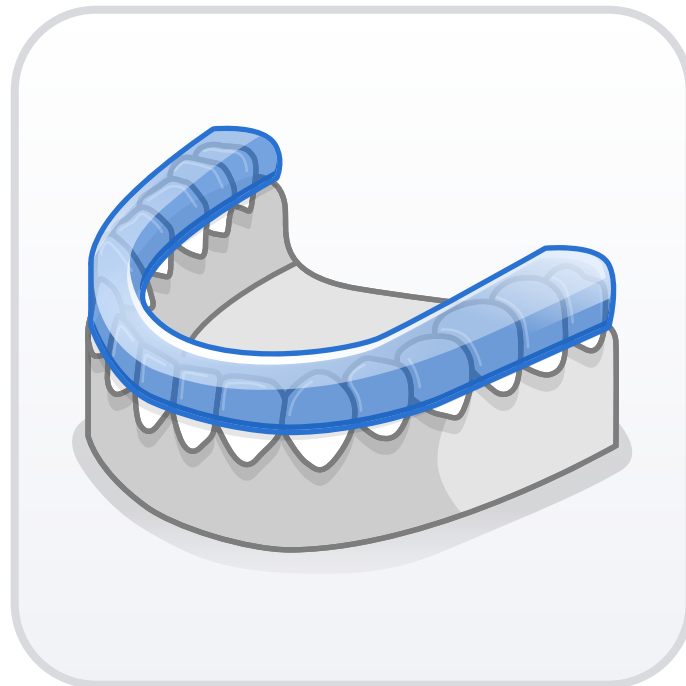


Splints



Version 1.0.1
November 2022



Medit Splints

Version 1.0.1 (November 2022)

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Getting Started

Medit Splints Overview

Welcome to Medit Splints, a quick and easy way to create splints in just a few short steps.

Speed up your workflow by using the **Auto Creation** which harnesses AI power for fast splint creation. Then if required, you can use the suite of editing tools to make any fine adjustments.

There is also **Manual Creation** mode which will guide you step by step through the creation process.



Medit Design can be run from both Clinic and Lab Accounts in Medit Link.

Intended Use and Disclaimer

Medit Splints is a software application designed solely for the purpose of creating splints using scan data and cannot be used for other purposes.

System Requirements

Windows

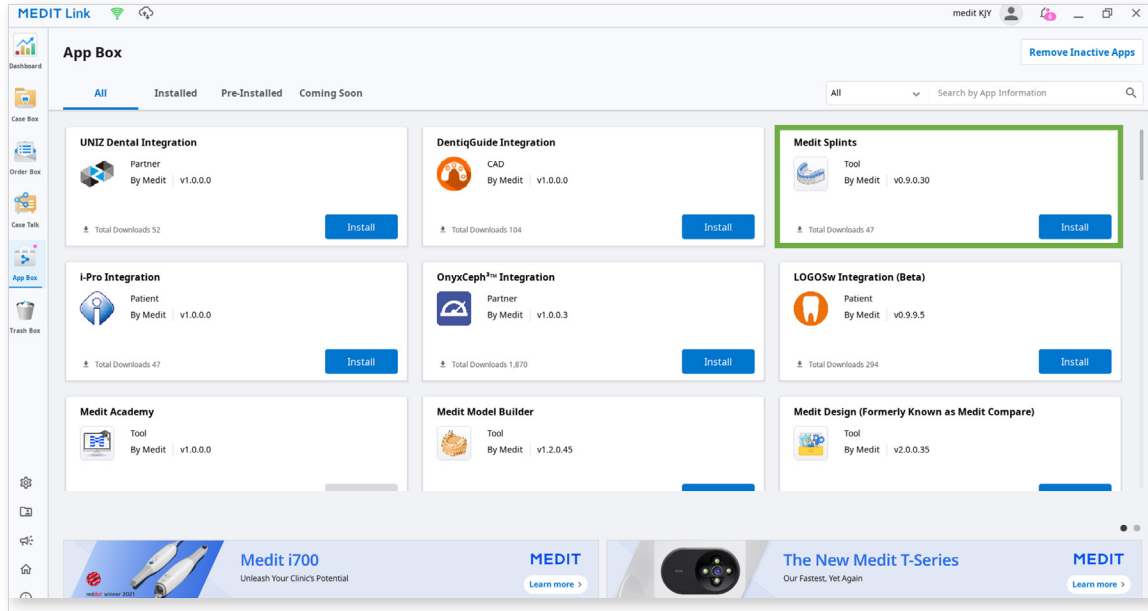
| | |
|---------------------|---|
| CPU | Intel Core i5. 2.6 GHz or higher |
| RAM | 16GB or higher |
| Graphic Card | NVIDIA GeForce GTX 1060 (2GB) or higher |
| OS | Windows 10 64-bit, Windows 11 64-bit |

macOS

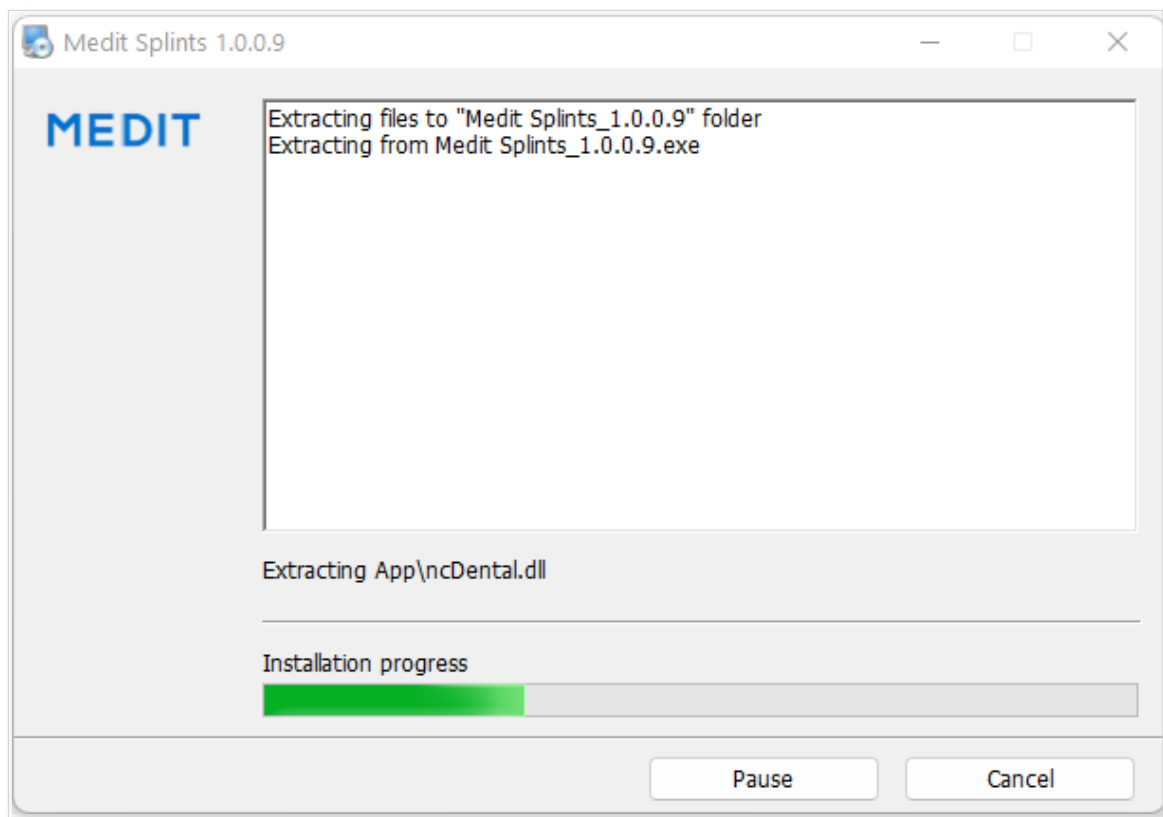
| | |
|-------------|------------------|
| Chip | M1/M2 or higher |
| CPU | 8-core or higher |
| RAM | 16GB or higher |
| OS | Monterey 12 |

Installation Guide

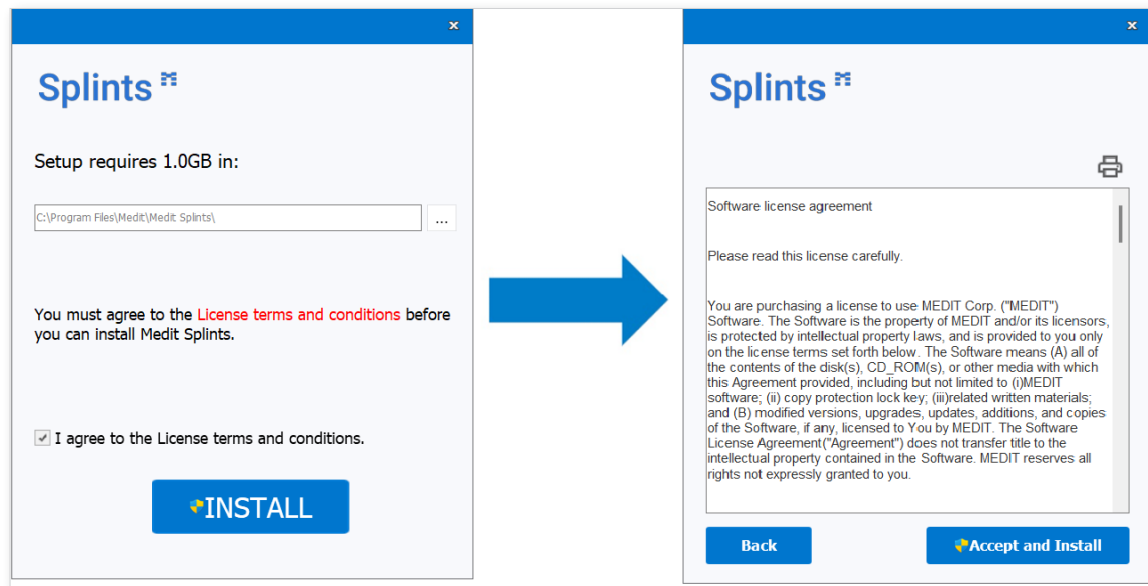
1. Log in to your Medit Link Account and go to the App Box.
2. Find Medit Splints app and click "Install."



3. When the download is complete, Medit Splints Installer will run automatically from your PC.



4. Read and agree to the License Terms and Conditions to continue.

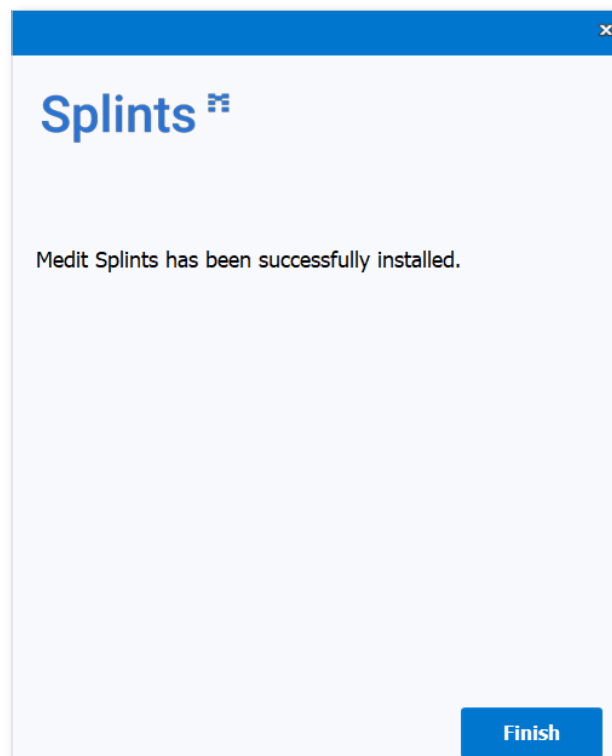


5. It may take up to several minutes to finish the installation process.



Do not turn off the PC until the installation is complete.

