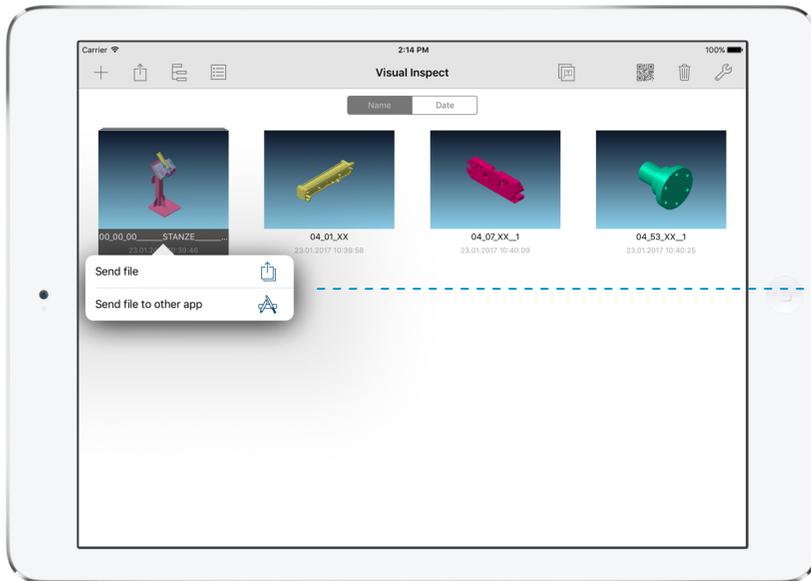
After selecting an export type, a dialog box displays for selection of the data format. The MWPAK command, always available, sends the complete MWPAK, including the product structure, the geometry data and all related information.

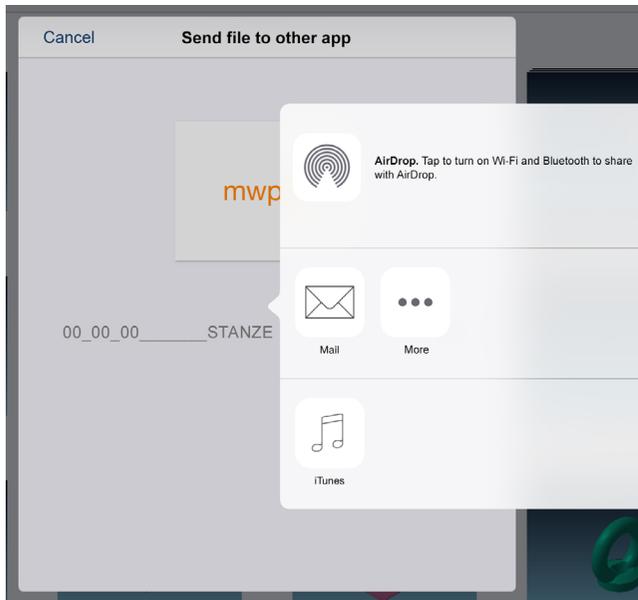
If any checkable elements are in the file, the EXCEL CHECK command will be available. Here, an Excel list will be exported, which contains the information of all checkable features in the file.

→ [See page 14](#)

If there are annotations in the file which have the property USE FOR EVALUATION, the EXCEL ANNOTATIONS option will be available. Here, an Excel list will be exported, which contains the information of all annotations.

→ [See page 14](#)





After this, a view with different export options displays. Options change based on the export type, the device, installed apps, and the user settings. The options are describe below:

Airdrop:

If AIRDROP is activated, you can send the selected file to a device where Airdrop is also activated.

Email:

A new email opens. The selected file is automatically attached.

FTP:

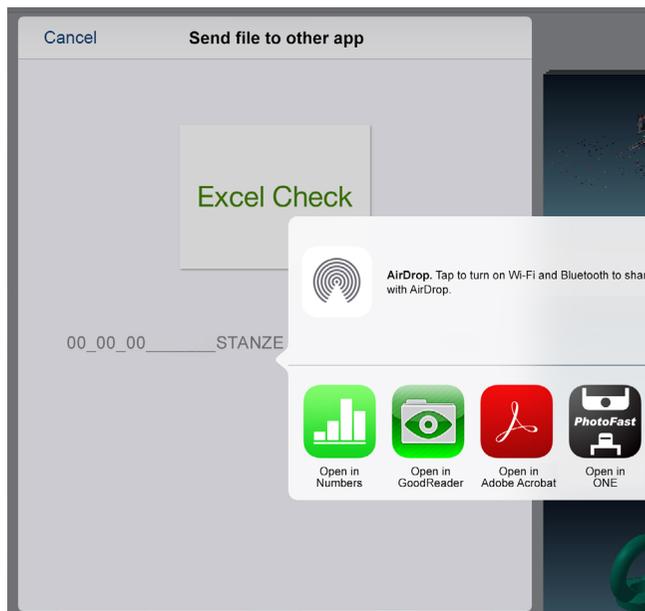
If an FTP upload server is defined in the app settings under IMPORT/EXPORT, a server connection will be established. The process is the same as for importing files via FTP. Select the EXPORT command  and the file will be uploaded to the appropriate level.

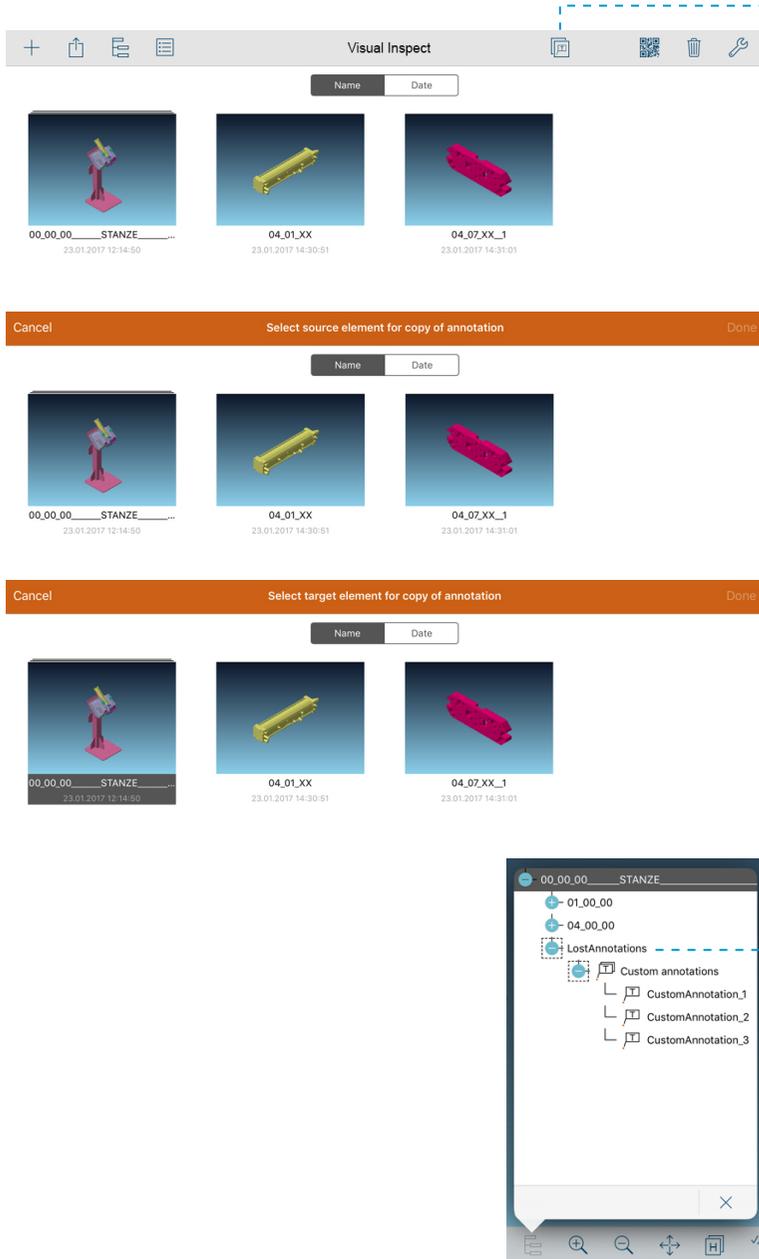
iTunes:

If you connect your iPad after exporting to iTunes, you will find the exported file in the file sharing area of Visual Inspect in iTunes. You can copy the file from there.

Other app:

The exported file will be sent to the selected app and may be opened from there. Available apps in the export dialog depends on which apps are installed and which apps support the selected export format.





2. Copy annotations

Under LOCAL FILES you can copy user-defined annotations from one product to another by tapping the COPY ANNOTATIONS command  on the toolbar.

→ [See page 30](#)

If an element is selected, this will automatically be used as the source element. If not, first select the source element, which contains annotations.

The next selection defines the target element that should receive the annotations.

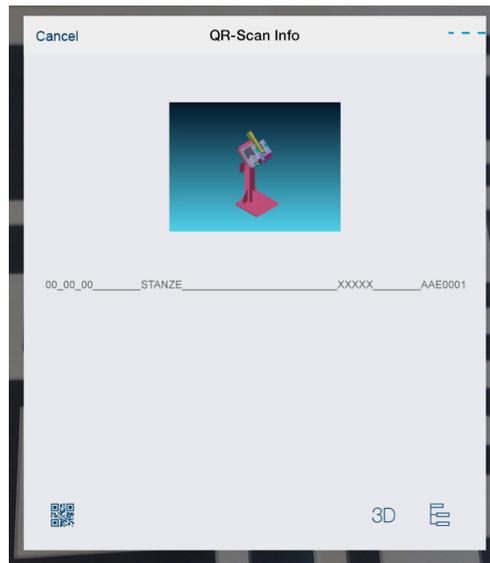
If both selections are made, tap DONE to start the copy process.

