

# Module Bite Splint 3D



Program version	BASIC	2D PRO	3D PRO	LAB	OMS
Availablility	✗	✗	📦	📦	📦

- ✗

enthalten

nicht
- 📦

enthalten

immer
- 📦

enthalten

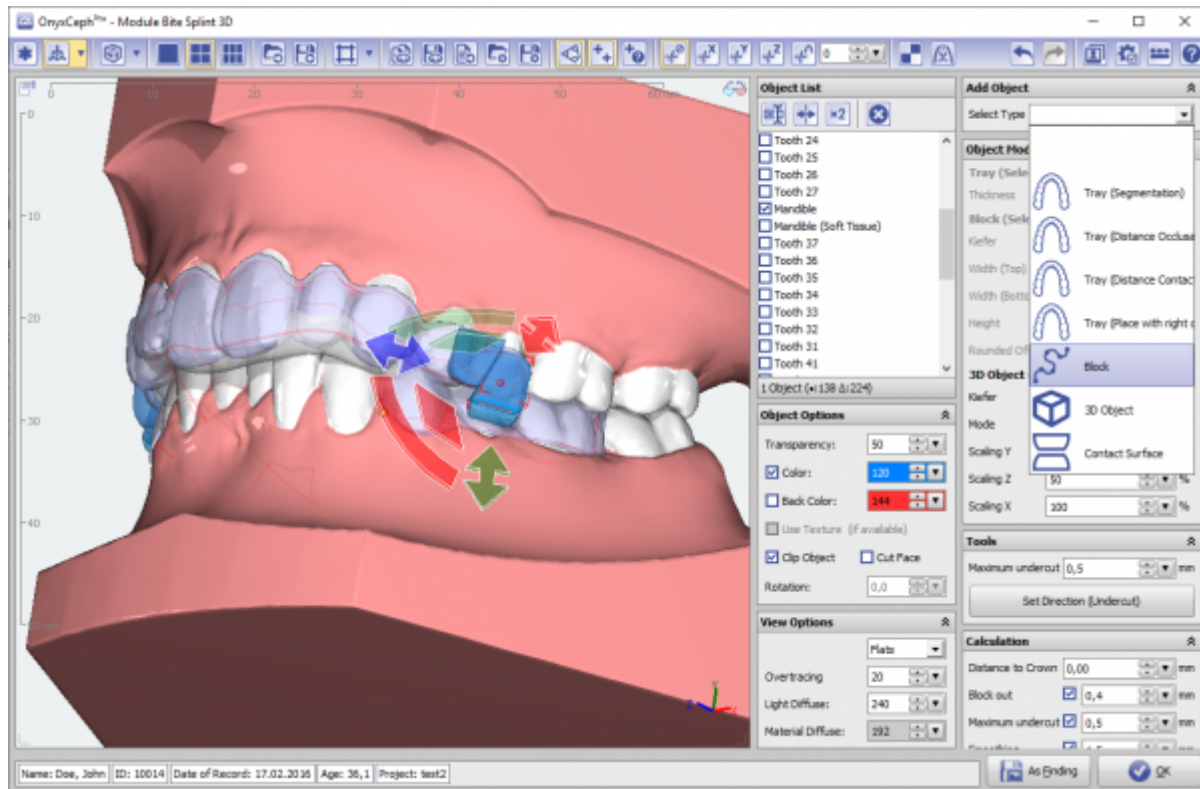
optional

The module Bite Splint can be used to compute one splint with the impression of the opposing jaw, or two splints interacting with each other, or a combined splint for both jaws. Automated placement of the tray-part, freeform 3D components and using parts from a user-defined 3D object library allow an efficient and flexible design.

## First Steps

1. Select and add construction parts
2. Assign properties like tray thickness or height of elements blocking the occlusion
3. Compute splint and export for manufacturing
4. Save as project and new finding

## Module user interface



## Links

	<a href="#">Module Handout Bite Splint</a>
	<a href="https://www.youtube.com/watch?v=cGzFaLjrr6Q">https://www.youtube.com/watch?v=cGzFaLjrr6Q</a>
	<a href="#">Example: TAD Guide</a>

From:  
<http://onyxwiki.net/> - [OnyxCeph<sup>3</sup>™ Wiki]

Permanent link:  
[http://onyxwiki.net/doku.php?id=en:bitesplint\\_3d&rev=1644236946](http://onyxwiki.net/doku.php?id=en:bitesplint_3d&rev=1644236946)

Last update: **2022/02/07 13:29**