6. Click "Finish" to complete the installation.



Running Medit Splints from Medit Link

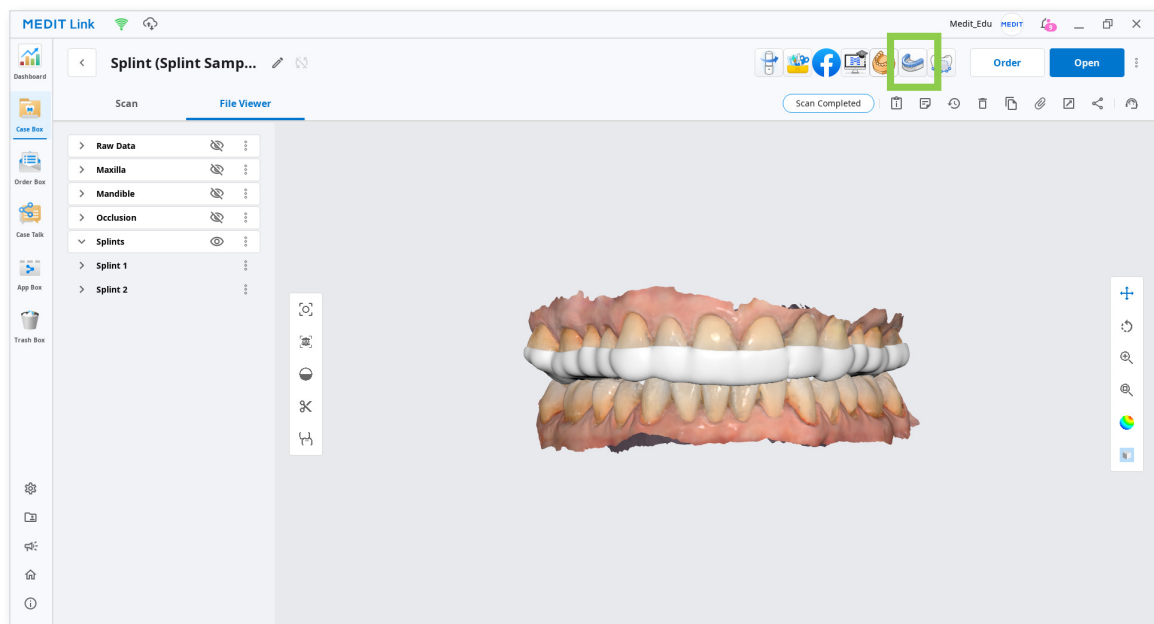
Follow these steps to run Medit Splints from Medit Link.

1. Go to Case Box (Clinic Account) or Work Box (Lab Account) and select the case you would like to open in Medit Splints.

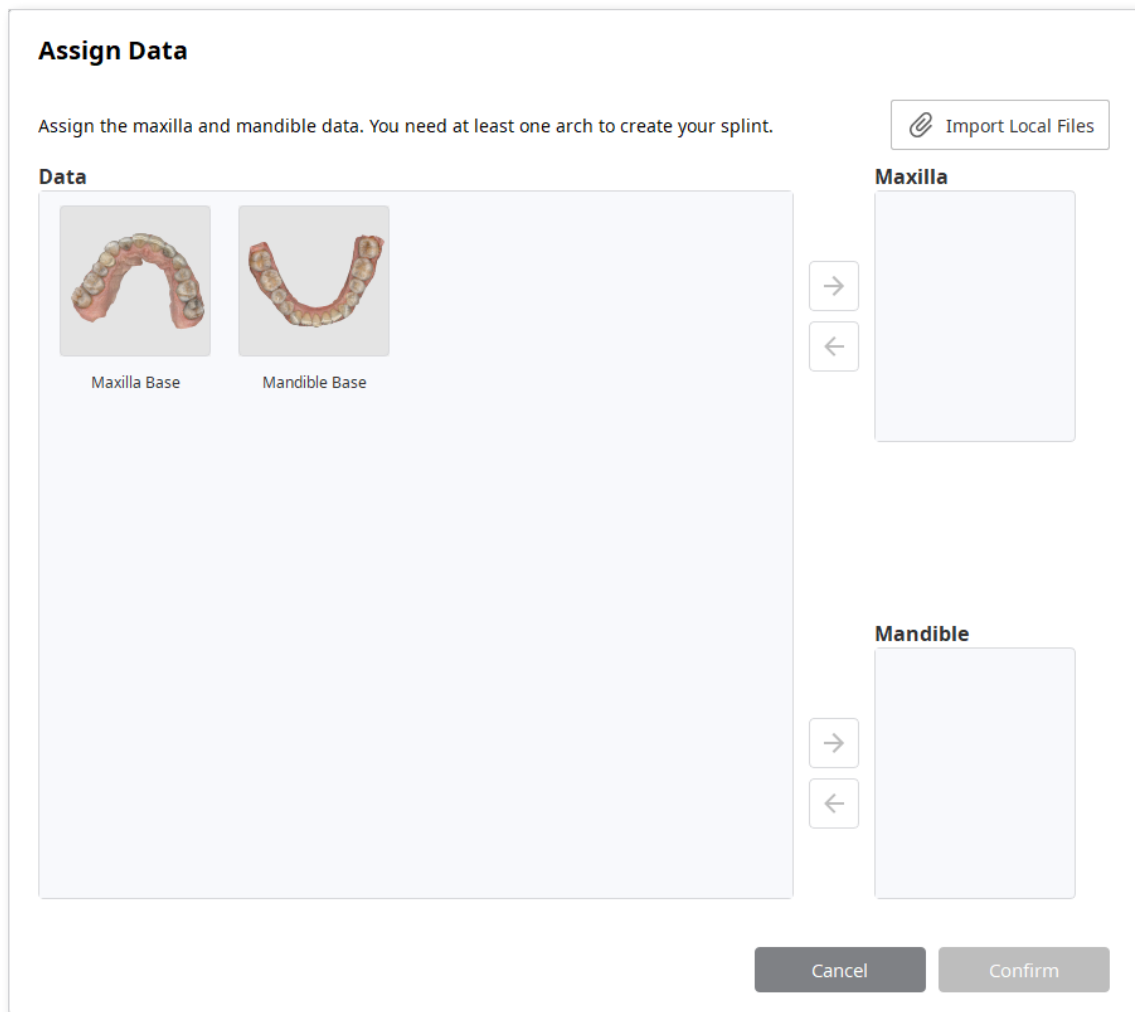


Check the scan data. Make sure it is clean and includes some given data.

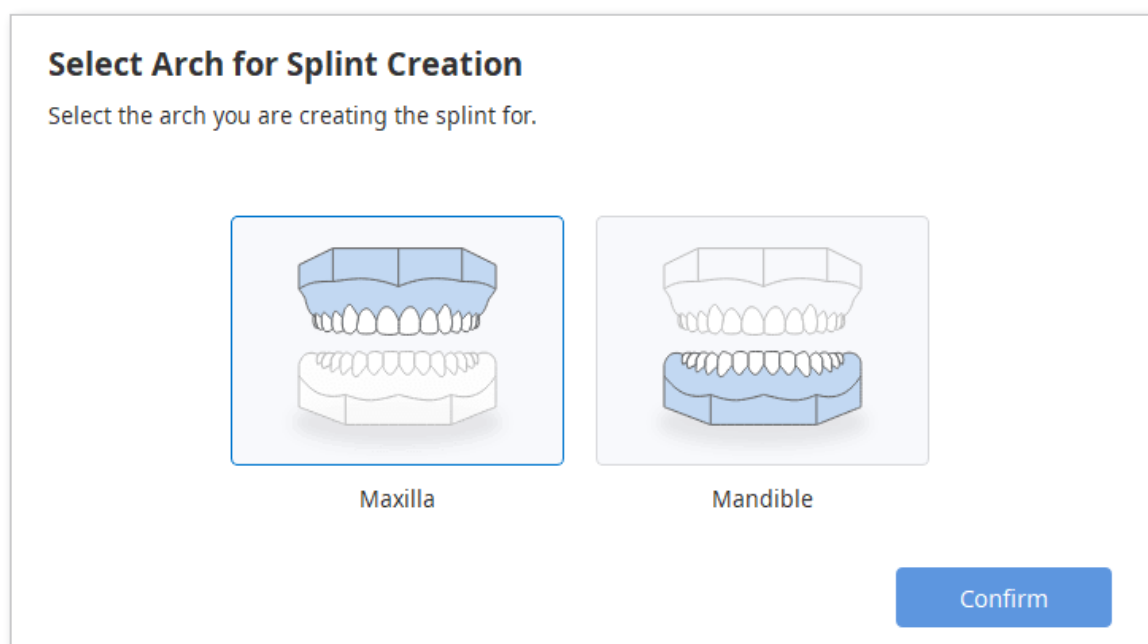
2. Click the “Medit Splints” icon in the top right corner of the Case Detail window in Medit Link. The icon will automatically appear once you have installed the app and restarted Medit Link.



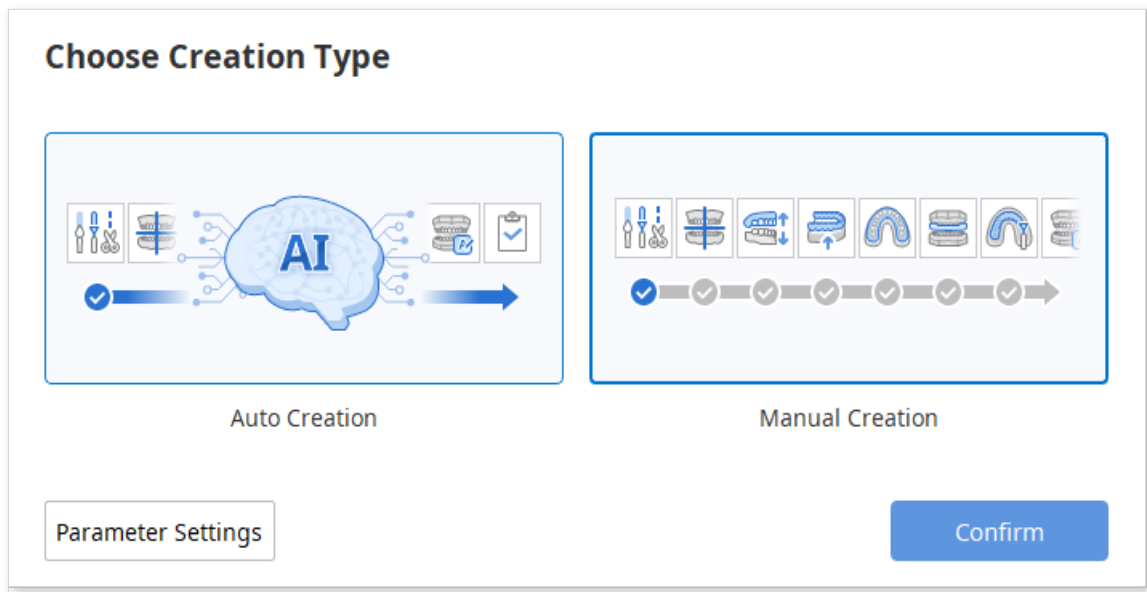
3. The Assign the data once the app has opened.



4. Select the arch you are creating the splint for.



5. Choose how you are going to create the splint - automatically or manually.



💡 Both options are covered in step by step detail in the “Splint Creation Type” chapter.

Data Management

Acquiring 3D Data

There are three ways to gather 3D data to use in Medit Splints:

1. Acquire scan data in Medit Scan for Clinics or Labs

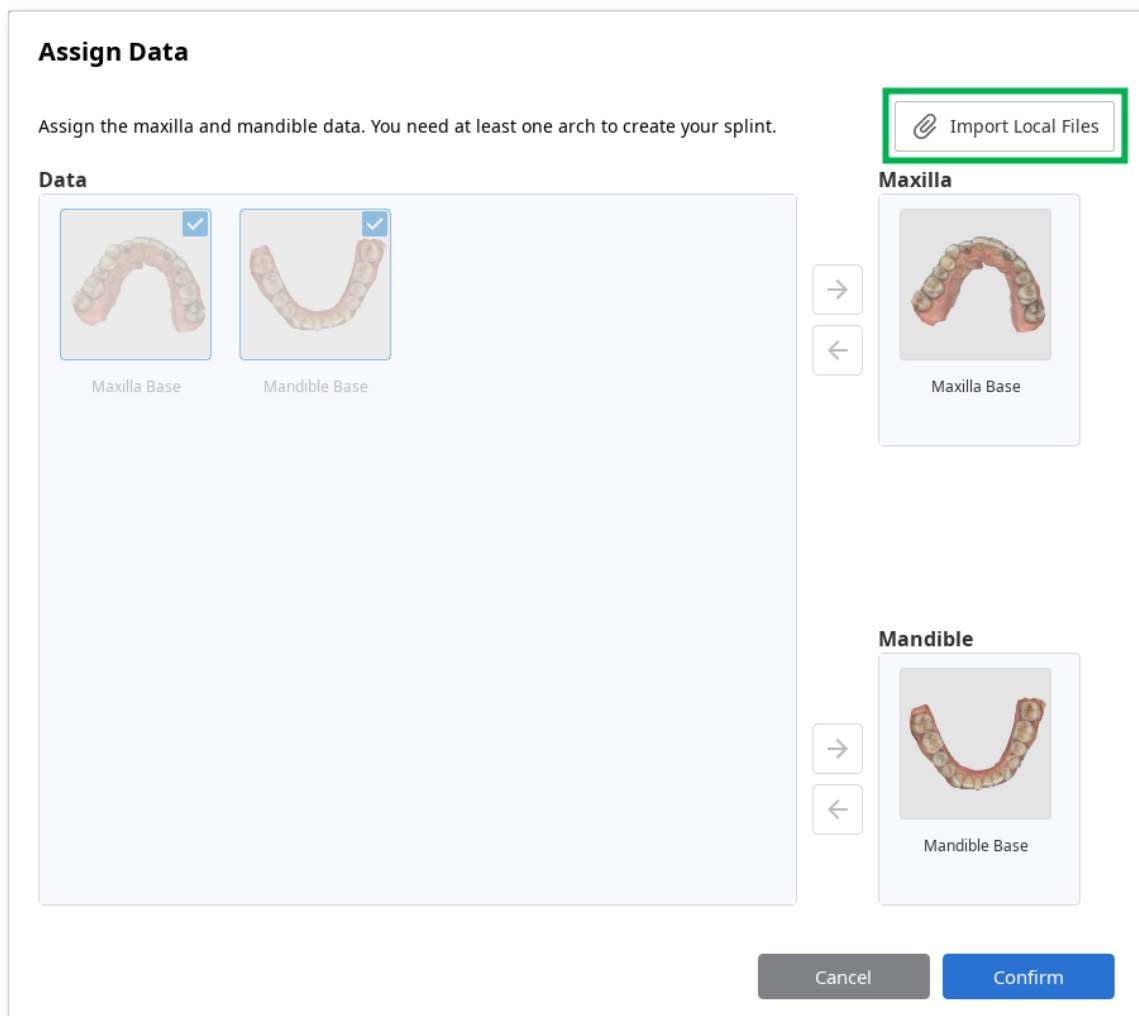
Create a new case and complete the necessary scans in Medit Scan for Clinics or Labs. Scan data will automatically be saved in the patient's case in Medit Link.