All annotations will be copied into the respective nodes in the product structure of the target element.

→ ***It is not possible to copy annotations to a single element. There must be a product structure available.***

If it is not possible to assign annotations because the respective nodes are not found in the product structure, the annotations will be collected in a new LOST ANNOTATIONS node. This node will be inserted at the end of the product structure. By editing the anchor point of these annotations, you can easily assign them to nodes available in the product structure.

→ [See page 30](#)



3. QR-Scan

 Tap the QR command on the toolbar in the LOCAL FILES area to start the QR scan function. With this feature, you scan QR codes that you generated from the product names of your 3D files. The software recognizes the QR code and searches in the local files for an element with the corresponding name.

A camera view opens with your complete QR code in view. The software immediately starts recognizing and interpreting the code and starts the search.

As soon as a match is found, a view opens with a preview picture and the name of the found element. Here you have the following options:

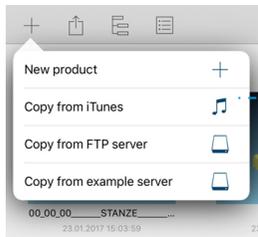
 **Tap the QR command again to discard the result and open a new window for scanning.**

3D Tap the 3D command to open the 3D View of the found file.

 Tap the TREE command to open the Tree view of the found file.

Tap **CANCEL** on the toolbar to cancel the scan to the LOCAL FILES area.

If there is no match, the same view opens with a note. Select the QR command  to start the scan process again, or tap CANCEL to exit scanning mode.



After tapping the **IMPORT** command  on the toolbar in the **LOCAL FILES** area, a popover opens with several import options. The first entry is **NEW PRODUCT**. Tap to load a new product structure from all elements available on the device.

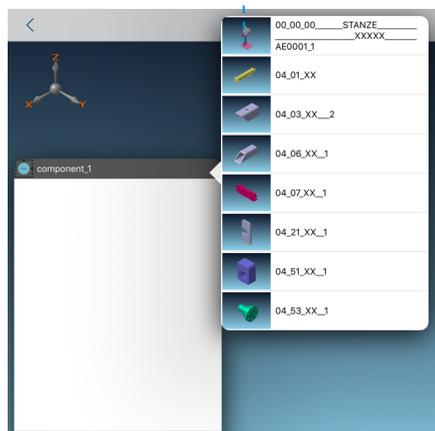
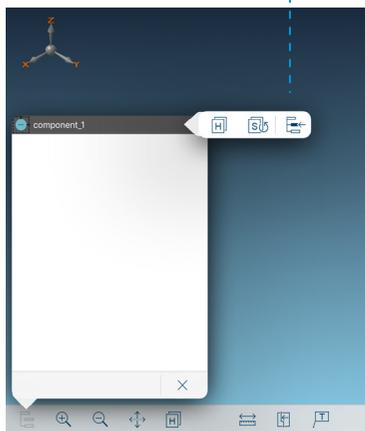
4. NEW PRODUCT/Loading

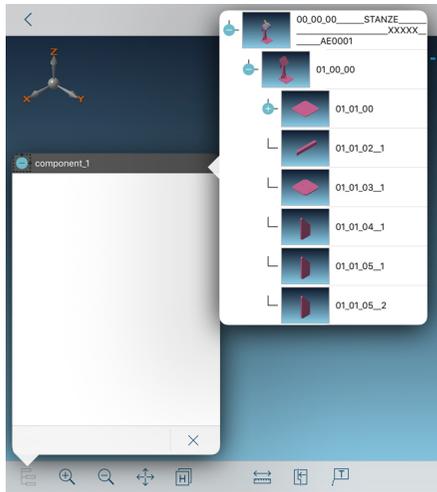
After selecting the entry from the list, the keyboard opens for you to define a name for the new product. After selecting **DONE**, an empty 3D view opens and the Tree view opens automatically.

Double-tap the name of a component to open a context menu of options.

 Tap the **LOAD TO STRUCTURE** command to open a popover showing all available local files (highest level).

Double-tap the thumbnail of a single component to insert the component into the new structure.





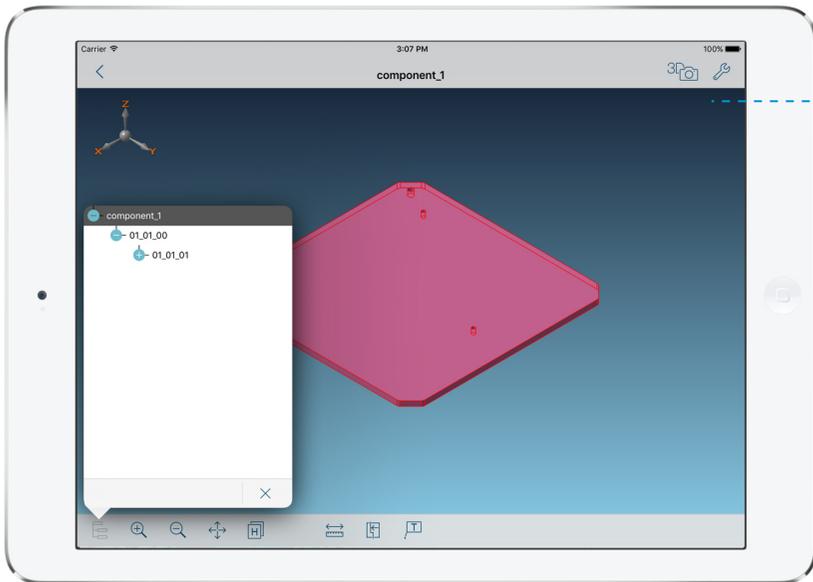
Double-tap the popup of a component with product structure to open a popover view filled with the product structure of the selected component.

 Tap the **OPEN** command to expand the structure.

Double-tap a component of the extended product structure to insert the element into the structure of a new product.

 Tap the **CLOSE** command of the highest level to collapse the product structure and return to the available local data.

Loading can be performed as often as desired on all levels of the new product structure.

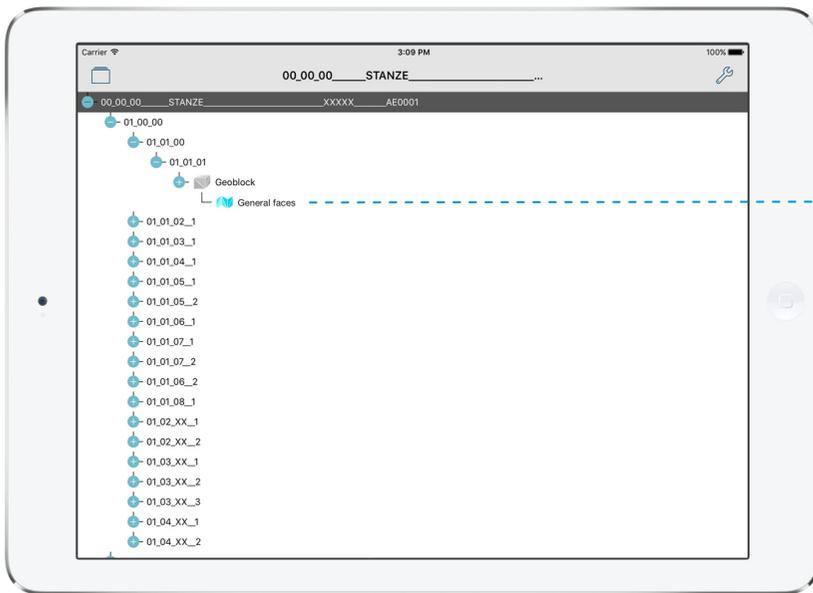


3. Tree view

1. Data from the CAD system

Besides the corresponding components and their geometry, the product structure can contain several features, depending on the version of the converter and the format of the original data. These features will be extracted from the CAD system by the data converter.

A single component always contains a geoblock, which owns the general faces of the geometry.



Additionally, a component can contain the following features:

NC features (holes and faces)

These features can be found under the geoblock of the component, like the general faces. They are split into several subgroups.

Cooling features (cooling holes, separating plates, stoppers and flow)

The cooling features can be found in its own node - the cooling system - under the component. They are sorted into several cooling cycles and within the cycles in subgroups.

Joining features (weld points, bond seams, weld seams, bolts, clinch points, punch rivets, blind rivets and specials)

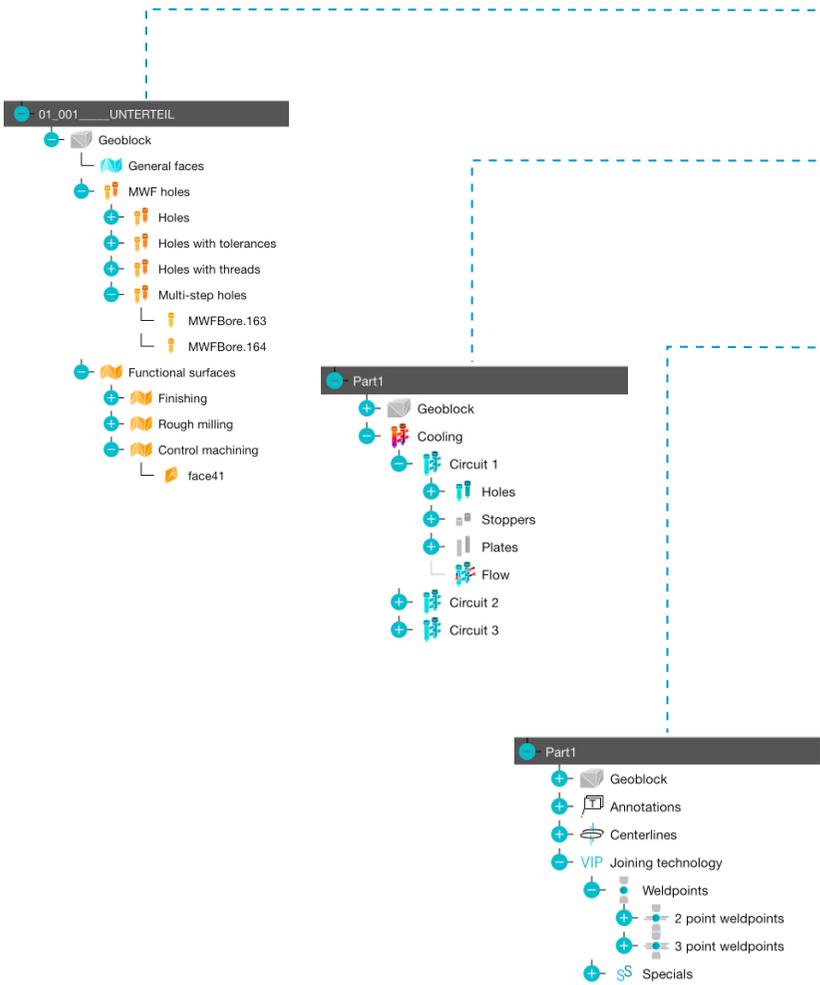
These features are collected in their own node of the component - the JOINING TECHNOLOGY node. The single features are split into several subgroups.

