# **Electron Block Creation**

Here the user can create and edit Electron Blocks for the selected beam as well as edit values for an existing block.

▼ В	leams			
Tre	atment Machine			VarianTrueBeam
=	Electron Beams			
	b1 : G341 C285 CL0	; 6x6 iso: (-0.4, -34.2, 8.0)		
	Beam Energy: Beam Normalization: Normalization Type: Applicator: Block: Bolus: Bolus Type: Intensity Modulator: Skin Collimator:	341 deg 285 deg 0 deg 100 cm 9 MeV 54 Gy Structure: nose; Type: Vo 6x6 1-G341C285-eIM-C55505 1-G341C285-EB-C55505 Structure as Bolus yes		Edit Delete
			Create New	Electron Beam
			Croute Herr	Liber on Dean

Fig. 1: Block size selection

## **Block Size**

• **Size:** Select the block size. The list of available block sizes is derived from the list of applicator (cone) sizes available for the selected machine. Applicator sizes can be enabled and disabled from editing the machine data in the site configuration.

**Note:** When first creating a beam the eRT app will auto calculate the smallest block that will fit the current aperture shape.

▼ Collimatio	on
Use Skin C	collimation
Block Size	
Size:	6x6 🔻
Description:	6x6
	10x10
	15x15
📃 Use Primiti	20x20
Target Margin	25x25
Margin:	- 1 + cm
Avoidance St	ructures
Add Structure	•
Manual Edits Draw on the be	Enable eam's eye view to manually add or remove material.
Shape Smoot	hing
Level:	- 10 +

Fig. 2: Block size options

**Note** Selecting a block size that is too small for the aperture shape will cause an error that will not allow the creation/saving of the beam until an appropriate size is selected.

▼ Collimation	
A Invalid block size for selected target	
Use Skin Collimation	
Block Size	

Fig. 3: Block size too small

• Description: An optional description for this block used to identify it.

### **Target Margin**

• **Margin:** The value (in cm) of the margin around the target structure as projected to isocenter. A negative margin can be used to specify a contraction around the beam target while positive values will cause an expansion.

Note: The app will automatically recalculate and display changes to the block as the margin is edited.



Fig. 4: Block target margin

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### **Avoidance Structures**

The user may select one or more structures in the structure list here to add as an avoidance structure. Avoidance structures will decrease the block opening to remove all areas within the projection of the structure.

Add Structure	•	
PTV		
PTV 6840		
Rt Parotid		nan
Cord		
Cord+5		
Ant avoid		
Post avoid		
Rt Eye		
Lt Eye 🥆		
External		
BOLUS 1CM		
ptv p5		
ptv p20		
nose		
90 % (Trial_1)_1		
Electron Bolus		

Fig. 6: Avoidance structure selection

Once the structure is selected you will be able to set the values for how it should be avoided. Including:

• Avoidance Margin: required, sets the margin of avoidance around the selected structure's projection to the isocenter plane.

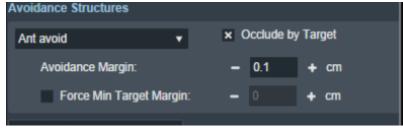


Fig. 7: Selected avoidance structure

• Force min target margin: disabled by default, when enabled it will force a minimum margin around the target taking priority over the settings of the avoidance structure.

**For example:** As you can see below, there is an overlap between the margin set for the avoidance structure and our target structure. Since "force min target margin" is disabled, the avoidance margin has

#### priority over the target.

IMGI eRT + ECT Nose (Nose) + 3					_										Uaner P	atenaude
	Views	Sapital	Coronal	Transverse	30 86	UNH	Statistics	Dose Line	Composition	Orthe + BEV	Ortho + 3D	30 + BEV	Ortho + DVH	DVH + Stats	Ortho + Dose Line	
ioneral target nose	12														Controls / Options	
pproach C356 dug, C0 dug, CL8 dag															General Display Options	
nergy Selection energy. 9 MeV	-														CT Controls	
lock	*			- 5										_	Structure Controls	
A Sare         See:         6 d.         •           See:         6 d.         •         •           critication         Image:         •         •           et Margin:         •         1.5.         •         on           datase:         See:         •         0.         •         0.           et Margin:         •         1.         •         0.         •           Concordent Target Margin:         •         1.         +         on         1.         •         0.         •         1.         •         0.         •         1.         •         0.         •         0.         •         0.         •         0.         •         0.         •         0.         •         0.         0	4 i ki ki ki ki ki ki ki k							iriqp		Targe	t Margin				<ul> <li>I legisjef Skale Fusiken</li> <li>Charles 1</li> <li>Structures</li> <li>Control</li> <li>Control&lt;</li></ul>	

Fig. 8: Force min target margin is off

If the user decides that the target should have priority over the avoidance structure we can enable the "force min target margin" and set a min margin for our target. As you can see below the min margin set takes priority over our avoidance margin and there is no more overlap.

