

View5D Cheat-Sheet / Hotkeys
General

Command	Description
i, I	Reset and center current view (or all views)
s	Spawn new window with the same data
L (in a view)	Imports the last saved version of the marker lists.
click (arrow keys)	Navigate in current view (by single voxels)
shift + arrow key	Adjusts the relative element (channel) display position
page up/down, or “(“, “)”	Advance / deviance orthogonal view location
E, e	Advance / deviance active element (channel)
“, ”, “. ”	(komma, period) Advance / eviance time point
q, @	Toggle plot and pixel displays modes, @: Lock/Unlock Aspect
A, a, <, >	Zoom in (a) or out (A) or zoom orthogonal direction (<, >) if not locked
S	Toggle ROI mode (rectangular and Polygon). Shift click to set polygon corners shift-double-click resets ROI
Z	Zoom to fit the current rectangular ROI
space bar + mouse drag	Pan in the image
shift + mouse drag	Create ROI (depending on current ROI mode)
ctrl + mouse drag	move ROI
D	Delete currently active element
q (element window)	Cycle through display modes. (colors, plots, various marker plots)
n (spectral plot)	Toggle plot normalization on/off
s (spectral plot)	Spawns a larger spectral display window
o (spectral plot)	Log plot
1,2,3,4 (spectral plot)	Adjust overall min and max limits
N	(views): Open axis and scaling menu, (elements): open Display Manu
_	Sets the mean of the current ROI to zero via value offset

Color

1, 2, 3, 4 (5, 6, 7, 8)	Adjust lower (1, 2) and upper (3, 4) display limits, (5-8): Fine adjustments
^, F2	Cycle through complex number display modes (Abs. Mag., Phase, Real, Imaginary)
o, O	Toggle overflow/underflow (O: logarithmic) colormap
r, g, b, G, R, G, “, \$, %	Set colormap to red (r), green (g), blue (b), gray (G), glow red (R), glow blue (B), random (“), cyclic (\$), RdBu (%)
c, d, !, C	Ad-/devance colormap, !: invert colormap, C: Toggel multicolor overlay
t, T	Auto-adjust threshold to current ROI min/max values.
V, V	Toggle element in/out of muticolor display additively (v) or multiplicatively (V).
u	Set this element as gate element
U	Toggle gate on/off

Markers:

m, M, n (in view)	Add and remove a marker. (element) summarize marker, Marker Menu
k, K, j, J	k, K: new/remove Marker List, j, J: Ad-/eviance Marker List
O, 9, &	Ad-/devance Marker with focus on marker, Tag/untag marker
W, w, , {	W: Auto-track from here, w: change marker color, : Align data to marker tracks
Q, \, {	Q: Delete trailing markers. \: split marker here (e.g. cell division), {: Reset alignment

ImageJ only:

l (lower case L)	(Re-)load the data. The currently active ImageJ data is imported and added as an element.
X	In view: export data back to ImageJ. In single color view: Export gray values. In Plot mode: export plot. In color overlay: Export color display.
	Complex Data: Export current display (Absolute Magnitude, Phase, Real, Imaginary).
	In element window: Export raw data back to ImageJ (e.g. for histograms)
}	Marker property menu

See also: <https://nanoimaging.de/View5D/View5DCommandReference.html>

More Hotkeys

p,P	Toggle maximum and average projections of this view.
Y	Generate a binary mask from the currently active ROI
x, y, z	Mask active element as histogram x, y or z axis
-, +, *, /	Perform corresponding mathematical operation with the gate channel
Home, °	Center cursor
?, F1	Display help information. See also https://nanoimaging.de/View5D https://www.youtube.com/watch?v=fqa82MmJIA&list=PL3LueK3ij6Wm2VjaibNdulxFvA6VhVRv
f, F	Upcast data to Float (f) or Short (F), useful for calculations.
h, H	Spawn histogram with currently marked x,y, z channels. (in histogram): create mask corresponding to ROI.
\$	Free as much memory as possible and end viewer