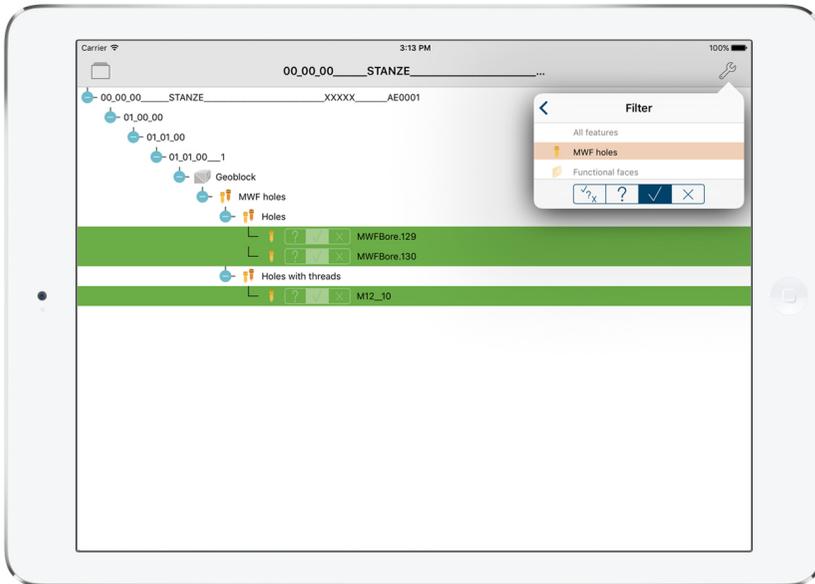
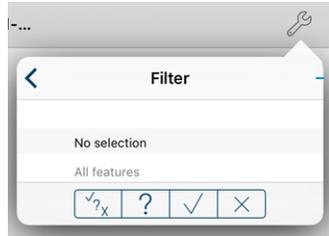
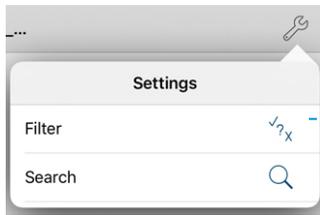
Annotations

The annotations can be found in its own node under the component. They are split into several sets, according to the structure in the CAD system.

Center lines

The center lines are also collected in its own node under the component.





Different features, such as NC features, cooling features and joining features, can be checked with the check functionality. In the tree view, checkable features will be colored, respecting their state, and easily recognizable.

If checkable features are available in the tree structure, the settings popover in the upper toolbar contains an additional FILTER entry.

If you select this entry, a popover opens to filter the states for different features.

In the feature selection, all feature types selected in the app SETTINGS, and available in the model, are shown. Here you can chose a feature type for filtering.

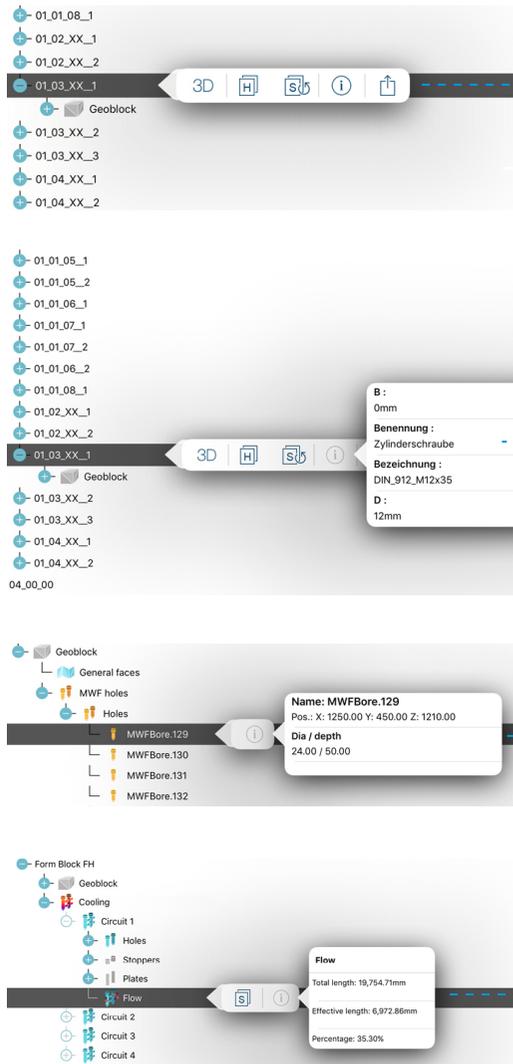
Tap the segment's state, as follows:

1. Filtering for features of the selected type with all states.
2. Filtering for features of the selected type with state *not processed*.
3. Filtering for features of the selected type with state *OK*.
4. Filtering for features of the selected type with state *not OK*.

Tree view will be refreshed after filtering. Only features of the selected type and state, including their superordinate structure, are visible.

Tap outside the popover to close the dialog box without resetting the tree view.

Select NO SELECTION in the feature selection of the tree view to reset.



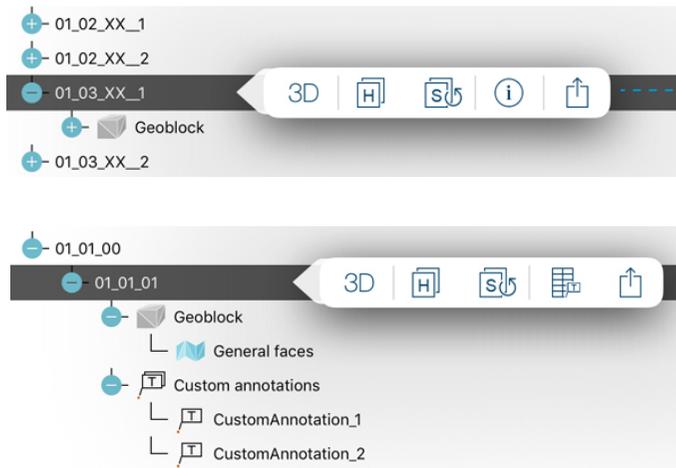
2. Functionality

Double-tap the name of a component/feature to open a context menu of available options.

- ① Tap the INFORMATION button to open the information view of the selected element.

Depending on which element you choose, the INFORMATION command displays different detail information for the element, for example:

1. For components, the parts list information extracted from the CAD system is shown.
2. For the NC HOLE feature, the position, as well as detailed information for each step, is shown.
3. For the cooling feature FLOW, the total length of all holes of the cooling cycle, the effective length of these holes, and the percentage of both values, is shown.



Tap the **EXPORT** command in the context menu to export the selected component and all included subcomponents, to its own file. The behavior is the same as exporting in LOCAL FILES.

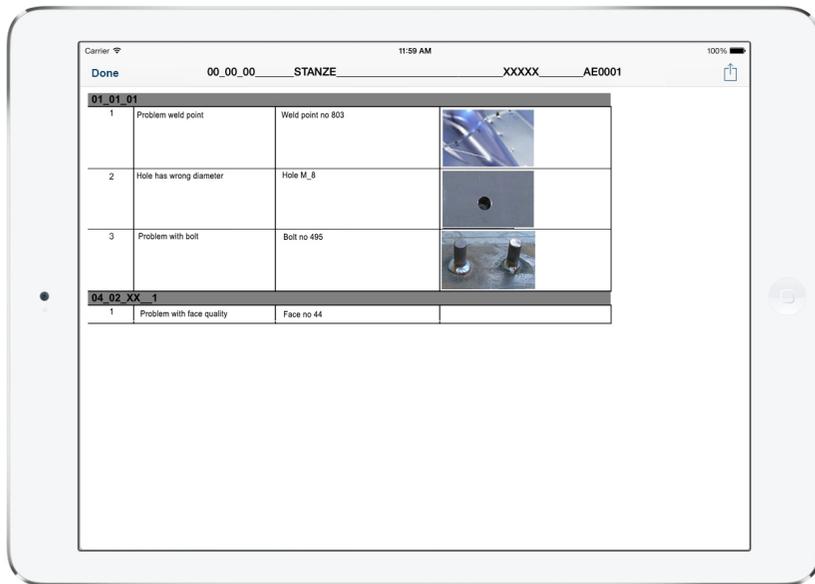
→ [See page 5](#)

Tap the **ANNOTATIONS REPORT** command in the context menu to open the Annotations Report. If the tree structure contains user-defined annotations with the USE FOR EVALUATION property, the command is available for all levels of the structure which contain such annotations, even in deeper levels.

