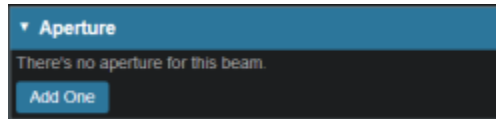


Creating an Aperture

An aperture can be added for any snout that has slabs defined for use in the site specific machine model.

Adding an Aperture

- From within the PBS Beam Task you may add an aperture to a beam by selecting the Aperture Task Block clicking the “Add One” button.



Target



Create PBS Beam

- ▶ General PTV
- ▶ Approach centroid of target
g0 c0
- ▶ Snout 18 cm
- ▼ Aperture
- Target
Margin: - 2 + mm
- Avoidance Structures
 - Rectum Occlude by Target
Margin: - 1 + mm
 - Bladder Occlude by Target
Margin: - -1 + mm
 - Add Structure ▼
- Shape Smoothing
Smoothing Level: - 0 +
- Manual Edits
Draw on the beam's eye view to manually add or remove material.
Radius: - 2 + mm
-
- ▶ Shifter 47 mm
- ▶ Air Gap 30 mm
- ▶ Spot Placement using plan settings
- ▶ DRR Options
- ▶ SFO Dose


- Your target structure is automatically selected from your beam information so you need to only specify the number of millimeters you want to expand your aperture around the target structure using the “Margin” option to generate your initial aperture shape.
 - Your aperture should now appear in the BEV display window.

Avoidance Structures



- In many cases you may have nearby critical structures that must be avoided. You can add an “Avoidance Structure” to your aperture design by clicking on the “Add Structure” dropdown and selecting a structure.

- Once added you can now specify a margin (mm) around this structure if desired (note negative margins will reduce the size of the blocked area of the structure).
 - 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 DRR. In other words the visible target (target in front of this structure) will not be blocked by the aperture. <add screen shot> 
 - 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. <add screen shot> 
- You may add as many Avoidance Structures as needed to design your aperture shape.

Shape Smoothing

- The “Shape Smoothing” section allows you to smooth the aperture if needed.
- The smoothing level value can be set from 0-20, with zero applying no smoothing and higher numbers increasing the smoothness of the aperture. More details regarding the smoothing algorithm and process can be found here <link> .

Manual Edits

- Manual edits allow you to draw on the BEV in order to manually edit the aperture shape.
- First, set the radius of the editing tool to the desired size (you can directly type a size or use the -/+ on either side to increment the size)
- Next, click the “Enable Editing” button to allow manual edits. You are now free to draw manual override regions directly on the BEV. You draw by simply clicking and dragging the mouse at the desired positions.
 - The editing tool automatically switches between adding or subtracting material based on the position of the tool when the mouse is first clicked (i.e. when starting each new draw operation).
 - When outside the aperture, you edit the aperture by pushing in/subtracting and your edit regions are drawn in a blue color. <screen capture> 
 - When inside the aperture, you edit the aperture by pushing out/adding and your edit regions are drawn as the color of your target. <screen capture> 
 - Once done with manually editing, click the “Disable Editing” button to end the process.
 - Note that your edits and the resulting aperture shape will still show on the DRR (BEV) and your edits will remain active even when changing other options.
 - If you need to remove the manual edits for any reason, you may do so by pressing the “Clear

Edits” button. Pressing this button will remove ALL manual edits for this aperture.

Removing an Aperture

- If you wish to remove the aperture from this beam, simply press the “Remove Aperture” button at the bottom of the Aperture Task Block

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