

3D_rone App Simplified HTA

Upper level views:

- * Select 'Upload' or 'Analyze' 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

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

Align Scene view

- * Expand/collapse accordion item
- * Adjust Position Offset
- * Adjust Rotation Offset

Scene Alignment Popup

- * Click 'Okay'

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