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## Handheld Frame Editing Tool Quick Start Guide

### Revision 1.0.0

#### Description

This document describes how to use the new feature of Polyga Handheld Scanning, Frame Editing.

#### Customer Support

For access to support resources and troubleshooting guides, visit <https://www.polyga.com/hdi-support-center>

If you have any issues, please contact us.

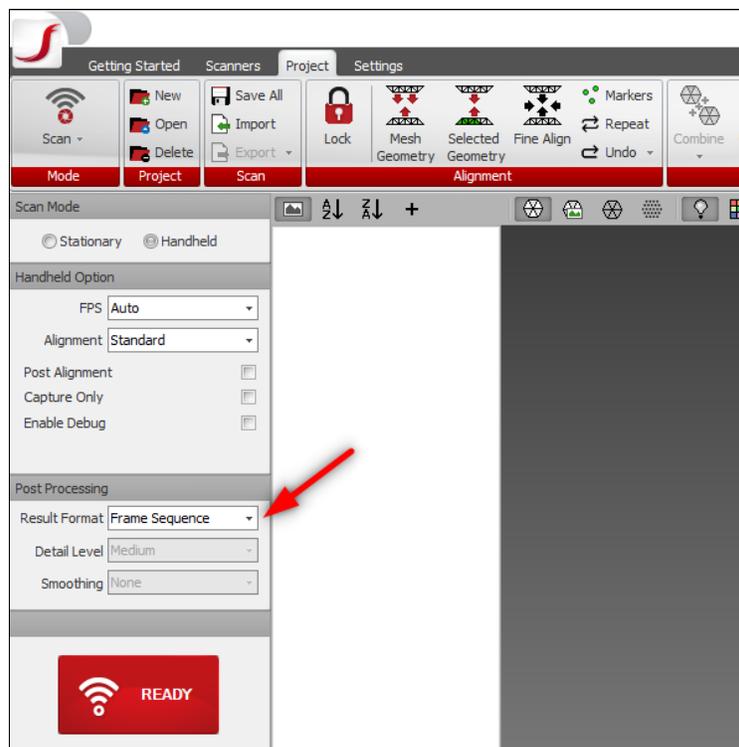
## 1. How to generate Frame Sequence Data



**Frame Sequence** is a new data type to store sequential Geometry data and provide the access to each frame and modify them. You can generate this data from our Handheld System.

1.1. Connect the handheld scanner to Flexscan3d

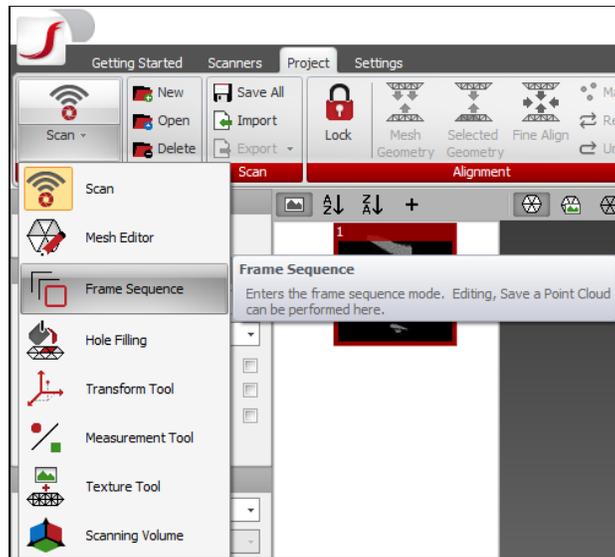
1.2. In the Project Tab, select “Frame Sequence” in the Post Processing section.



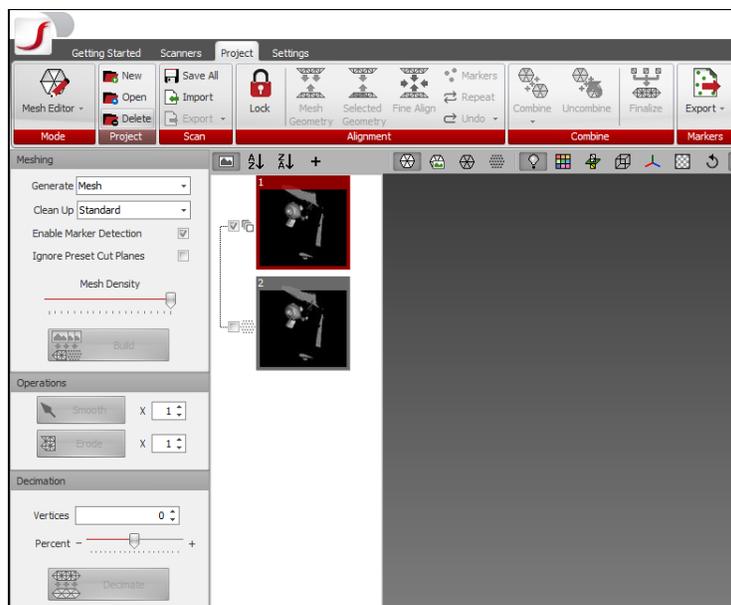
Previously, we only supported Point Cloud generation after scanning. Now on, you can choose between Point Cloud or Frame Sequence. Additionally, with the “**Frame Sequence**” option you will be able to see a low resolution point cloud as a preview.

