

## Restrictions of VoluMedic CE compared to VoluMedic 3.5:

Feature	VoluMedic 3.5	VoluMedic CE
<b>Complex Object</b>	Yes	Yes
<b>Complex Object Limitations</b>	No Limitations	No Limitations
<b>Standard Object</b>	No Limitations	Some Limitations
<b>Render Modes in Standard Object</b>	Volume, X-ray, Solid, Volume To Geometry, Volume To Geometry Additive	Solid, Volume To Geometry, Volume To Geometry Additive
<b>OpenGL Realtime GPU Raycasting in Standard Object</b>	Volume, X-ray, Solid	Solid
<b>Realtime Software rendering</b>	VPR	VPR
<b>2D Views in Viewport</b>	Yes (dataset- , object- , world-axis/ coordinates)	No (users have to use the Slice Editor panel for 2D Views)
<b>Reslicing</b>	Free in all axis	No (X, Y, Z views in Slice Editor)
<b>Mesh Creation</b>	Yes	Yes
<b>Volume Painting in 3D View</b>	Yes (Standard Object only)	Yes (Standard Object only)
<b>File Format support</b>	IIS(REK), Analyze/NIFTI, DICOM, Raw, LW- image	IIS(REK), Analyze/NIFTI, DICOM, Raw, LW- image
<b>Measurement and Analysis tools</b>	Distance, Angle, Volume, Porosity, Density (Standard Object only)	None
<b>Dataset Orientation Tools</b>	Automatic, Manual, both realtime and interactive	Limited to manual 90 degree rotation and mirror (in Slice Editor)
<b>Dataset Filtering</b>	Noise Reduction, Gaussian Blur	Noise Reduction, Gaussian Blur
<b>Selection- Masks</b>	2D and 3D directly in Viewports	2D only (in Slice Editor Panel)



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