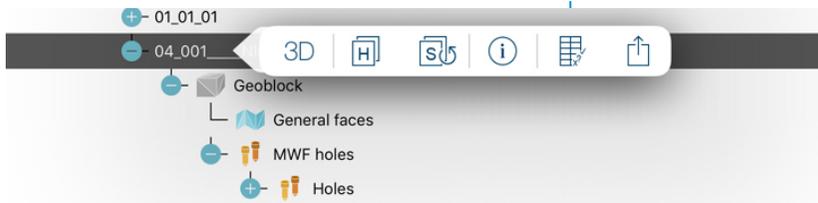
→ [See page 30](#)

A new view opens showing a table which contains the information about the single annotations, including the number, the text, the feature hit with the anchor point, if available, and the image.

The component which contains the annotations is shown in the headline of the respective section of the table.



Tap the **EXPORT REPORT** command in the upper toolbar to export the table in the .xlsx format. Depending on the apps installed on the device and the user settings, there are different options in the popover, such as MAIL; the table will be exported as attachment to an email and can be edited on your PC, or NUMBERS; the table will be opened in the Apple NUMBERS apps and can be directly edited.



Tap the **CHECK REPORT** command in the context menu to open the **Features Report**. If the tree structure contains checkable features, the command is available at all levels of the structure which contain such features.

A new view opens showing a table of single checkable features information. The single elements are sorted in groups and subgroups. These will be shown, as well as the superordinate component in the headers of the table sections.

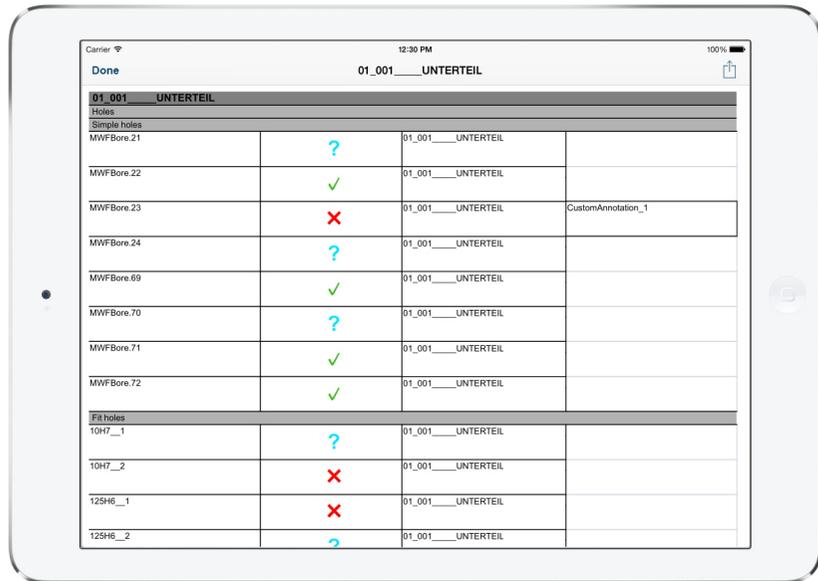
For each checkable element following information is displayed:

First Column: Name

Second Column: The state

Third Column: The name of the component containing the element.

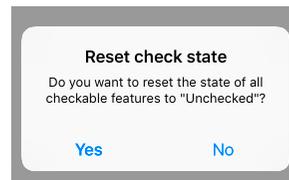
Fourth Column: Corresponding annotations, if available.



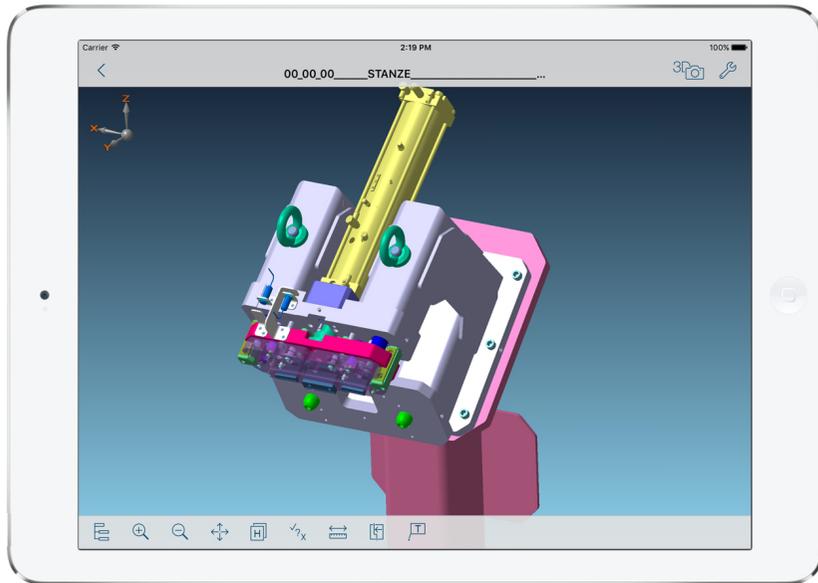
Tap the **EXPORT** command to export the Reports table.



Tap the **CHECKABLE RESET** command in the root context menu at the highest level to reset the check state of all checkable features. To avoid unintentional reset of the state, a YES/NO prompt displays. After confirming, all checkable features contained in the product structure will be reset to the unchecked default state. If there were any filters active in the tree view, they will also be reset.



4. 3D view

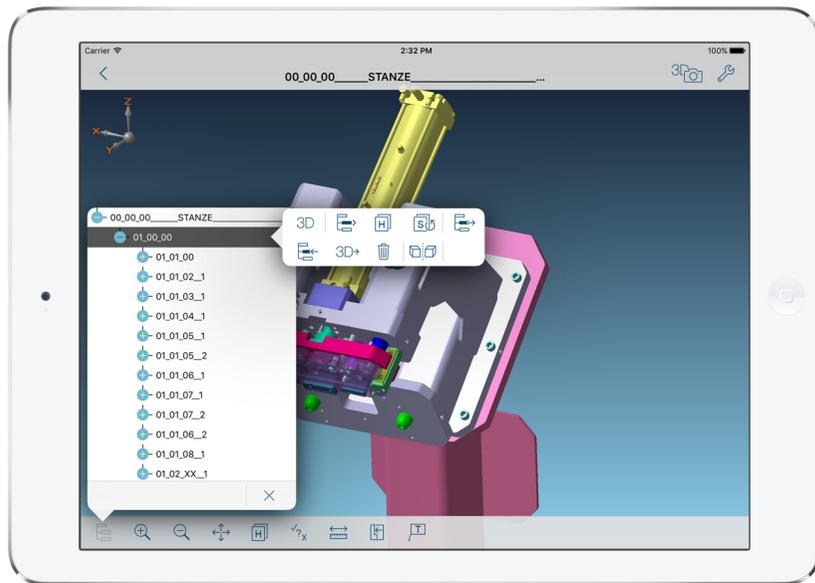


1. Overview functionality

-  Tap the **TREE** command on the lower toolbar to view the component Tree view. → [See page 18](#)
-  Tap the **FILTER** command, available if checkable features were activated in the app Settings, and if such features are contained in the opened component. Filtering of checkable features starts. → [See page 21](#)
-  Tap the **MEASUREMENT** command in the lower toolbar to start measuring. → [See page 23](#)
-  Tap the **SECTIONING** command to start sectioning. → [See page 28](#)
-  Tap the **ANNOTATION** command create annotations. → [See page 30](#)
-  Tap the **SCREENSHOT** command on the upper toolbar to take a screenshot of the 3D view and save it in the PHOTOS app of the iPad. From there, you can use the image in an annotation.
-  Tap the **SETTINGS** command in the upper toolbar to open the settings for the 3D view. In the popover there are different options, including the search feature. The structure of the tree can be filtered with help of the search bar in the 3D view. The tree opens, the search results will be highlighted in gray and the tree structure will be extended as needed. From this popover you can also open the view options. → [See page 33](#)

Tap the 3D object to open a context menu:

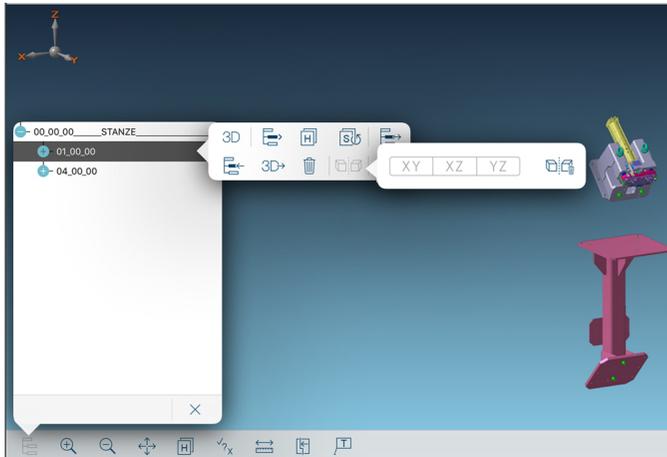
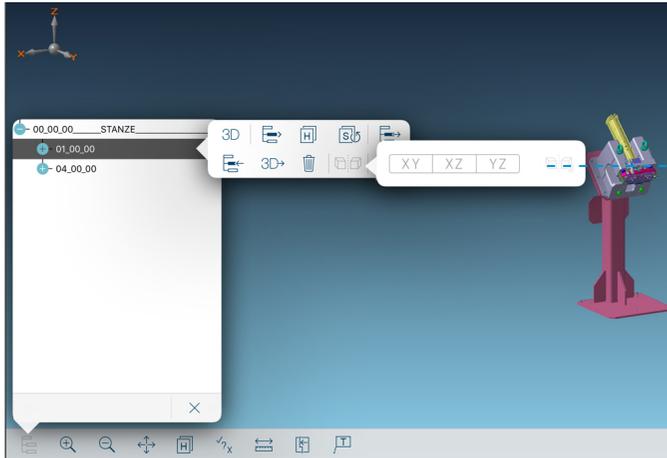
-  Tap the **HIGHLIGHT** command in the context menu to open the Tree view with the tapped object highlighted.
-  Tap the **INFORMATION** command on the context menu, if available, to view additional information about the object.