## 2. Access Frame Sequence data

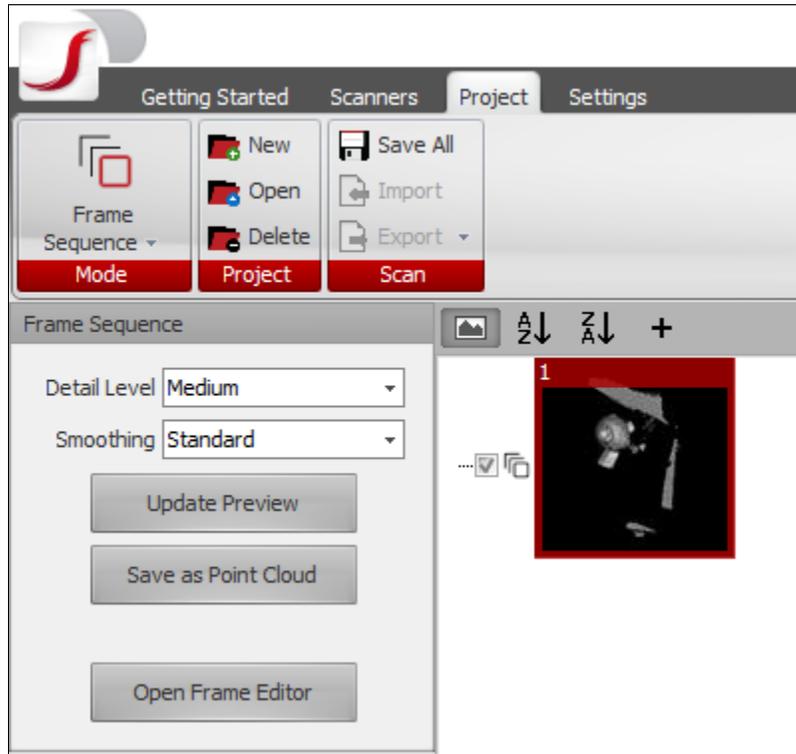
### 2.1. Change mode to “Frame Sequence”



Since Frame Sequence data is a special type and you cannot do any normal operations on the data, we separated the editor tab to “**Mesh Editor**” and “**Frame Sequence**”. You still can see your frame sequence data but most features **will be disabled** as you can see on the below image.



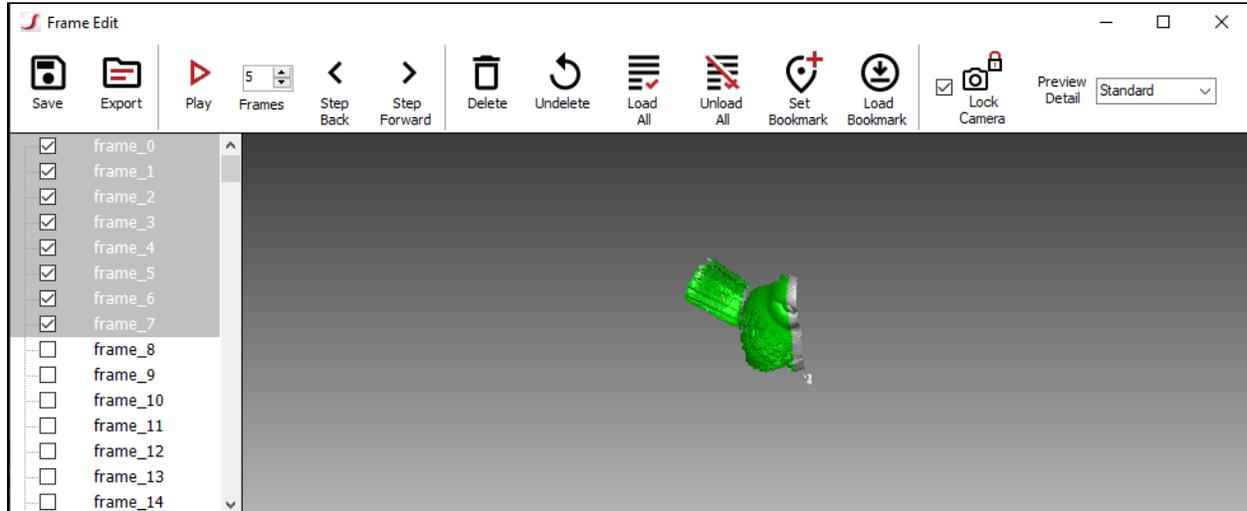
## 2.2. Change mode to “Frame Sequence”