2. Import local files through Medit Link

Before running the app, you can import data from local files and attach it to a Medit Link case in the Case Detail window

3. Import local files through Medit Splints

After running the app, you can import 3D data from local files by clicking "Import Local Files" in the Assign Data dialog window.





Supported file formats for imported data are meditMesh, OBJ, PLY, and STL.



To create a splint, use a single arch data or both maxilla and mandible data.





You can continue working on an existing project if you run Medit Splints from the same case again.

Select Project

There are already existing projects. Select an existing project to continue working on it.

To import files, press "Cancel" button.







| | | |
|---|----------|------------------|
|  | Splint 1 | 7/8/2022 3:53 PM |
|  | Splint 2 | 7/8/2022 3:58 PM |

Cancel

























OK

3D Data Control

3D Data Control Using a Mouse:

| Button | Action | Use | Image |
|--------|--------|---|---|
| Left | Click | Select or delete the entities in the view screen when using the polyline selection or polyline trimming tool. |  |
| Left | Drag | Select or delete entities in the view screen when using the brush selection or brush trimming tools. |  |
| Wheel | Drag | Move the data in the view screen. |  |
| Wheel | Scroll | Zoom in and out the data in the view screen. |  |
| Right | Click | Complete the selection or deletion of data in the view screen using the polyline selection or polyline trimming tool. |  |
| Right | Drag | Rotate data in the view screen |  |

3D Data Control Using Mouse and Keyboard Buttons:

| Button | Action | Use | Windows | macOS |
|----------|-------------------------------|------------------|---|---|
| Shift | Left-click and drag | Zoom in and out. |  +  |  +  |
| Shift | Up and down keys | Zoom in and out. |  +  |  +  |
| Alt/Opt | Left-click and drag | Rotate |  +  |  +  |
| Alt/Opt | Up, down, left and right keys | Rotate |  +  |  +  |
| Ctrl/Cmd | Left-click and drag | Move |  +  |  +  |
| Ctrl/Cmd | Up, down, left and right keys | Move |  +  |  +  |

Saving 3D Data

There are three ways to complete your projects.

1. Click “Complete” to finish the project and save it to the Medit Link case.
2. Click “Next” in Label Mode to finish the project and save it to the Medit Link case.
3. Click “Menu” in the Title Bar and select Save As.



You will still have save options if you close the program by clicking “Exit.”

Exit Options

Exit Program After Saving

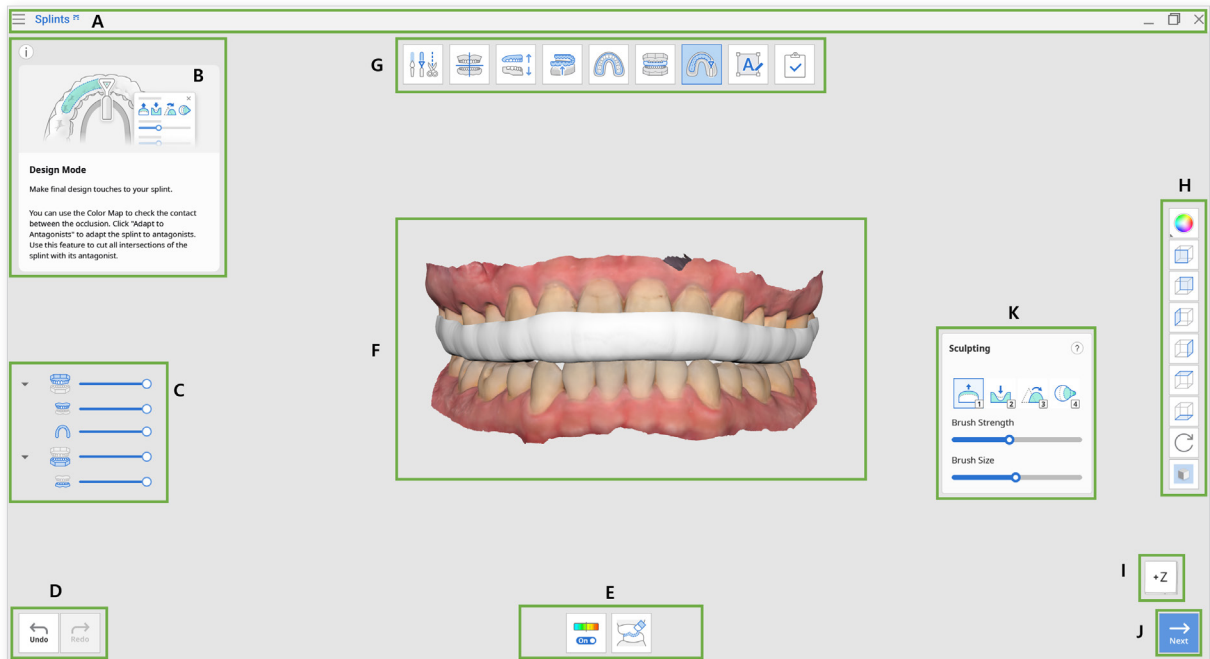
Save all current progress and terminate the program.

Exit Program Without Saving

Terminate the program without saving any of the current progress.

Cancel

User Interface



A. Title Bar
B. Guide Message
C. Data Tree
D. Undo / Redo

E. Tool Box
F. 3D Data View
G. Modes
H. Slide Toolbar

I. View Cube
J. Next
K. Sculpting Tools (* in Design Mode)

Title Bar

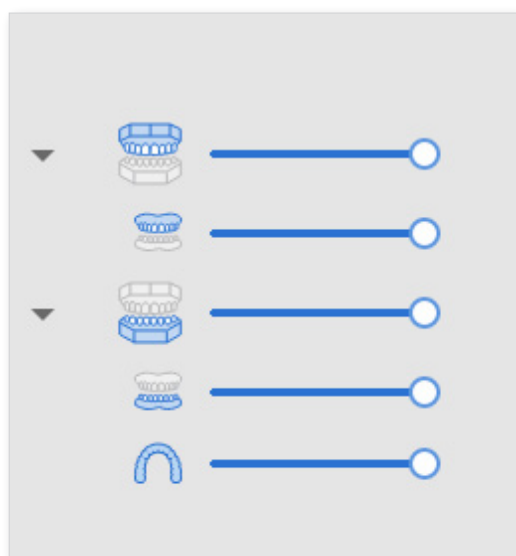
The Title Bar includes the following elements:

| | |
|---|--|
| Menu | Check the details of the application, use provided assistance resources, and adjust settings. |
| Help Center | Go to the Medit Help Center page. |
| Select Video Record Area | Select the area to be recorded for the video capture. |
| Start Video Recording | Start the video capture. |
| Screenshot | Capture the screen. You can select the area automatically or manually. The automatic select area captures either the program area or the main 3D area. |
| Screenshot Capture Image Manager | Manage screen capture images. |
| Minimize | Minimize the application window. |
| Maximize or Restore | Maximize or restore the application window. |
| Exit | Close the application. |

Data Tree

The Data Tree appears on the left side of the window and shows the list of data you are using in groups.






Easily control data by hiding, showing, or changing its transparency one by one or as a group.




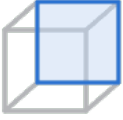






Side Toolbar

The Side Toolbar provides two set of tools for controlling the 3D data display.

Data Display Modes

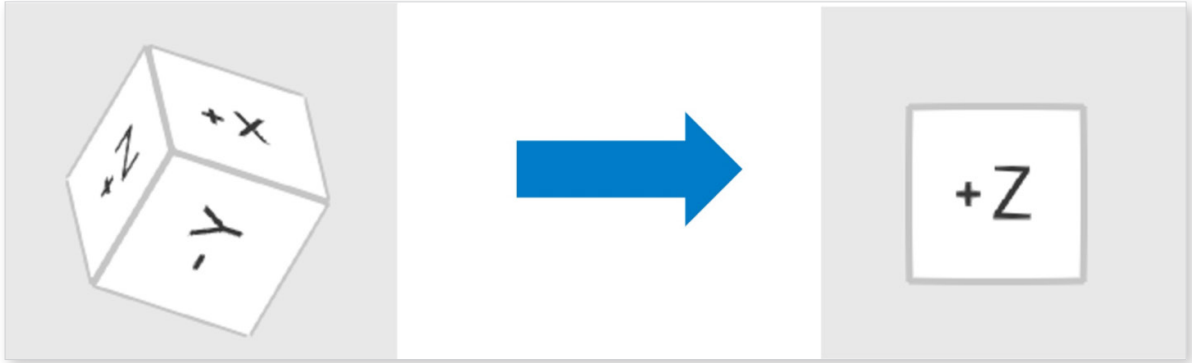
| Icon | Tool | Description |
|---|-----------------------|--|
|  | Textured | See the data with color information. |
|  | Textured with Edges | See the data with color information and edges. |
|  | Monochrome | See the data in a single color. |
|  | Monochrome with Edges | See the data in a single color with edges. |
|  | Wireframe | See the data as edges only. |

3D Data View Options

| Icon | Tool | Description |
|---|--------------------|--|
|  | +Z Axis View | See the front view. |
|  | -Z Axis View | See the back view. |
|  | -X Axis View | See the left view. |
|  | +X Axis View | See the right view. |
|  | +Y Axis View | See the top view. |
|  | -Y Axis View | See the bottom view. |
|  | Rotate | Rotate data in any direction. |
|  | Grid Settings (mm) | Set grid display options. It shows or hides the grid and controls its position in relation to the model (overlay on/off). |




View Cube

The View Cube displays the 3D view orientation, updated in real-time as the view is being rotated. You can align the view to specific directions by clicking on the face of the cube.



Action Control

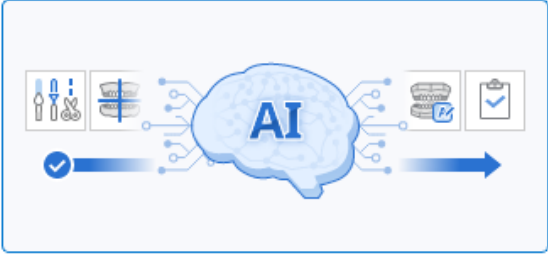
There are three buttons that provide action control within each mode. They can be found in bottom corners of the window.

| Icon | Tool | Description |
|--|------|--|
|  Undo | Undo | Undo the previous action. |
|  Redo | Redo | Redo the previous action. |
|  Next | Next | Apply changes and move to the next mode. |


Splint Creation Types

Splints can be created automatically using AI or manually. Choose between the Auto Creation and Manual Creation after assigning the data and selecting an arch for splint creation. Your workflow will be different depending on your choice.

Choose Creation Type



Auto Creation



Manual Creation



You can preview and change parameter values used in Auto Creation by clicking "Parameter Settings."

Parameter Settings

Occlusal Adjustment Mode

Distance to Antagonist (mm)

Inner Surface Creation Mode

Inner Surface Offset

Smooth Surface

Angle °

Retention

Outer Surface Creation Mode

Thickness

Smooth Surface

Auto Creation

Auto Creation is an AI-powered automatic splint creation. The app will use your previously set parameters to create the splint.



If you choose Auto Creation when first time running the app, default parameters will be used.

Default Parameters

| Mode | Parameter | Default value |
|-----------------------------|--|---------------------------------|
| Occlusal Adjustment Mode | Distance to Antagonist | 1.50 mm |
| Inner Surface Creation Mode | Inner Surface Offset Smooth Surface Angle | 0.10 mm 4/5 0.1° |
| Outline Designation Mode | Buccal Side Lingual Side | half the height half the height |
| Outer Surface Creation Mode | Lingual & Buccal Thickness Smooth Surface | 1.50 mm 5/5 |

The workflow for the Auto Creation is as follows:

Overview Mode → Design Mode → Labeling Mode



Design Mode and Labeling Mode are not mandatory. If you like the auto-created splint, skip these steps and save your project file.



