Astroid Optimization

Explanation of MCO here Contrast MCO to typical optimization (setting them up to understand that at the end not having to run multiple plans (iterations)) Used as a tool for understanding plan trade offs

Feasibility

Explain feasibility check remind users only based on constraints not objectives Explain how narrowing the window can improve optimizer performance, may be iterative- check feasibility drop constraint, check, drop to not feasible. Start with targets first get them to acceptable levels then add OAR's in constraints. Explain it cam effect on FG level vs plan level. i.e. 2 FG 1 day may be giving whole dose to an OAR and none on another

Running the Optimizer

explain what objectives to put (add them all at once) Explain items that impact how long this takes Calc grid # of objectives # of beams # of spots

Discuss how to check progress (put in later when progress widget done)

Dose Normalization and Display

Screen shots Absolute vs relative color wash isoline etc Everything on right hand side for dose controls

Navigating the Solutions

screen shots & explanations of sliders meaning of each item on the slider Explain save button on sliders reset button on sliders