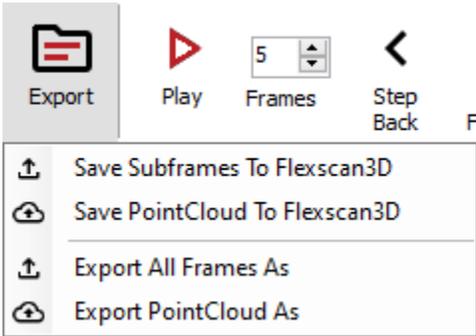


|                     |   |
|---------------------|---|
| Detail Level        | Density of regenerated Point Cloud. Higher options require more time to calculate.                              |
| Smoothing           | Smoothing on the Point Cloud after regeneration. It will help to fix color texture or noise on the Point Cloud. |
| Update Preview      | Rebuild preview Point Cloud from existing frames with Detail Level and Smoothing option.                        |
| Save as Point Cloud | Generate separate Point Cloud from existing frames with Detail Level and Smoothing option.                      |
| Open Frame Editor   | Launch Frame Editor.  |

### 3. Edit frames

#### 3.1. Frame Editor UI

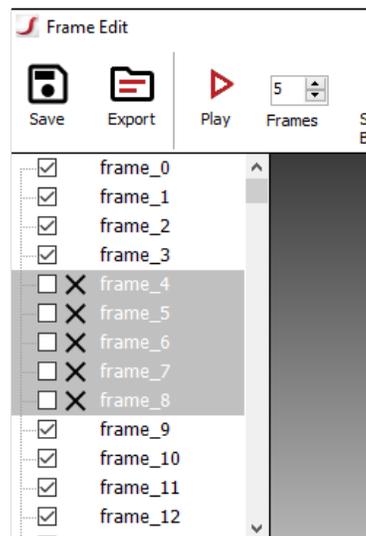
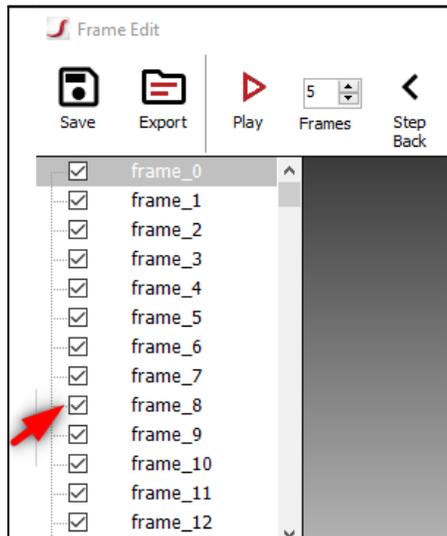


|        |  |
|--------|--|
| Save   | Save all the modifications (permanently delete frames)   |
| Export |  <p>1. Save Subframes To Flexscan3D<br/>Save currently loaded frames as another Frame Sequence data</p> <p>2. Save PointCloud to Flexscan3D<br/>Save currently loaded frames as a new Point Cloud data</p> <p>3. Export All Frames As<br/>Save all the frames to a separate directory. You can drag &amp; drop this project to the program to load.</p> <p>4. Export PointCloud As<br/>Export currently loaded frames as a new file.</p> |
| Play   | Load each frame one by one from the selected frame.  |