There is detailed information about each mode in the Modes section.

Next time you run Medit Splints after using Auto Creation, you will be asked for feedback on your latest auto-created splint. The app will learn from your reply and automatically adjust parameters to create a better fit splint design next time.

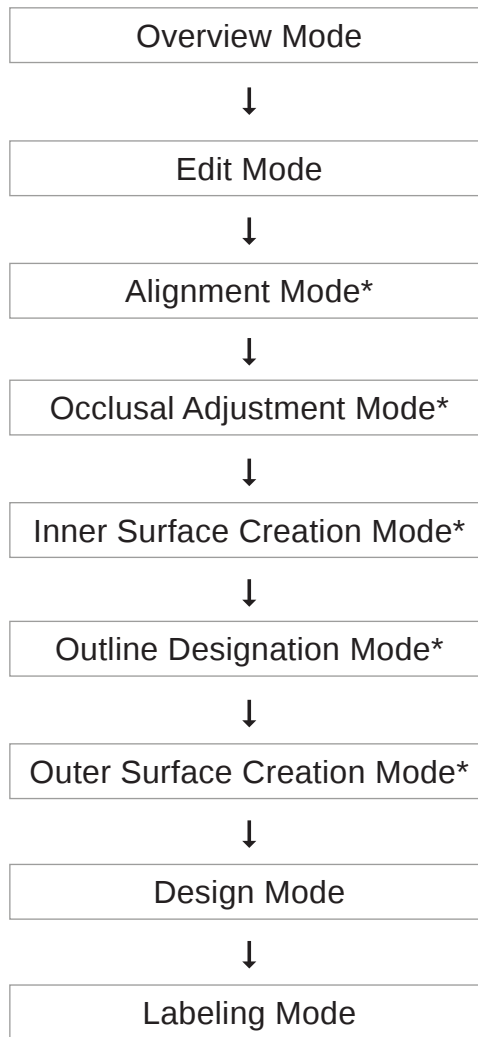


Feedback is optional and can be turned on or off in the settings.

Manual Creation

Manual Creation is a step-by-step splint creation process that allows you more flexibility if you want to make fine adjustments to the splint.

The workflow for the Manual Creation is as follows:



Modes marked with a star (*) automatically analyze the characteristics of anterior and posterior teeth. The analysis will be used to automatically suggest results in the current step once you enter it. Review the automatic suggestion, make adjustments if needed, and click “Next”.





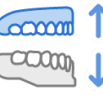


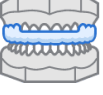



Edit Mode, Design Mode and Labeling Mode are not mandatory and can be skipped.



There is detailed information about each mode in the Modes section.

Modes

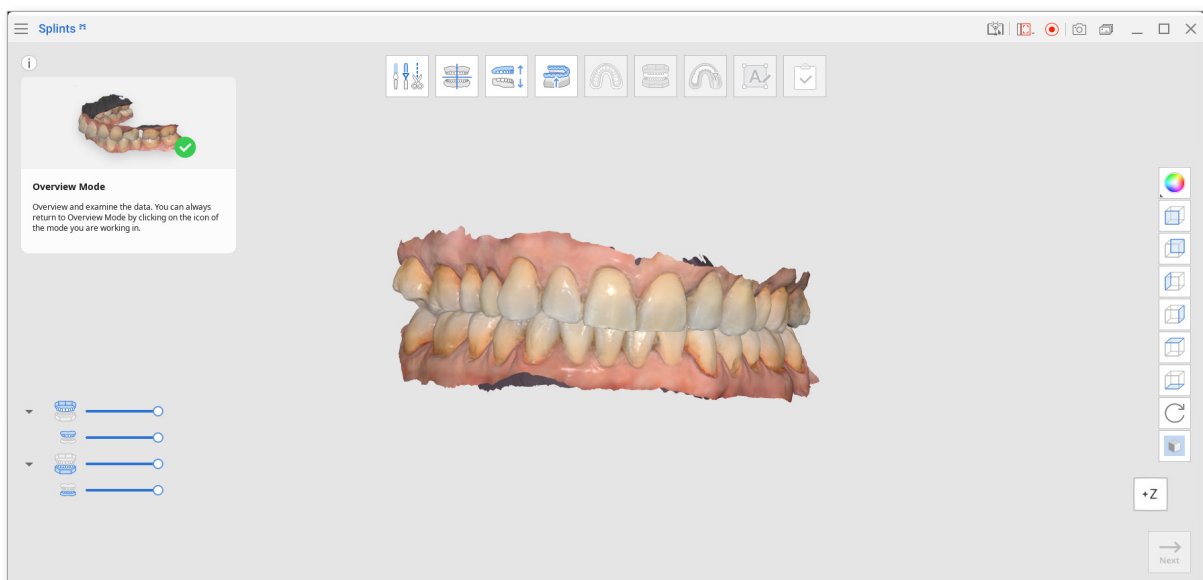
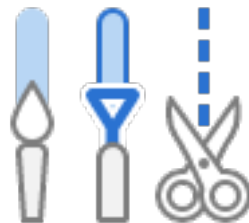
The modes indicate the current stage of the splint creation process and are completed in a specific sequence. If the occlusion was scanned in an opened state or there is only one existing arch, you can skip the “Occlusal Adjustment Mode.” After finishing in “Design Mode,” you can go straight to the “Complete” stage and save your results to Medit Link.

| Icon | Tool | Description |
|---|-----------------------------|--|
| | Overview Mode | Overview and examine the data |
|  | Edit Mode | Edit and trim data using the wide array of |
|  | Alignment Mode | Align the data to the occlusal plane. |
|  | Occlusal Adjustment Mode | Adjust the occlusal relationship. |
|  | Inner Surface Creation Mode | Create the splint's inner surface. |
|  | Outline Designation Mode | Designate the splint area. |
|  | Outer Surface Creation Mode | Create the splint's outer surface. |
|  | Design Mode | Design the splint using the tools provided. |
|  | Labeling Mode | Label the splint by engraving or embossing the text. |
|  | Complete | Finish creating the splint and save the results to Medit Link. |

Overview Mode

Overview Mode is the landing page of Medit Splints, where the imported data is first displayed.

Examine your data and if it needs editing click the “Edit Mode” icon at the top of the screen.






If no editing is required, you can skip the “Edit Mode” and continue to “Alignment Mode.”

Edit Mode

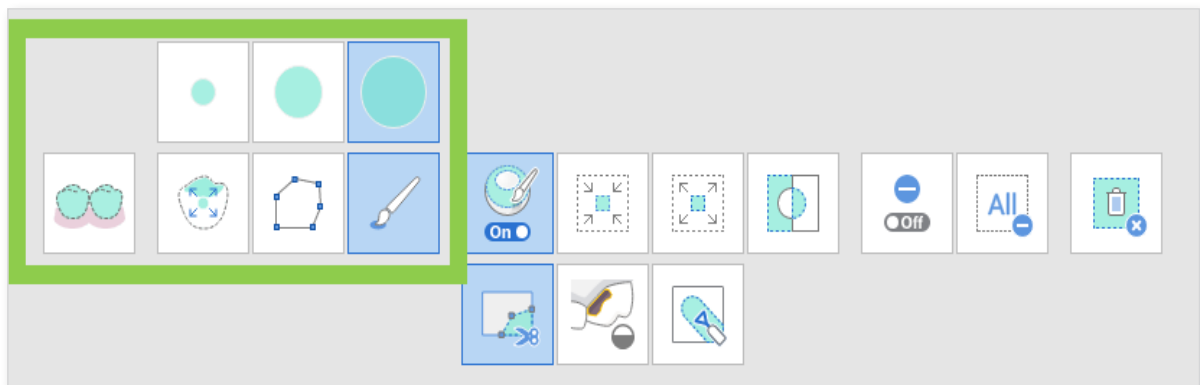
Edit Mode can be used to modify your data before creating the splint.

The toolbox in Edit Mode includes:

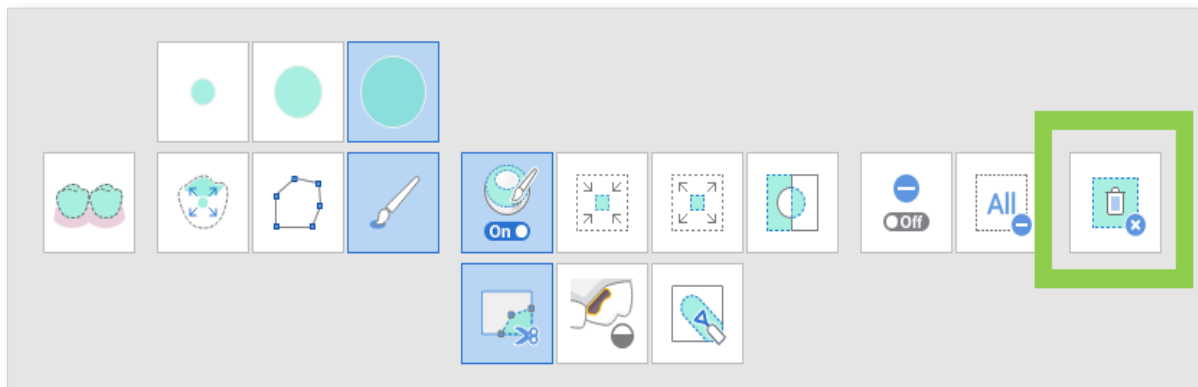
| Icon | Tool | Description |
|---|----------------|---|
|  | Trimming Tool. | Use various selection tools to remove unnecessary data. |
|  | Fill Holes | Fill empty spaces in the 3D mesh data. |
|  | Sculpting | Sculpt data by adding, removing, smoothing, or morphing |

How to Trim Data

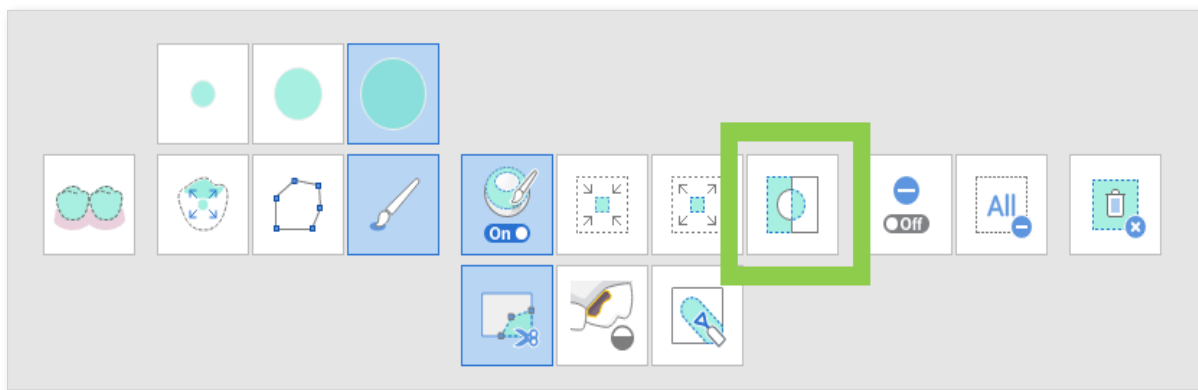
Use Smart Selection Tools for the program to automatically select the teeth data or choose between Polyline and Brush Selection to manually designate the trimming area.



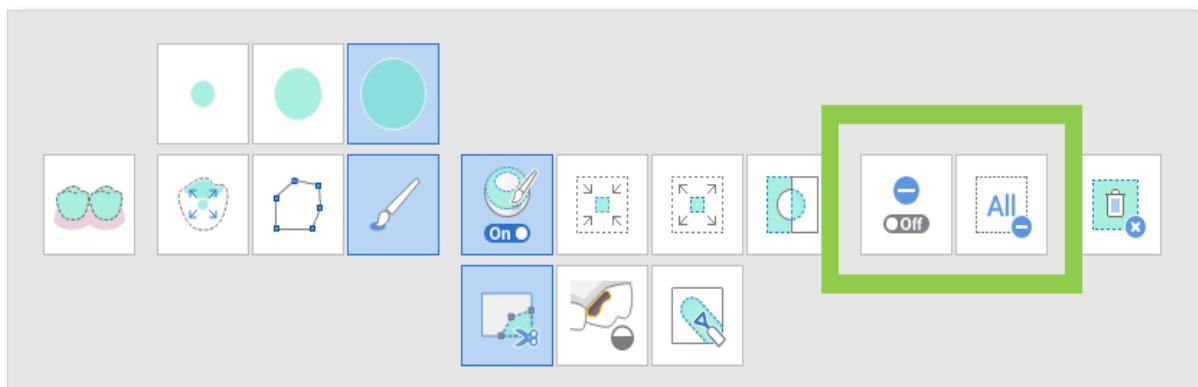
To delete the selected area click “Delete Selected Area.”