2. Tree view in 3D

Double-tap the name of a component that belongs to a deeper level of the opened product structure to view a context menu with the options described below. If you selected a component which belongs to a higher level than the opened level, only the 3D context menu opens.

- 3D Tap the 3D command on a context menu to open the 3D view of the selected component.
- [H] [S] Tap the HIDE/SHOW command on a context menu to toggle visibility of the selected component. If a higher level of the product structure is opened, this value will be respected.
- [S] Tap the RESET VISIBILITY command on a context menu to show all hidden components.
- [i] Tap the INFORMATION command on a context menu to open the Information view of the selected component.
- [H] Tap the HIGHLIGHT command on a context menu to highlight the selected component in the 3D view.
- [L] Tap the LOAD TO STRUCTURE command on the a context menu to load components into the product structure.
- See page 9
- [U] Tap the UNLOAD command on a context menu to unload the selected element from the product structure and save it as a separate file in the local data.



3D→ Tap the **3D UNLOAD** command in a context menu to unload **3D data from the selected element**. The real geometry of the element will no longer be shown in the 3D view. This option is used if you have a large amount of data for viewing. If you have unloaded 3D data, the command changes to **3D←**. Tap the command to show the data again.

🗑️ Tap the **TRASH** command on a context menu to delete the **selected element from the product structure**. The deleted element cannot be retrieved.

📐 Tap the **MIRROR** command on a context menu to **mirror the selected element related to the global axis system**. This command is only shown on single parts or sub-products in a product structure. An additional popover opens in which the mirror plane can be selected. Depending on the selection, the element will be mirrored on the XY, XZ or on the YZ plane. If an element was mirrored, the **MIRROR TRASH** command **📐🗑️** will become active. Tap this command to remove the complete mirroring.

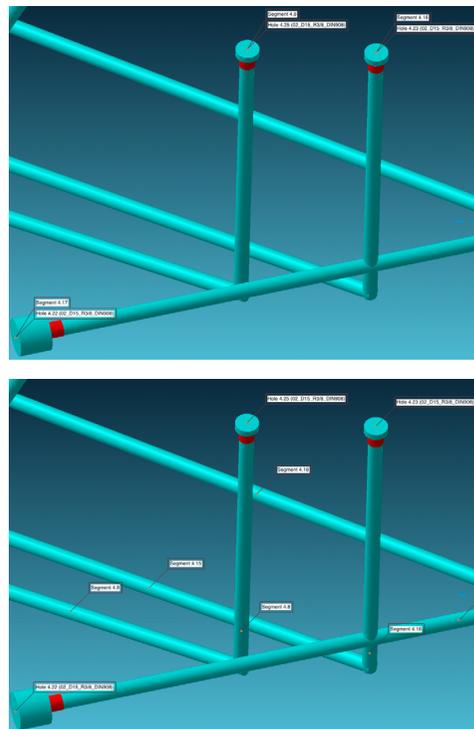
✕ Tap the **CLOSE** command to close the Tree view.



For cooling features there are special functionalities. In the context menu for the cooling cycle, there are the following additional possibilities:

 Tap **SHOW/HIDE COOLING HOLE ANNOTATIONS** command on a context menu to toggle visibility of the cooling hole annotations showing name and hole type.

 Tap **SHOW/HIDE COOLING SEGMENT ANNOTATIONS** in the context menu to toggle visibility of the cooling segments annotations.

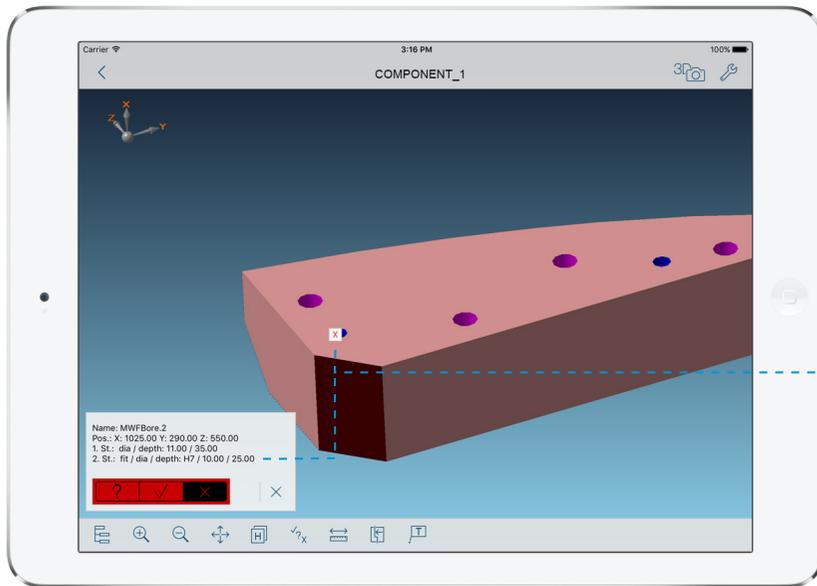


 Tap the **TOP SEGMENT ANNOTATIONS** command on the context menu to place an annotation at the starting point of the corresponding hole. The command changes to .

 Tap the **MID SEGMENT ANNOTATIONS** command on the context menu to place an annotation in the middle of the corresponding segment. The command changes back to .

 Tap the **ANNOTATION VISIBILITY** command on the context menu to render cooling annotations only when the cooling holes start point is visible, and hide annotations when the corresponding holes are out of sight due to rotation of the object. The command changes to .

 Tap the **ANNOTATION ALWAYS VISIBLE** command on the context menu to always show annotations whether cooling holes are visible or not. The command changes back to .



3. Check functionalities and filtering in the 3D view

If you have activated certain checkable features in the app SETTINGS, and if such features are available in the 3D view, you can edit them here to three states:

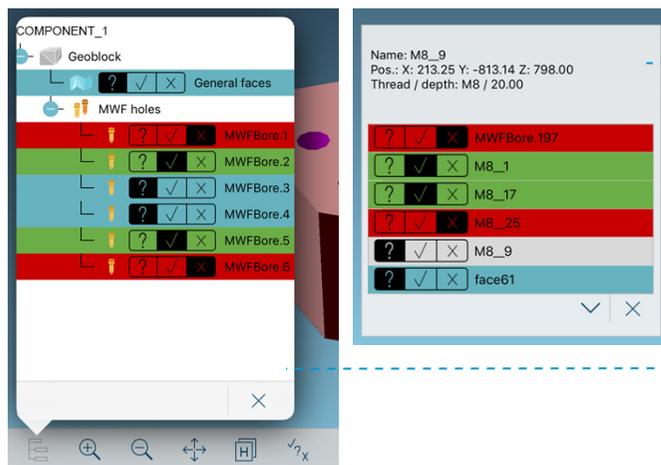
- ? Not processed
- ✓ OK
- ✗ Not OK

Double-tap a feature (e.g. a hole) in the 3D view to open a small image and a window with check boxes.

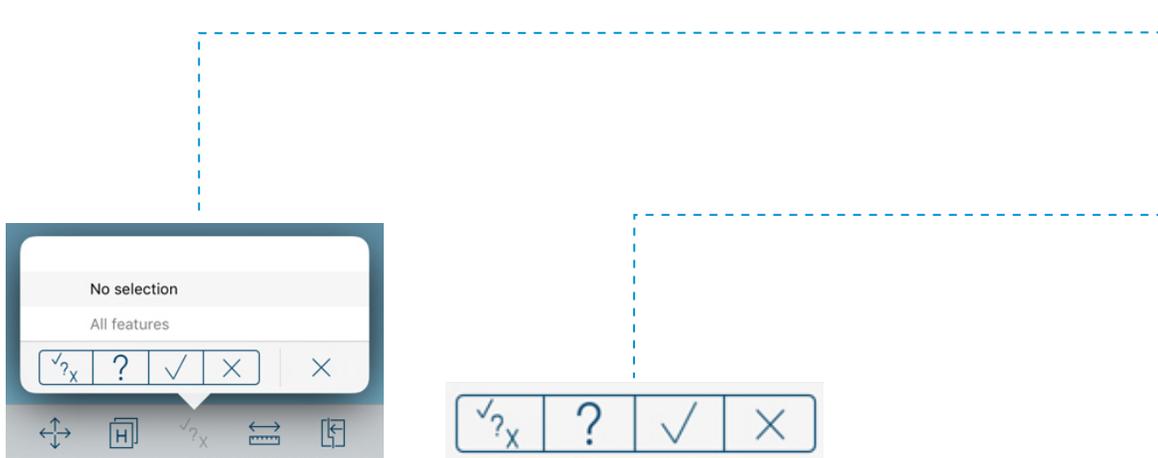
Selecting a state in the check boxes:

The state of the feature changes to the selected state.

- ^ Tap the **EXPAND** command to expand the small window and view all the features connected in space with the selected feature. The states of all these features can be edited here. The command changes into ∨. Tap the **COLLAPSE** command to collapse the window.
- ✗ Tap the **CLOSE** command to close the window; the marker state of the selected feature will disappear.



The state of a feature can also be changed in the Tree view. The same check buttons shown in the 3D view are used here. When the state of a feature is changed, the entry in the tree changes color. The state will be shown directly at the features position.



