Module Aligner - Panel Auxilliary Objects

By the new panel bottom right in the modul aligner you can add different things:

Option A: Replace a missing tooth

- 1. Click the (+)-Add button in the new panel "auxilliary objects"
- 2. Choose tooth or mirror tooth by number
- 3. Select the object which is inserted and move with the 3D navigator
- 4. Click the Tooth-button in the new panel to define a reference object:
 - Select maxilla to keep it static in the upper jaw
 - Select a tooth to make the new tooth move always with that
 - Select mandibula (not soft-tissue) to keep it static in the original lower jaw position (i.e. not moving with e.g. a mandibular advancement planned in the VTO)
 - Select Mandibula (soft-tissue) to keep it static in the moving lower jaw (i.e. does move with a mandibular movement)

Option B: bridge gap with a block

1. Select in (+) an object from a 3d object list which you can modify in the Onyx Main Menu \rightarrow View \rightarrow 3D Object library (load your own files here)

- 2. Select from the list now any object, like a simple block
- 3. Follow the steps nearly the same as in Option A

Option C: your own attachments, also scaleable

- 1. Add yourself an new custom object and add this in the new panel (+)
- 2. Select the new object and right click a tooth \rightarrow it will use that tooth automatically as a reference

3. Please note that this is not an intended purpose - one downside is that this attachments is blocked out in the export (the others are not)

Option D: build a biteramp

Basically the same as Option B or C

Option E: build wings for mandibular advancement

- 1. There are some preconfigured in our example list, you can make your own
- 2. Add the wings (that will be 4 objects)
- 3. Assign the lower wings to the manidbula (not soft tissue, they need to stay in place against the upper wings)
- 4. Check that the positioning is okay in all steps when the lower jaw moves (i.e. never floating in the air)

Option F: build your own model base with a tilted side for printing the models always on an angle

There are some "Print plate" examples in the library already.

... and much more.

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