You can revert the selection by clicking “Invert Selected Area.”



You can revert the selection tools’ function to deselection by clicking “Deselection Mode”. Or use “Clear All Selection” to remove any selection.

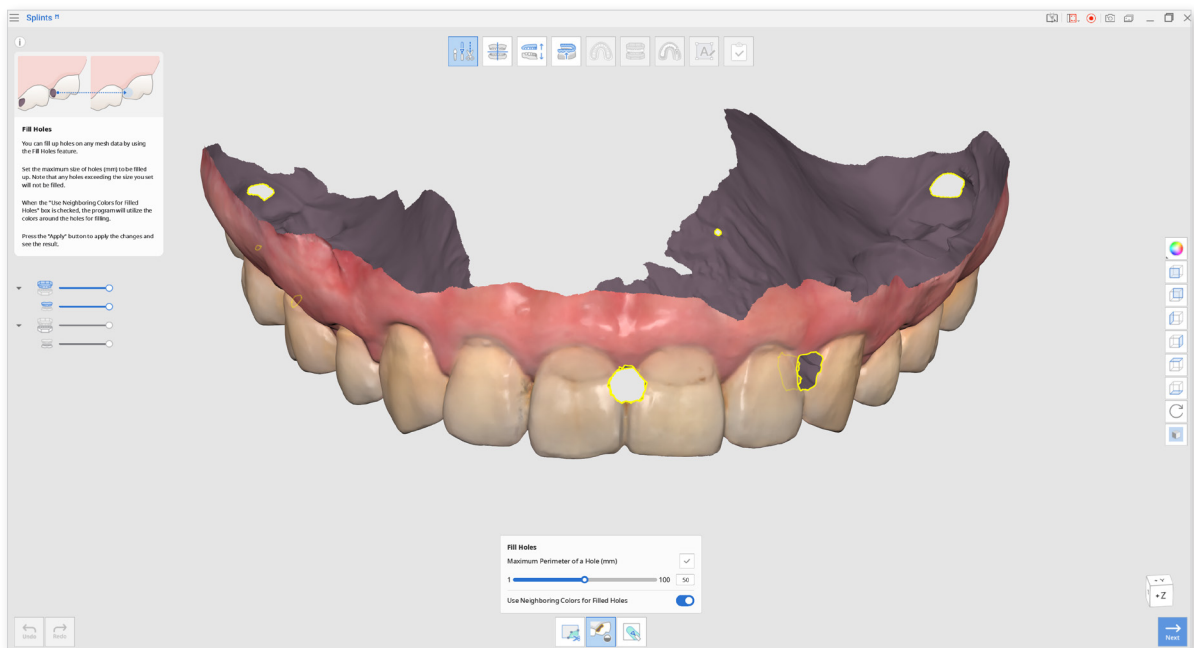


Toolbox: Trimming Tool

| Icon | Tool | Description |
|---|------------------------------|---|
|  | Smart Teeth Selection. | Automatically select all teeth of the arch, leaving out gingiva parts. |
|  | Smart Single Tooth Selection | Automatically select the area of a single tooth, leaving our gingiva parts. Click, press and drag the mouse on the tooth. |
|  | Polyline Selection | Select all entities within a polyline shape drawn on the screen. |
|  | Brush Selection | Select all entities on a freehand drawn path on the screen. The brush comes in three sizes. |
|  | Autofill Selected Area. | Automatically fill in entities of the selected area. |
|  | Shrink Selected Area | Reduce the selected area each time you press the button. |
|  | Expand Selected Area | Expand the selected area each time you press the button. |
|  | Invert Selected Area | Invert the selection. |
|  | Deselection Mode | When on, this function deselects the area using various tools. |
|  | Clear All Selection | Clear all selected areas. |
|  | Delete Selected Area | Delete the data from the selected area. |

How to Fill Holes in the Data

Use “Fill Holes” to fill in any holes left from scanning or fill in deleted areas.



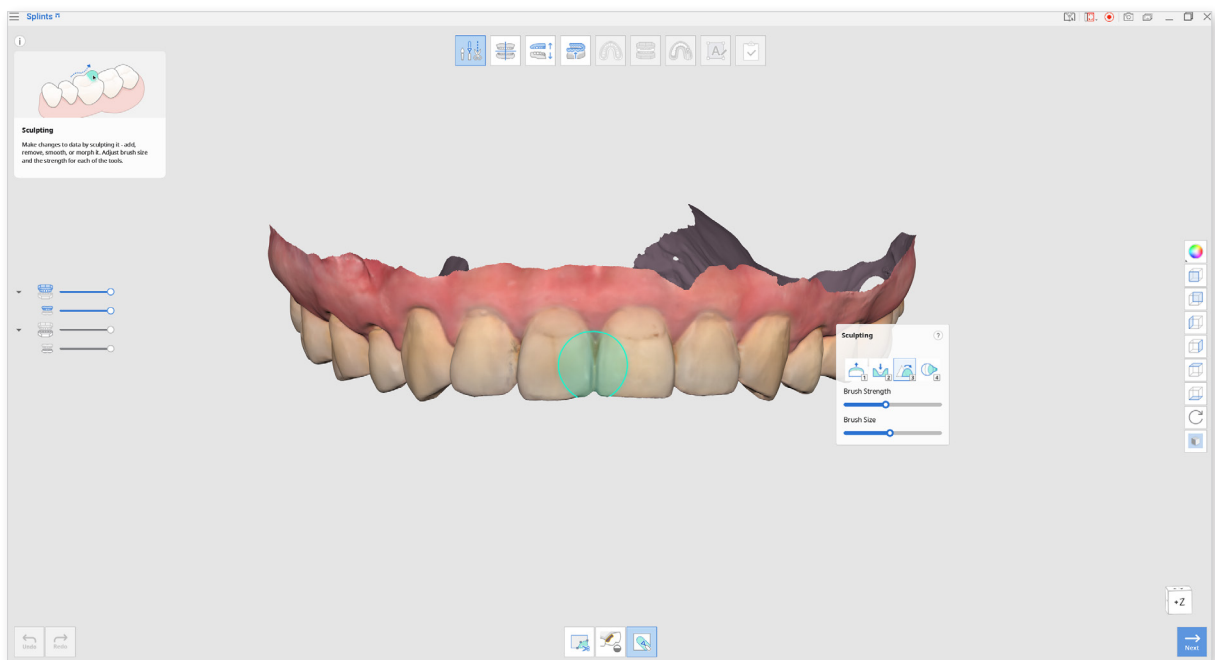
1. Maximum Perimeter of a Hole (mm).
Set the maximum size of holes (mm) to be filled up.
Note that any holes exceeding the size you set will not be filled.
2. Use Neighboring Colors for Filled Holes
When the “Use Neighboring Colors for Filled Holes” box is checked, the program will use the colors around the holes for filling, otherwise filled areas will be grey.
3. Press the “Apply” button to apply the results.

How to Sculpt Data

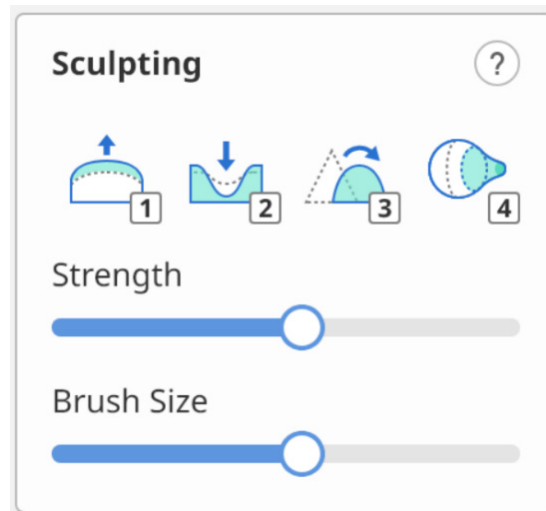
Selecting the “Sculpting” tool to make changes to the data.



The sculpting tools allow you to add, remove, smooth or morph parts of the data.

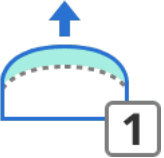
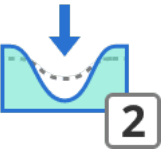
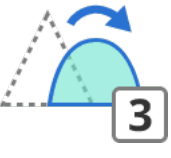
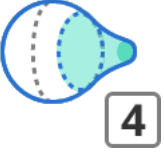


Toolbox: Sculpting



| | | | |
|-------------------------|---------------------|-------------------------|-------------------|
| Add | [1] | Add | [1] |
| Remove | [2] | Remove | [2] |
| Smooth | [3] | Smooth | [3] |
| Morph | [4] | Morph | [4] |
| Extra Strength | [1] / [2] + Alt | Extra Strength | [1] / [2] + ⌘ |
| Flatten | [3] + Alt | Flatten | [3] + ⌘ |
| Morph in View Direction | [4] + Alt | Morph in View Direction | [4] + ⌘ |
| <hr/> | | <hr/> | |
| Brush Strength | Alt + | Brush Strength | ⌘ + |
| Brush Size | Ctrl + | Brush Size | ⌘ + |

<Sculpting shortcuts for Windows and macOS.>

| Icon | Tool | Description |
|--|--------|---|
|  | Add | Use the mouse to add on parts of the data. Hotkey: 1 |
|  | Remove | Use the mouse to remove parts of the data Hotkey: 2 |
|  | Smooth | Use the mouse to smooth parts of the data. Hotkey: 3 |
|  | Morph | Use the mouse to morph parts of the data. Hotkey: 4 |

Click “Next” when you are done editing.

Alignment Mode

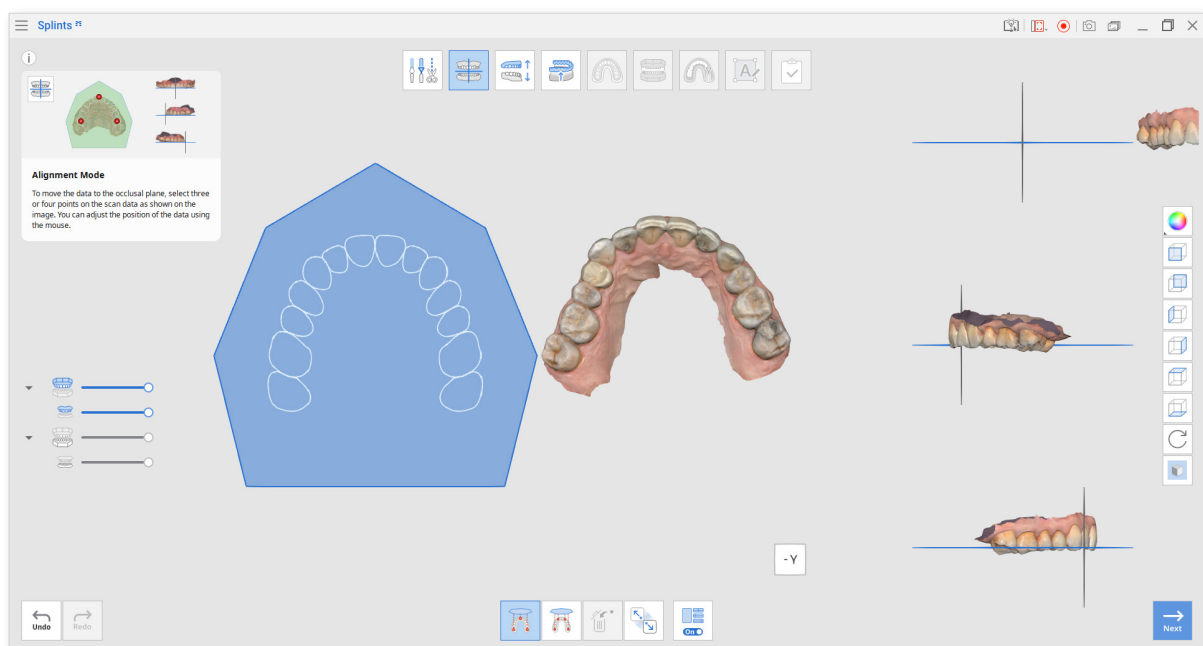
This stage will initially automatically align the data to the virtual occlusal plane.

Once complete you can make further manual adjustments if required.



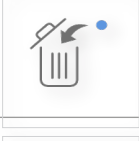

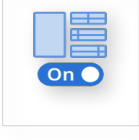
If alignment has already been completed in Medit Scan for Clinics or Labs, you can skip this step.



It is recommended that you always check alignment at this stage to ensure the proper positioning of the data.