 Tap the **FILTER** command on the lower toolbar to open a popover that enables filtering of states for different features. In the feature selection, all feature types selected in the app SETTINGS and available in the model are shown. Select a feature type for filtering.

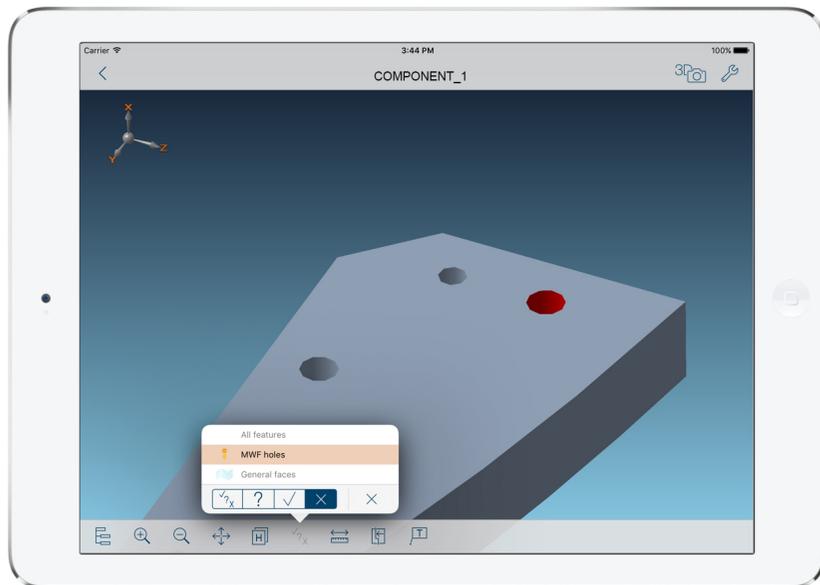
Tap the **STATE** command to filter for features of the selected type with:

- ALL STATES.
-  STATE NOT PROCESSED.
-  STATE OK.
-  STATE NOT OK.

Upon filtering, the respective features will be shown in the color according to their state (blue for NOT PROCESSED, green for OK, red for NOT OK). For clarity, the remaining geometry will be shown in gray.

 Tap the **CLOSE** command to close the dialog without resetting the 3D view.

Reset the 3D view by selecting No SELECTION in the feature. The original colors will be restored.



4. Measuring

 Tap the **MEASURE** command to open the **Measuring popover**.

When this popover is open, the wire frame of the model is shown, if available.

There is no context menu when the popover is open, therefore the popover contains the **ROTATE POINT** command . When tapped, the software waits for a tap on the 3D model to define a new rotation point. You can also use the **ROTATE POINT** command during the measuring process.

The app recognizes when elements for measuring are selected and displays **POINT** icons:

-  An end point was selected.
-  A point on a line was selected.
-  A point on a face was selected.

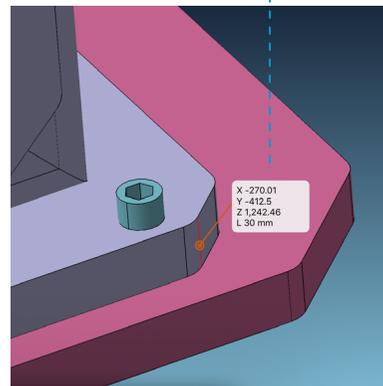
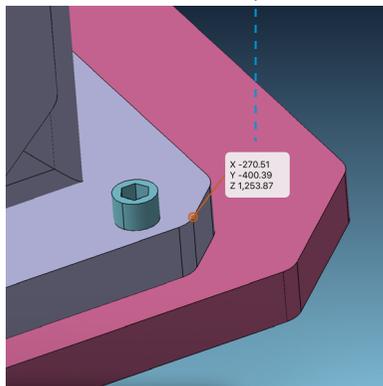
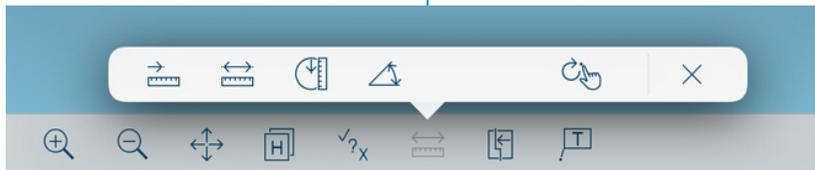
The following functionality is available for measuring:

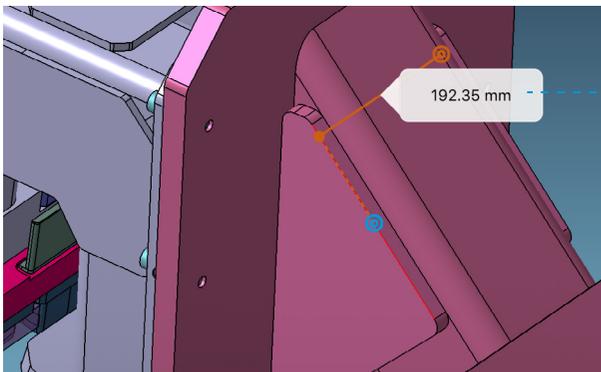
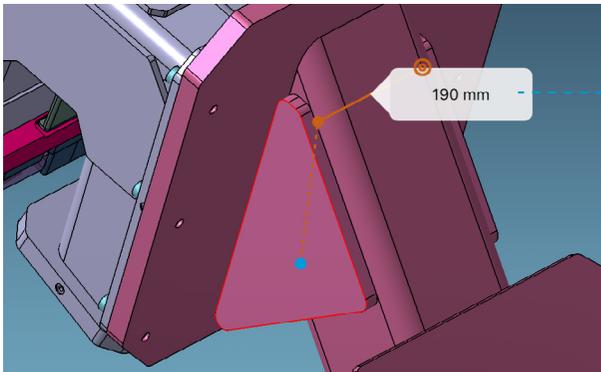
 Tap the **ABSOLUTE** command for **absolute measurement**. The next tap selects the object to measure (e.g. a point).

If a point on a face or an end point is tapped, the measuring result shows the x, y, z coordinate of the selected point.

If a point on a line was tapped, the length of the line will also display.

If the measuring process was not successful, a warning displays and the process will be canceled.





 **Tap the RELATIVE command for relative measurement.** The next two taps on the 3D object define the two points to measure between.

If a point on a line / face was first selected, the INFINITE command  displays at the selected point. Tap the command to remove it and color the selected point icon blue. If the next tap is a line / face, it will be measured infinite to the next tapped point.

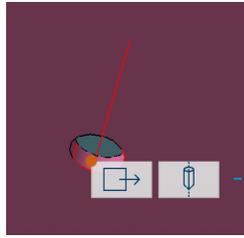
OR

Make the second tap without selecting the command. In this case, the measurement will not be made to the infinite line / face but to the point selected on the line / face.

If the INFINITE command was not selected on the first tap, it will be offered on the second tap once again, if a point on a line / face is selected. If it is tapped, the second element will be measured infinite to the first element.

Different combinations are possible, for example:

1. Measure between two points on faces.
2. Measure between a point on a line and an infinite face.
3. Measure between an end point and an infinite line.

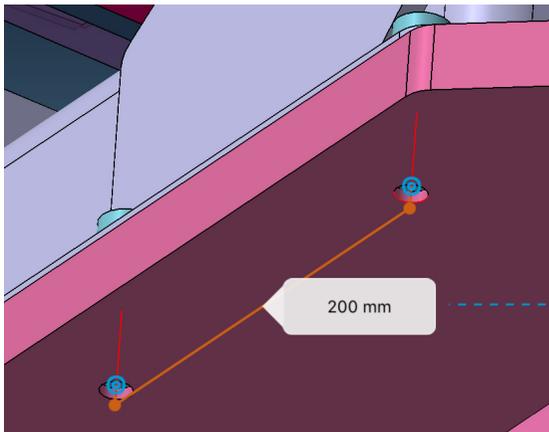
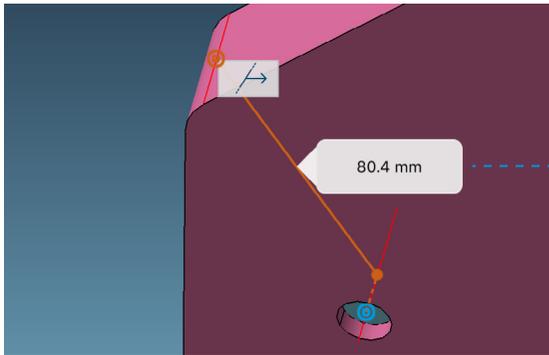


If a point on a radius (e.g. on a hole) was tapped for the first or second measurement selection, the axis of the radius will be shown in red and the Axis command  will display beside the selected point.

If the command is selected, it will disappear and the point icon will turn blue. The next tap will be the axis of the selected radius and will be measured infinite to the second selected element.

Different combinations are possible, for example:

1. Measure between a hole axis and an edge.
2. Measure between two hole axes.



The measure result displays the distance between the two selected objects if the measurement is successful. If the measurement is not successful, a warning displays and the process will be canceled.