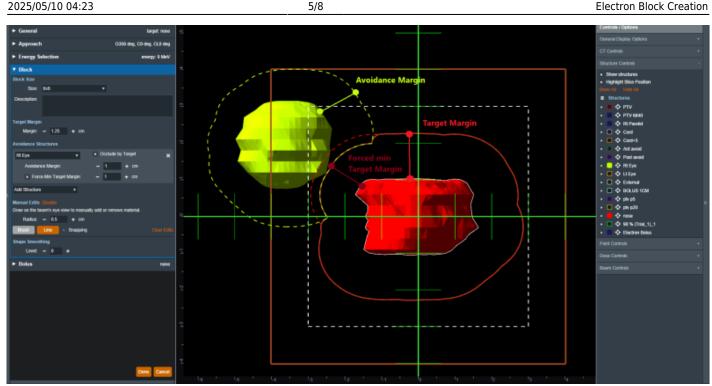
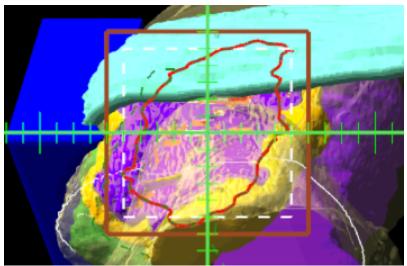


Fig. 9: Force min target margin is on

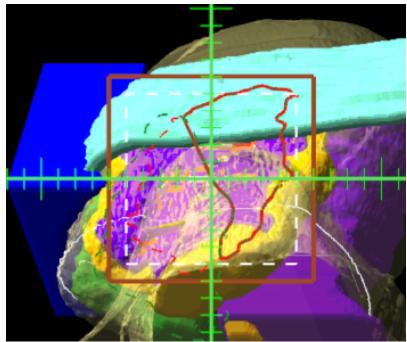
• Occlude by target: You may also choose to occlude the structure by the target or not using the "Occlude by Target" option. By checking the "Occlude by Target" box you are choosing to give the target priority over the structure in the view you are looking at in the BEV. In other words the visible target (target in front of this structure) will not be blocked by the aperture. If you leave the "Occlude by Target" unchecked, you are choosing to give the structure priority over the target. This means you will block the entire structure regardless of its position relative to the target. In this example the aperture blocks out all of the Urethra.

**For example:** Selecting to "Occlude by target" ignores portions of the avoidance structure that are deeper than the target (from the BEV perspective), as seen below.



#### Fig. ##: Structure is occluded

And disabling the checkbox gives the priority to the avoidance structure, this means you block the entire structure regardless of its position relative to the target.:



#### Fig. ##: Structure is not occluded

### **Manual Edits**

By default manual editing of the block shape it disabled, but a user can elect to enable the ability to manually change the block shape.

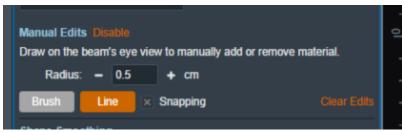
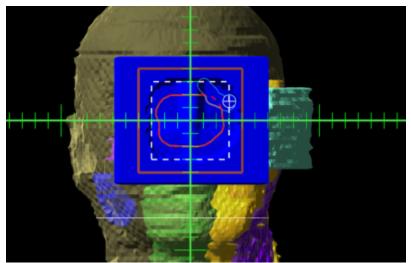


Fig. 10: Enabling manual edits

Once manual editing has been enabled you will see the cursor update to reflect the editing tool. You can choose to edit with the Brush cursor or by drawing straight lines using the Line tool. Both take in the radius that can also be set by the user to alter the size of the editing tool.

**Note:** Drawing on the "Exterior" of the aperture shape will shrink the shape of the block as can be seen below.



### Fig. 11: Shrinking the block shape

**Note:** Drawing from the "Interior" of the aperture shape will expand the shape of the block as can be seen below.

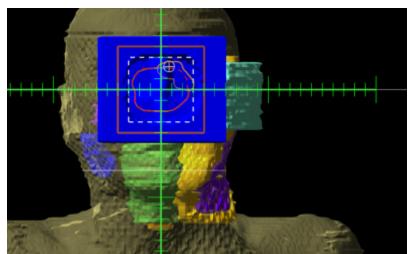


Fig. 12: Expanding the block shape

### Shape Smoothing

• Level: Sets the level of smoothing applied to the block shape.

**Note:** The app will automatically recalculate and display changes to the block based on the set smoothing level.

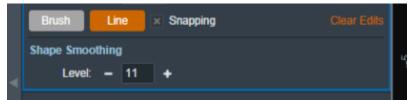


Fig. 13: Setting the smoothing level for the block

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