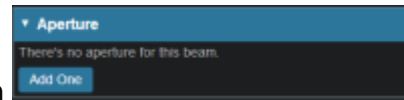


Create an Aperture

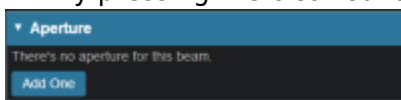


1. In the Aperture task block choose the “Add One” button
2. Choose your target structure and the number of millimeters you want to expand your aperture around the target structure
3. From the drop down choose what structures you want to avoid.
4. You can also choose how many mm margin you want to avoid this structure by
5. You may also choose to occlude the structure by the target or not by clicking the occlude by target box
- a. If you check 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.

This means that the visible target (target in front of the structure) will not be blocked by the aperture <add screen shot>

b. 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 the structure regardless of the position of the target <add screen shot>

6. Shape smoothing allows you to smooth the aperture. The higher the number the smoother the aperture. You may put in a number 1-20
7. Manual edits allow you to draw on the BEV in order to manually edit the beam. Click the enable edit button to allow manual edits
8. You may adjust the size of your edit tool by using the minus or -/+ on either side
9. When outside the aperture you edit the the aperture by pushing in/subtracting <screen capture>
10. When inside the aperture you edit the aperture by pushing out/adding <screen capture>
11. Once done with manually editing click the disable edit button. The edits that were made will still show on the DRR.
12. By pressing the clear edits button you will clear all the edit that you have done to the aperture
13. To remove the aperture press the remove aperture button



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