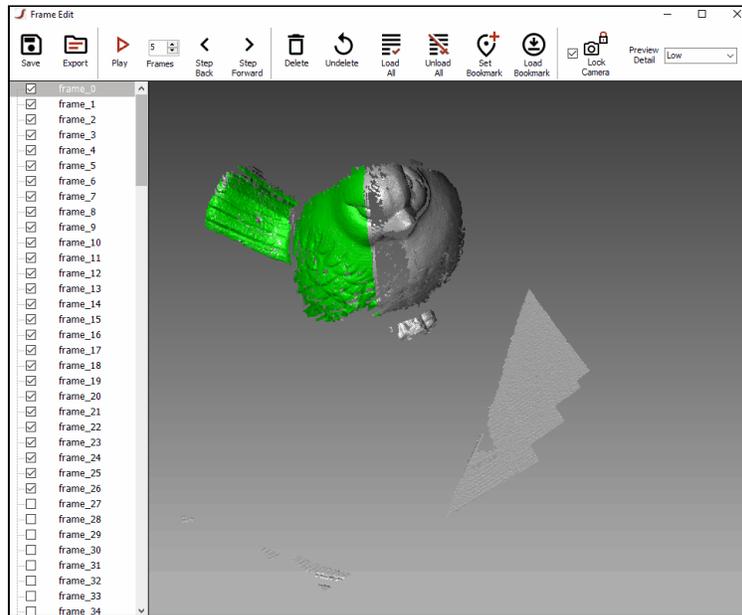
|                       |   |
|-----------------------|---|
| Step Back             | Unload frames by # of frames  |
| Step Forward          | Load frames by # of frames  |
| Delete                | <b>Mark selected frames</b> as “Deleted”. Click “Save” to delete them permanently.  |
| Undelete              | Unmark selected frames as “Deleted”   |
| Load All / Unload All | Load & Unload all the frames  |
| Set Bookmark          | Set the selected frame as “Bookmark”. <b>Bookmark</b> works as a caching system. Since we are dealing with lots of frames, it takes lots of time to build frames. You can mark if the frames are okay to use and speed up the loading time. |
| Load Bookmark         | Load the bookmark if the selected frame has bookmark data.  |
| Lock Camera           | Lock camera and do not reposition when loading a frame.   |
| Preview Detail        | Change the detail level of the preview point cloud. It will affect browsing time but will show more details on each frame.  |

### 3.2. Browse and delete frames

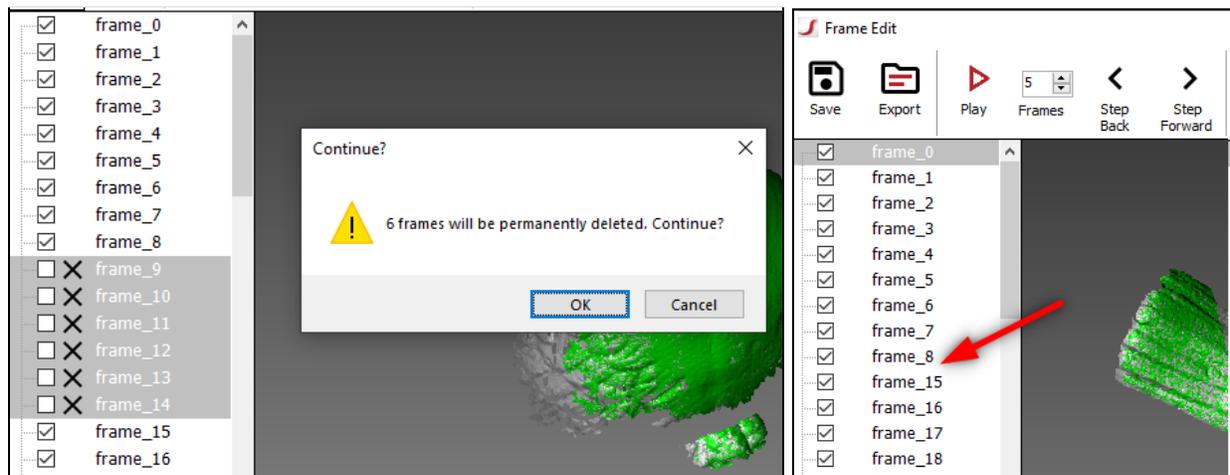
There are several ways to browse frames. You can start with “Load All” to see the end result first and slowly walk through different frames. Or just click the checkboxes of each frame. You can use the keyboard arrow to move around as well. Use spacebar to load and del key to mark deleted.



If you load new frames or select loaded frames, you can see the lastly loaded frame as a green point cloud in render. You cannot select from the render due to technical difficulties though.



Once you mark some faulty frames as deleted, you can click “Save” to delete from your disk. You will be asked to confirm.



After picking frames you want, exit the frame editor. Then you can regenerate the preview or just export it as a point cloud to finish your scanning session.