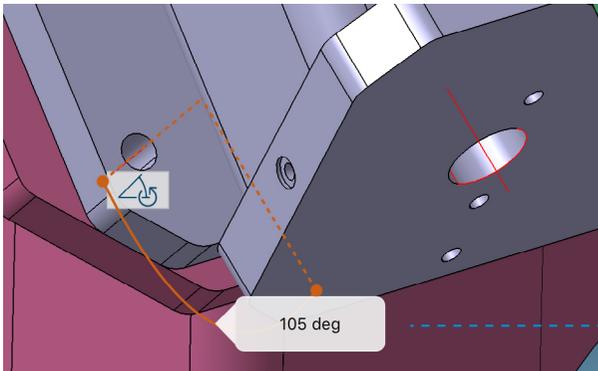
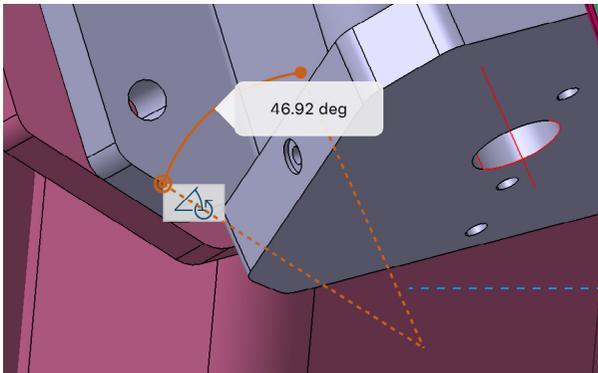
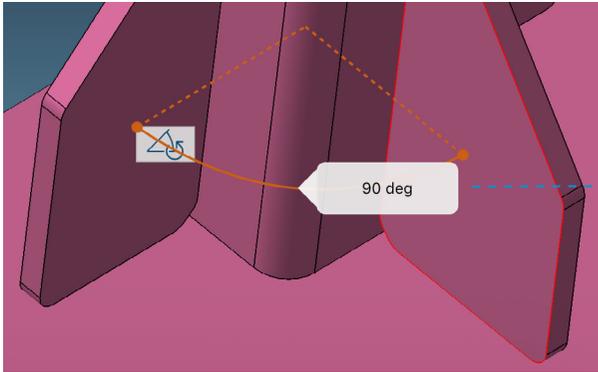
 Tap the **MEASURE RADIUS** command to measure a radius. The next tap defines the element with a radius to be measured.

For example:

1. Measure the radius of a rounded corner.
2. Measure the radius of a hole.

The measure result displays next to the selected point if the measurement is successful. If the measurement is not successful, a warning displays and the process will be canceled.





 Tap the **MEASURE ANGLE** command to measure an angle. The next two taps on the 3D object define the two elements between which to measure.

If points on faces or on lines are tapped, the angle between the two elements displays.

If the selection was made on a cylindrical shape, the center line of the cylinder will be used to measure the angle.

There are different combinations possible, for example:

1. Angle between two faces.
2. Angle between a line and a center line.
3. Angle between two center lines.

At the point of a measured angle, the **INVERT** command  is shown. Tap the command to invert the angle and update the result. The measurement label appears in the middle of the arc if the measurement is successful. If the measured elements are parallel, the angle will be shown as 0 deg.

 Tap the **CLOSE** command to close the measuring menu and all existing measuring elements are removed.

5. Sectioning



Tap the **SECTIONING** command to open the Sectioning popover. The following functionality is available:

X Tap the **X** command to section in x direction.

Y Tap the **Y** command to section in y direction.

Z Tap the **Z** command to section in z direction.



Tap the **FACE** command and then tap the face to use in a user-defined defined direction.



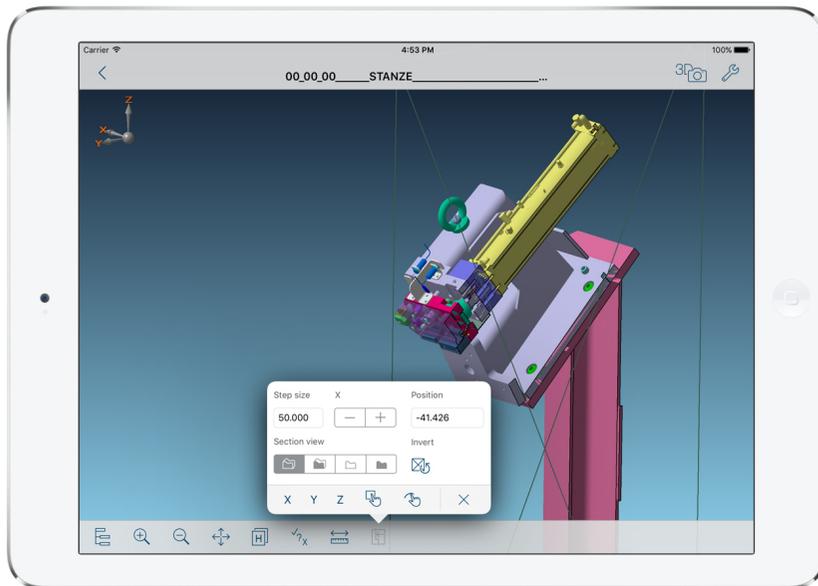
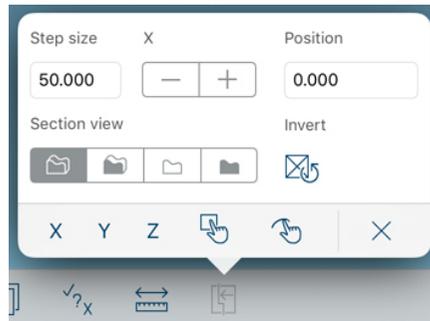
Tap the **EDGE** command and then tap the edge to use in a user-defined section normal to that edge. Moving the section plane will be performed along this edge.

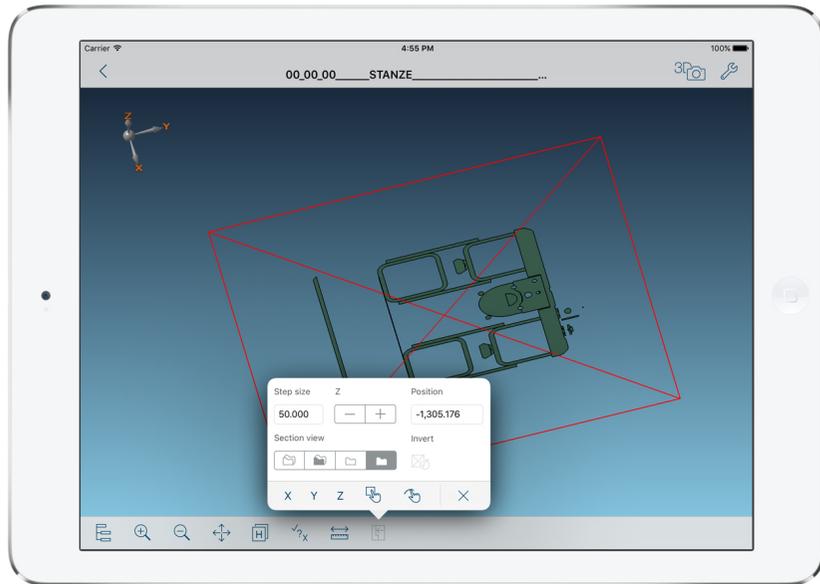
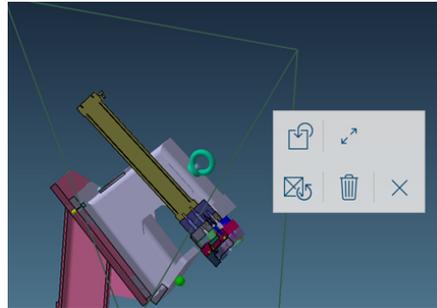
Tap in the **STEP SIZE** field and enter the value of the step size of the section plane.

Tap in the **POSITION** field and enter the value of the section plane in the selected direction.



Tap the **NEGATIVE/POSITIVE** commands to step the section in a positive/negative direction through the object.





Tap the SECTION VIEW segments:

1. Unfilled 3D section.
2. Filled 3D section.
3. Unfilled 2D section.
4. Filled 2D section.

 Tap the **INVERT PLANE** command to invert the section plane.

 Tap the **CLOSE** command to close the popover **WITHOUT** removing the section plane.

Tap the section plane to open the context menu..

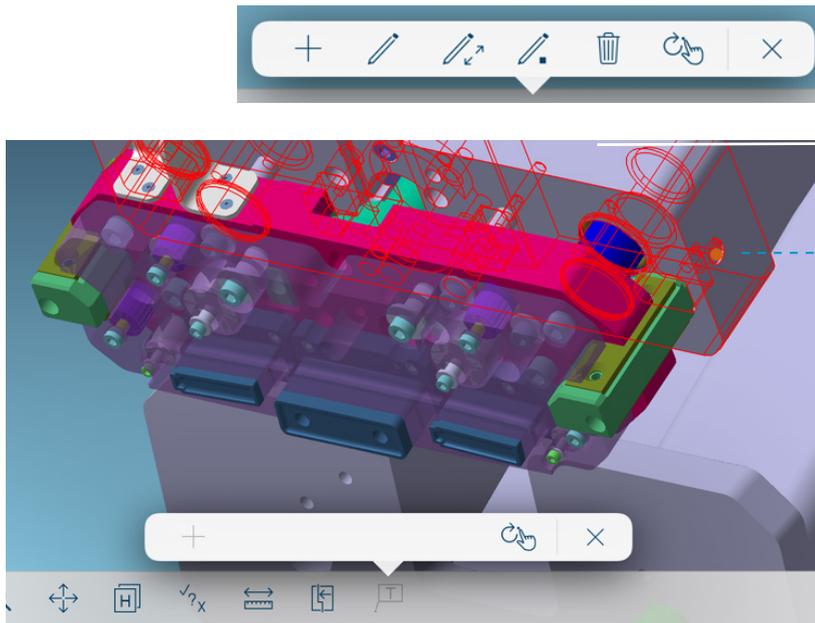
 Tap the **TRASH** command on the context menu to remove the section plane.

 Tap the **ROTATE** command on the context menu to rotate the view to normal of the section plane.

 Tap the **DRAG** command on the context menu (available only if the section plane is green) to color the selection plane red so it can be dragged by finger through the model.

