

3D_rone App Simplified HTA (version 2)

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Upper level views:

- * Select 'Upload', 'Analyze', or 'Align' tab

Upload View

- * Upload building space file and set display name (stretch goal)
- * Upload flight path view and set display name (stretch goal)
- * Upload inspection point set (stretch goal)
- * Use defaults

Align View

- * Adjust Position Offset
- * Adjust Rotation Offset

Analyze View

Sidebar

Viewer

Drone Data view

- * Expand/collapse accordion item

Toggle Paths view

- * Expand/collapse accordion item
- * Make path visible/invisible
- * Highlight path (New Viewer view, Update Drone Data)

Mouse Data view

- * Expand/collapse accordion item

Viewport view

Viewcube view

- * Press 'Reset View'
- * Adjust camera position (X, Y, Z)
- * Adjust camera rotation
- * Click path (Highlight path, New Viewer view, Update Drone Data)
- * Hover over point (Update Mouse Data)

Lower level views:

New Viewer view

- * Expand/collapse accordion item
- * Play animation
- * Pause animation
- * Scrub animation timeline

Adjust Scene Modal

- * Okay