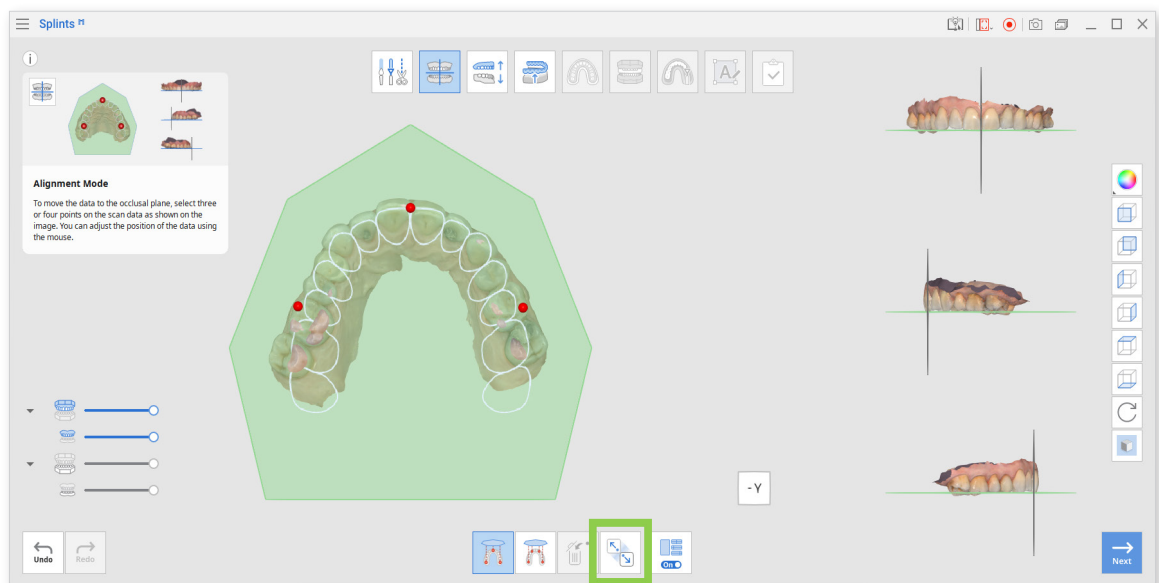


Toolbox

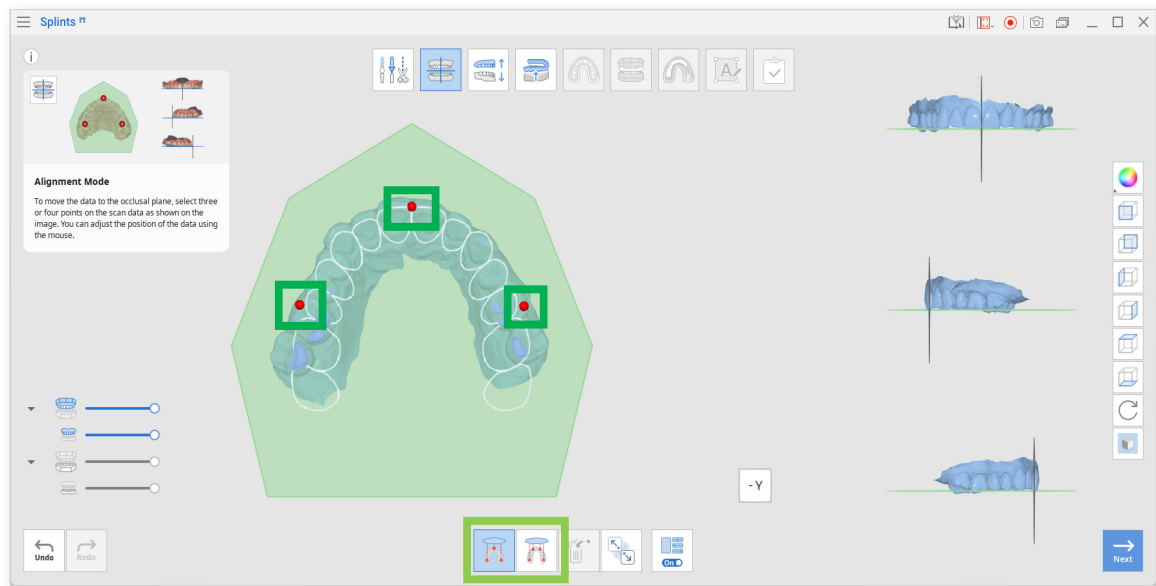
| Icon | Tool | Description |
|--|---|--|
|  | Align with Occlusal Plane by Three Points | Select three points on the maxilla and mandible to align with the occlusal plane. |
|  | Align with Occlusal Plane by Four Point | Select four points on the maxilla or mandible to align with the occlusal plane. It is beneficial when there are no anterior teeth. |
|  | Delete Marker Point | Remove the points selected for alignment. |
|  | Detach Data | Separate the aligned data and move it to the original position. |
|  | Multi-View | When on, this function shows data from four different angles. |

To manually realign the data to the occlusal plane, follow these steps:

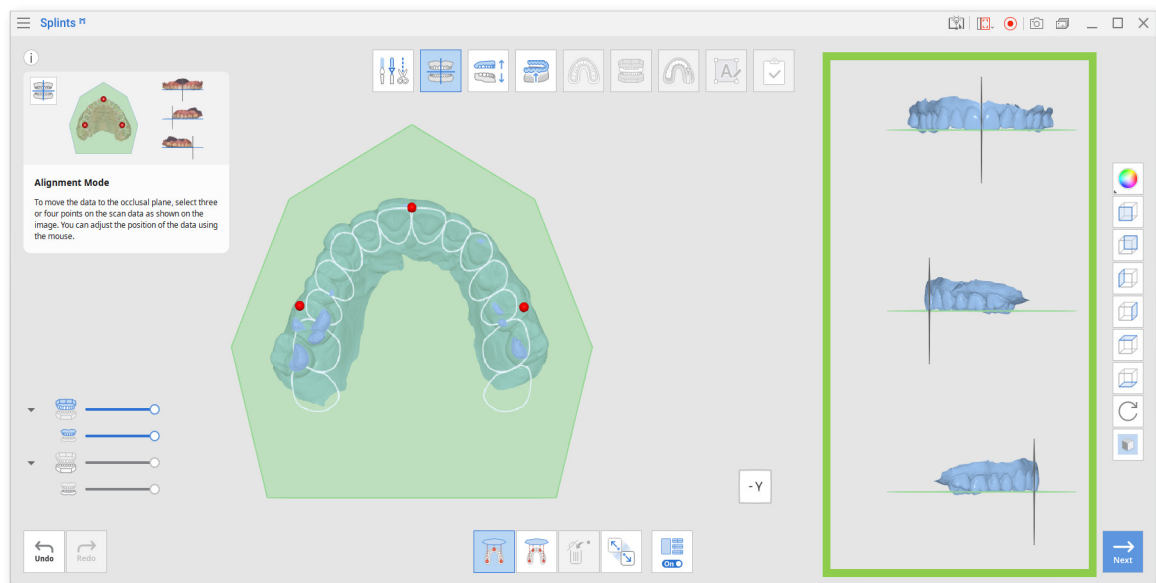
1. After the automatic alignment is complete, click “Detach Data”.



2. Then place three or four points on the data for the program to align the data to the occlusal plane.



3. Use the Multi-View on the right to move the data around and control the alignment process.



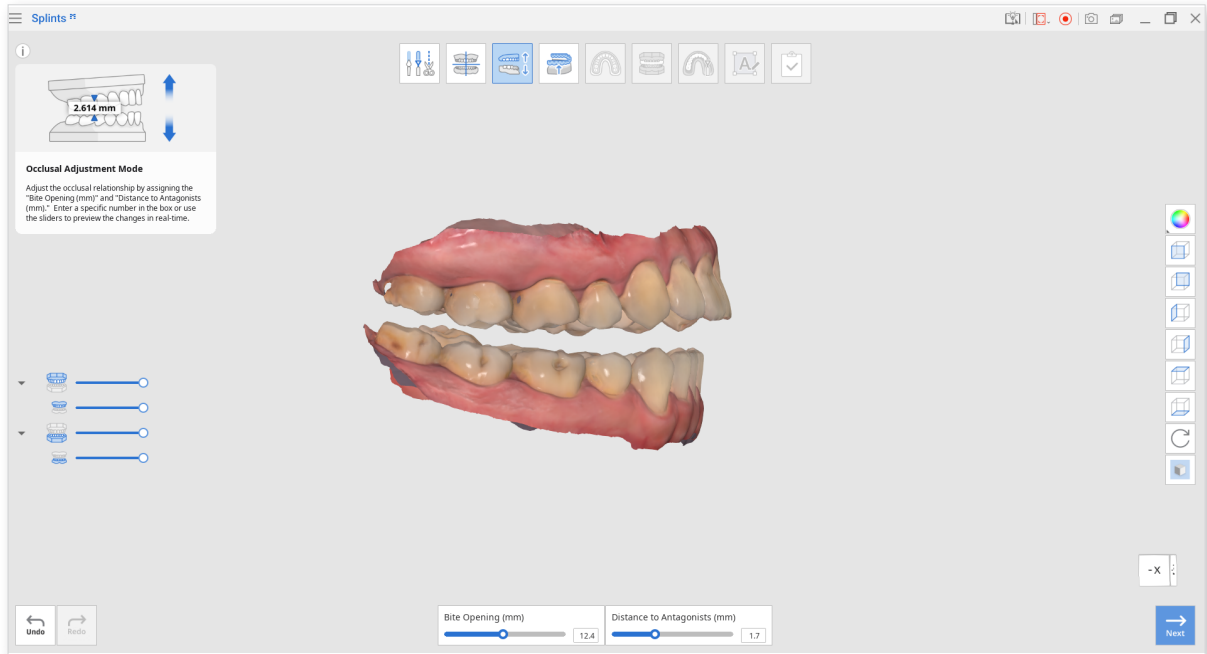
If you turn the Multi-View off, only the occlusal plane will be displayed.

4. Click "Next" when finished.

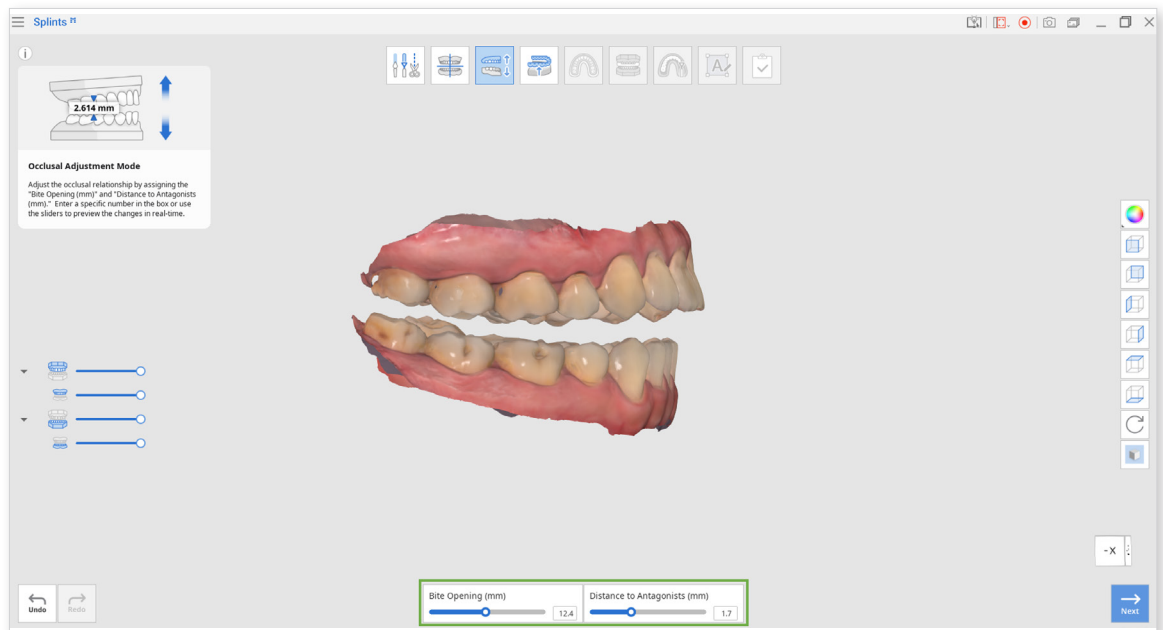
Occlusal Adjustment Mode

In this stage, you will be creating space for the splint by adjusting the occlusal relationship between the maxilla and mandible.



If the occlusion was scanned in an opened state or there is only one existing arch, you can skip the “Occlusal Adjustment Mode.”



1. To adjust, move the slider or enter a specific number in the boxes for the bite opening and distance to the antagonist to adjust the occlusal relationship.



Toolbox

| Icon | Tool | Description |
|---|-----------------------------|---|
|  | Bite Opening(mm) | Set the degree of bite opening in the virtual articulator. |
|  | Distance to Antagonist (mm) | Set the closest points between occlusal surfaces of maxilla and mandible. |



The distance to the antagonist must be larger than 0.0.