 Tap the **RESET** command on the context menu (available only if the section plane is red) to reset the plane to green for normal handling.

 Tap the **INVERT PLANE** command on the context menu to invert the section plane.



6. User defined annotations

T Tap **ANNOTATION** command to pen the **Annotation** popover.

While the popover is open, there is no context menu, therefore the popover displays the **ROTATE POINT** command . Tap it and the software waits for a tap on the 3D model to define a new rotation point. This button can also be used during the annotation process (e.g. on creation).

- + Tap the **ADD** command to create a new annotation. The first tap on the 3D model generates the anchor point where the annotation is connected to the model. The anchor point is marked by an orange point and the selected element is highlighted.

The projection plane of the new annotation is always normal to the view direction. The second selection on the 3D model selects the start point of the text field and a dialog opens. The keyboard also opens for the desired text to be entered.

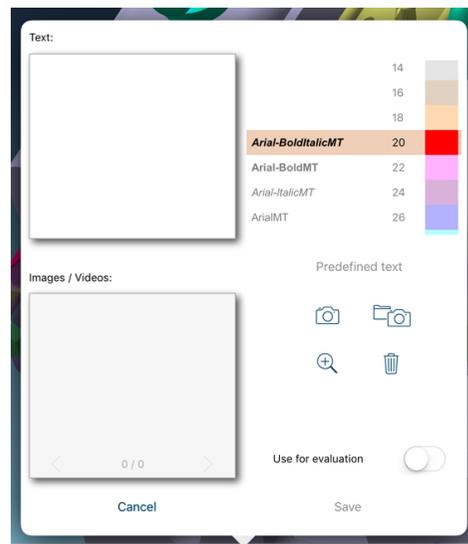
Select the font size, font color, and typeface by tapping the desired style.

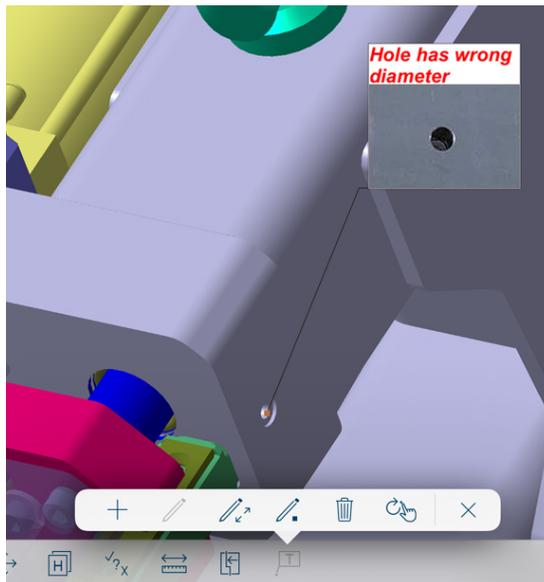
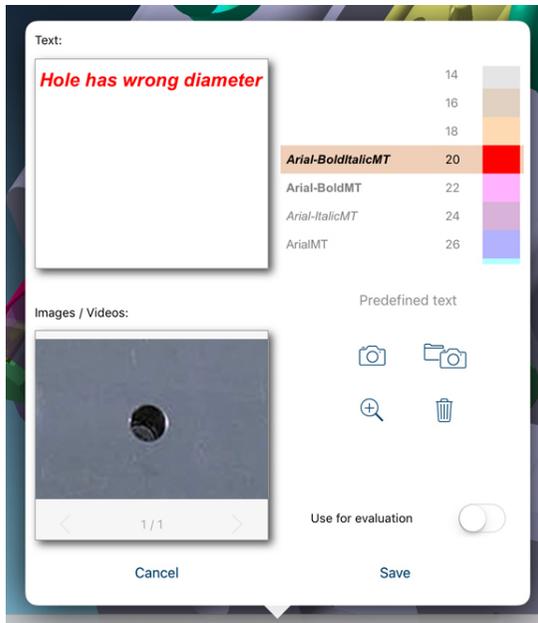
Tap **PREDEFINED TEXT** to select a phrase from a list of default comments defined in the app Settings.

[See page 4](#)

Tap a selection from the list to populate the **TEXT** field. Tap **SAVE** to insert the text, or tap **CANCEL** to delete the text and close the window.

NOTE: Predefined text is only available if phrases were previously defined. Otherwise the command is deactivated.





 Tap the **IMAGE** command to open a window of photos and videos available in the app. Select the desired file and it will be shown in the IMAGES/VIDEOS field and later in the 3D view.
NOTE: Videos display the preview picture in 3D view.

 Tap the **CAMERA** command to open the **CAMERA** app. Take a new photo or video for insertion.

Multiple images or videos can be appended to one annotation. A mix of both is also possible. If several elements are selected, browse through them by tapping the **BACK/FORWARD** commands $\langle \rangle$. In the 3D view, the first of the selected elements will always be displayed.

 Tap the **TRASH** command to delete the selected image(s) and video(s) from the annotation.

 Tap the **ZOOM IN** command to enlarge the selected image(s) and video(s) in a new view. Videos can be played here.

\langle Tap the **BACK** command to close the enlarged image view and to restore the **ANNOTATION** dialog box.

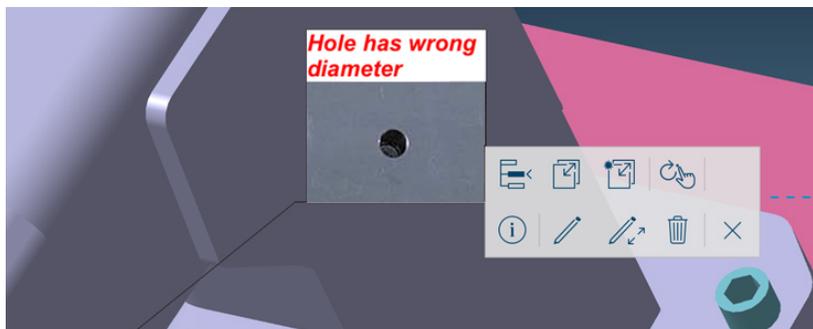
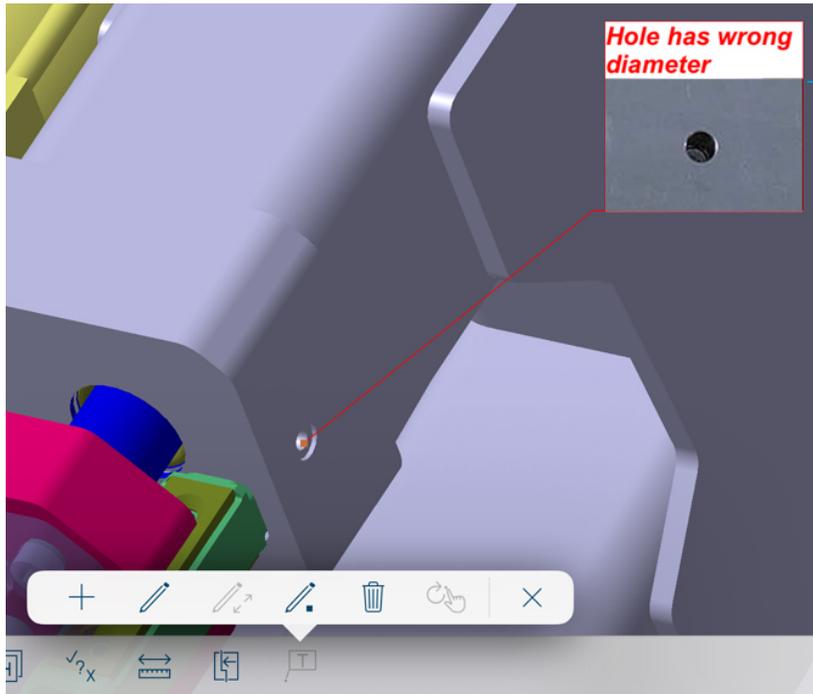
Slide the **USE FOR EVALUATION** switch to the right to show the annotation in the **Annotations report**. If it is deactivated, the annotation will not be shown in the report.

→ [See page 14](#)

Tap the **CANCEL** command to abandon the annotation process.

Tap the **SAVE** command to save the annotation and generate it by the defined parameters in the 3D view and the **Tree view**. In the **Tree view** icons indicate if annotations contain images or videos:

-  Images or videos are present.
-  No images or videos are present.



-  **Tap the EDIT command to edit an annotation.** Tap an annotation to open the dialog box. Edit the desired parameters of the annotation.
-  **Tap the EDIT POSITION command to position an annotation, then tap an annotation to select it.** The annotation frame turns red and it can be dragged with a finger to the new position.
-  **Tap EDIT ANCHOR POINT command to change the anchor point of an annotation, then tap the annotation to select it.** Tap a new anchor and start point for the annotation; it can be added to another element in the product structure.
-  **Tap the TRASH command to delete an annotation and then tap the annotation to delete.**
-  **Tap the CLOSE command to close the annotation popover and abandon any process that have not been saved.**

Single-tap an annotation with no open popover to reveal a context menu with the same general functionality as other elements, plus the following functions.

-  **Tap the INFORMATION command on the context menu to open a view-only annotation dialog box.**

   **The EDIT, EDIT POSITION, and TRASH commands on the context menu are available with the same functionality as described above.**

7. View options

- Tap the **EDGES** command (only visible if cooling features are available in the opened component to include on the edges view of the 3D object. All contained cooling features are opaque. If this option is active, the **OPACITY GEOBLOCK** switch is deactivated.

Tap the **ANNOTATIONS** segment:

- If annotations are available (exported from the CAD system or generated with the software), to be displayed parallel to the screen.
- Available annotations will be shown in a frame style around the display.