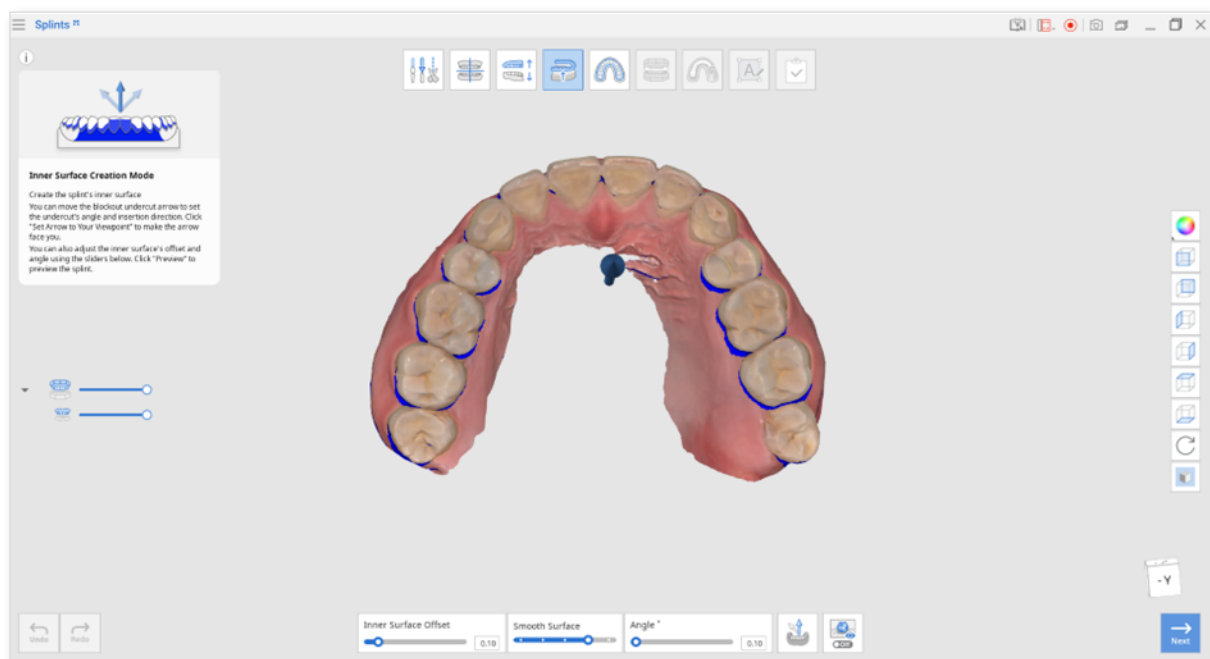
If it is set to 0.0, there is no space for the splint and you cannot move to the next stage.

Set this parameter to create a splint with sufficient occlusal thickness.






2. Click “Next” when finished.

Inner Surface Creation Mode

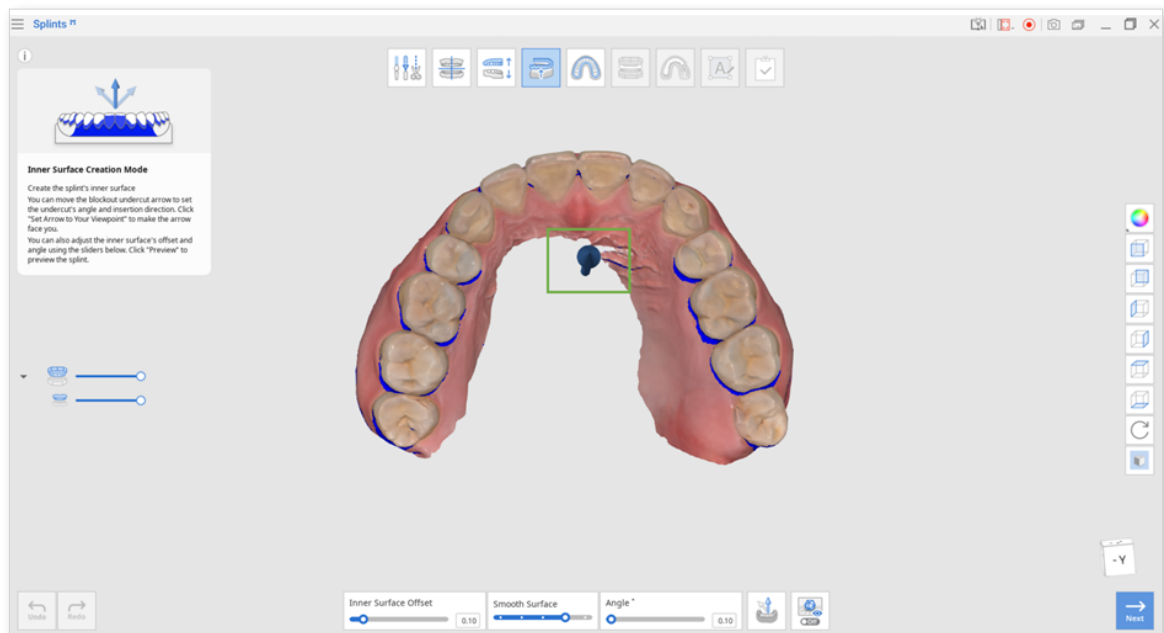
In this stage you will create the splint’s inner surface by making adjustments to the inner surface offset, blockout direction, and blockout amount.



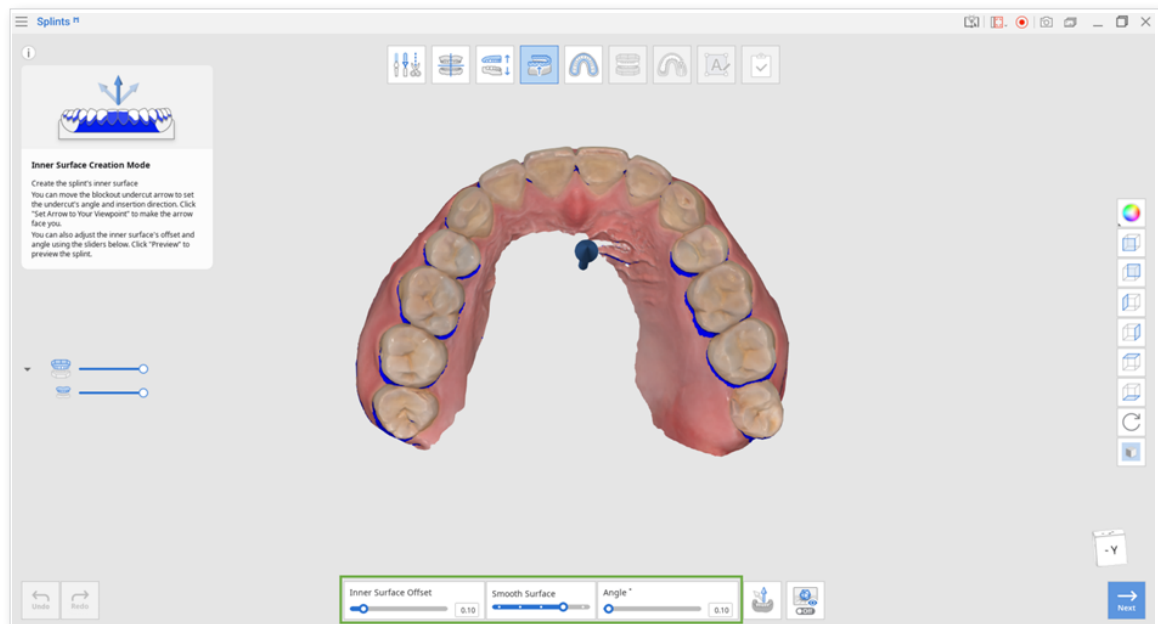
Toolbox

| Icon | Tool | Description |
|--|------------------------------|---|
|  | Inner Surface Offset. | Set the offset distance from the data to create the splint's mesh. |
|  | Smooth Surface | Smooth out the inner surface of the splint. Move slider to the right to add smoothness. |
|  | Angle | Set the blackout angle. |
|  | Set Arrow to your View Point | Change the direction of the blackout undercut arrow to face you. |
|  | Preview | Preview the data with a blackout undercut. |

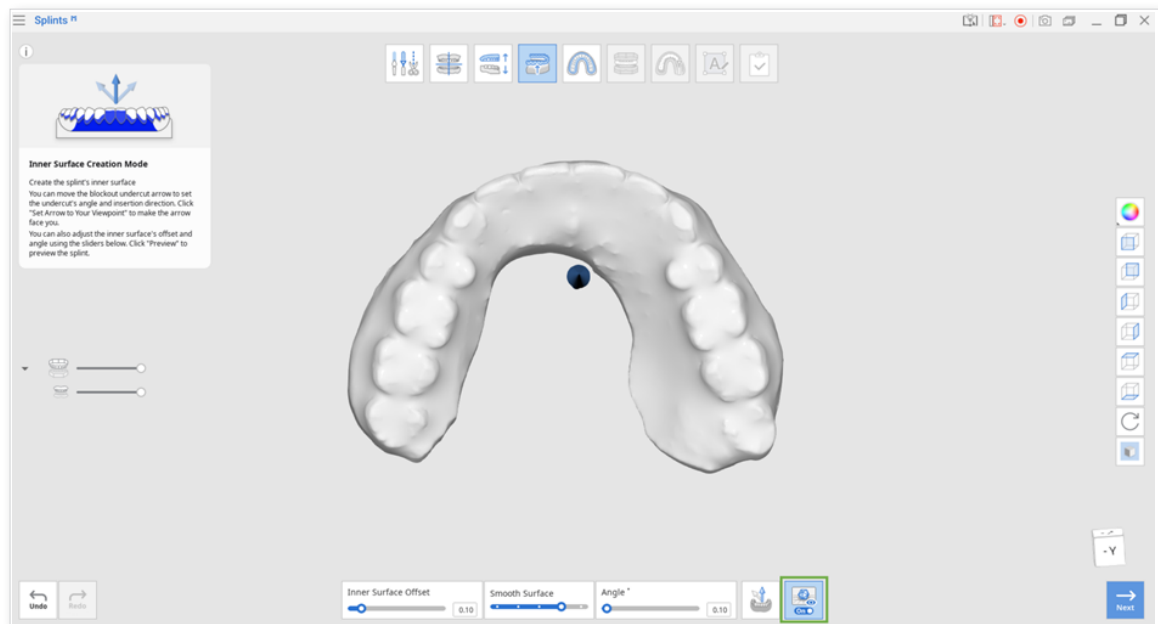
1. Click and hold the arrow to move it freely and set the blackout undercut's direction. The data that is part of the blackout area will be shown in blue.



2. Set the inner surface offset, surface smoothness, and the blockout angle to adjust the splint's tightness.



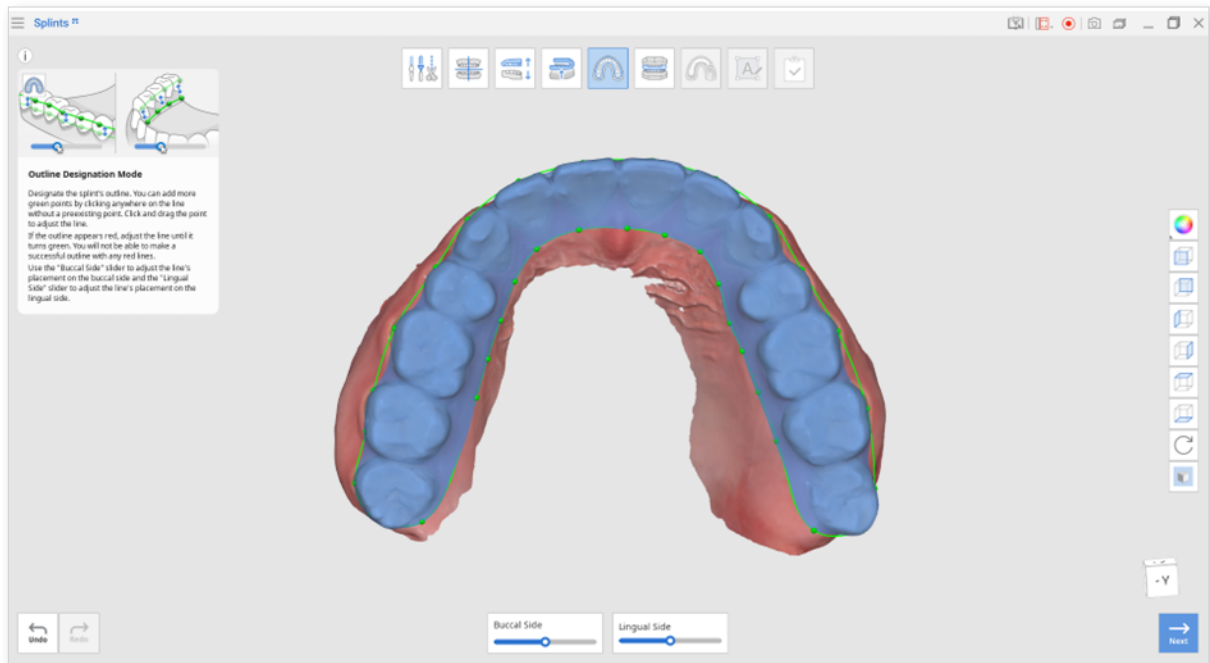
3. Click "Preview" to preview the data with the blockout undercut.



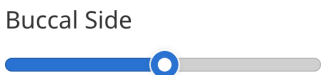

4. Click "Next" when finished.

Outline Designation Mode

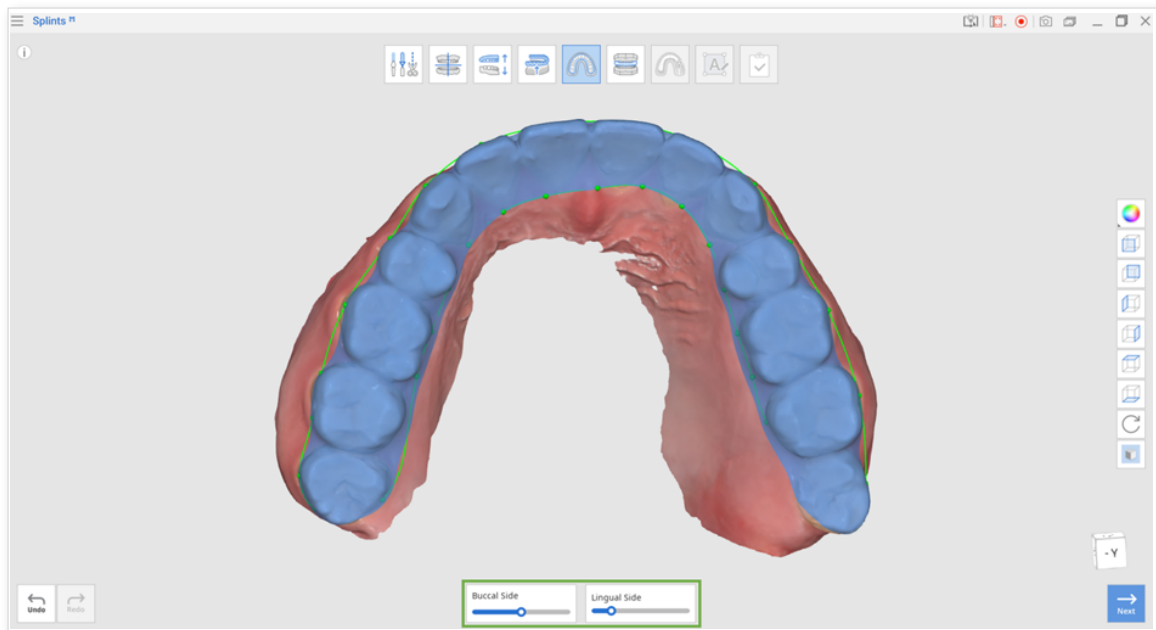
In this step, you will create the outline for the splint on the buccal and lingual sides.



Toolbox

| Icon | Tool | Description |
|---|--------------|--|
|  <p>Buccal Side</p> | Buccal Side | Adjust the outline on the buccal side. Move the slider to the right to bring the outline closer to the gingiva. |
|  <p>Lingual Side</p> | Lingual Side | Adjust the outline on the lingual side. Move the slider to the right to bring the outline closer to the gingiva. |

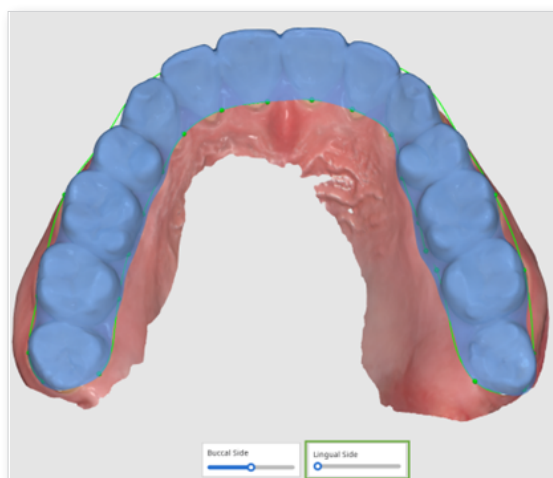
1. In Outline Designation Mode, an outline will automatically be generated for you. If you need to modify the outline, move the green point of the outline using your mouse or use the “Buccal Side” and “Lingual Side” sliders at the bottom.



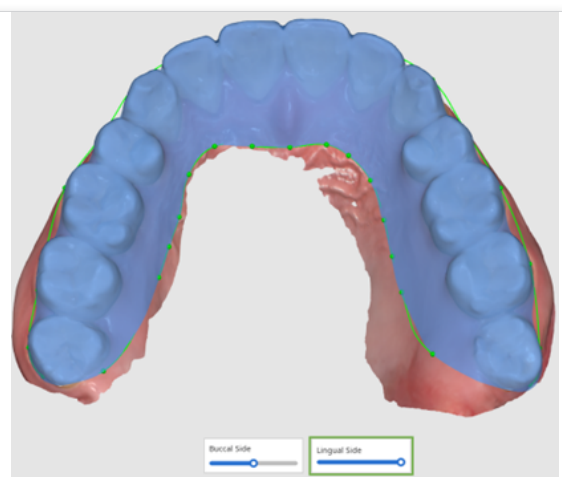
When you slide the Buccal Side's slider to the left



When you slide the Buccal Side's slider to the right

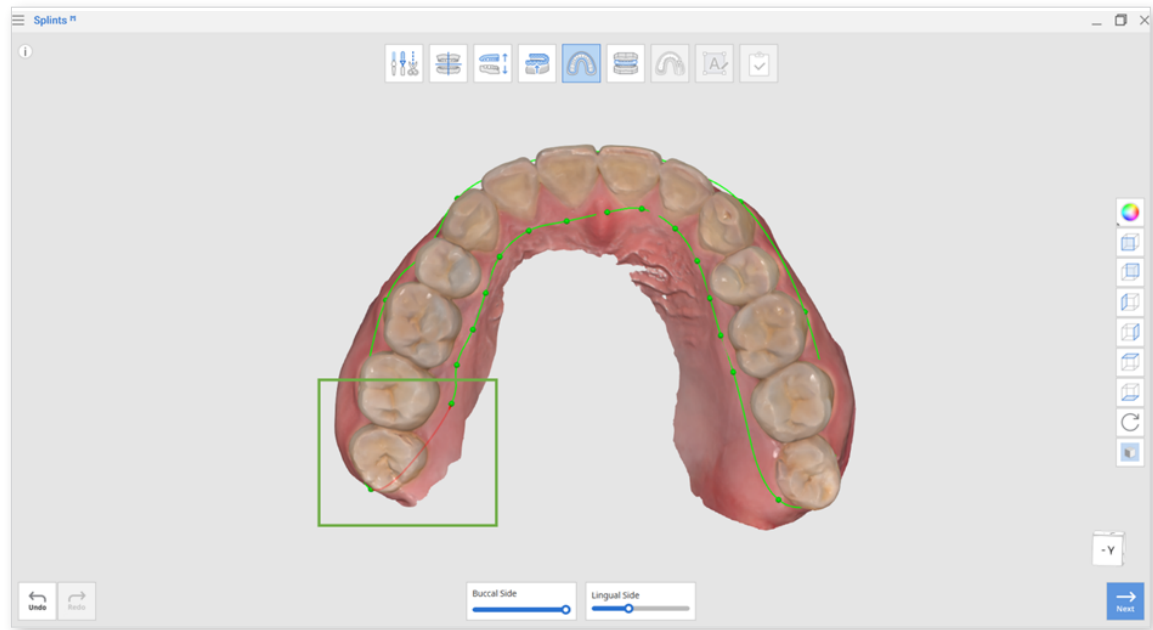


When you slide the Lingual Side's slider to the left

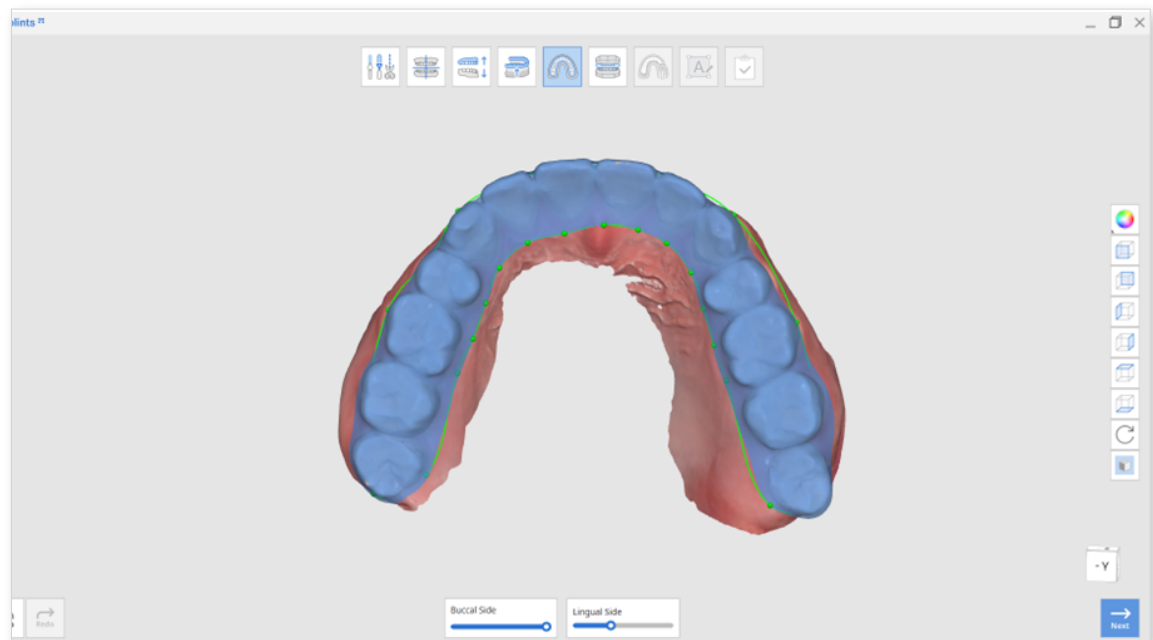


When you slide the Lingual Side's slider to the right

2. If any section of the outline is red you will need to adjust the line until it is green. You will not be able to move to the next stage if there are any red sections.



3. When the data has been correctly outlined, the selected area is displayed in blue. Left-click on the outline to create additional green points and right-click to delete the green point.

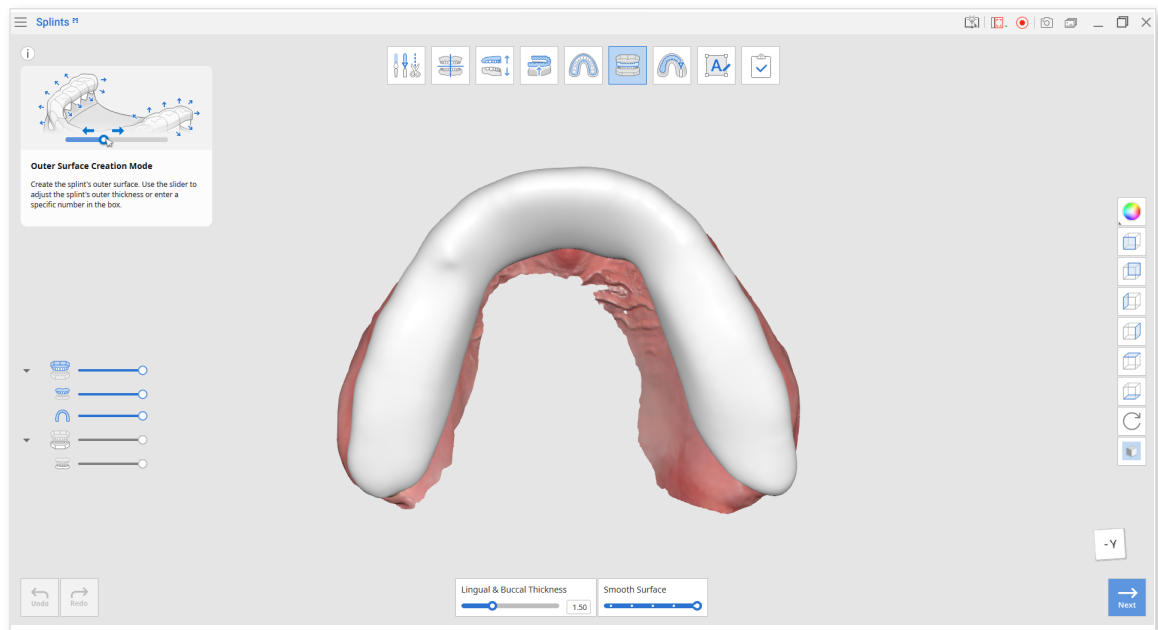


4. Click "Next" when finished.

Outer Surface Creation Mode

In this stage, you will be creating the outer surface of the splint.

1. Move the “Lingual & Buccal Thickness” slider to the right to simultaneously add splint thickness on the lingual and buccal surfaces. Thickness for the occlusal surface will be created automatically based on the distance to the antagonists.
2. Use the “Smooth Surface” slider to remove any roughness in the splint’s outer surface.



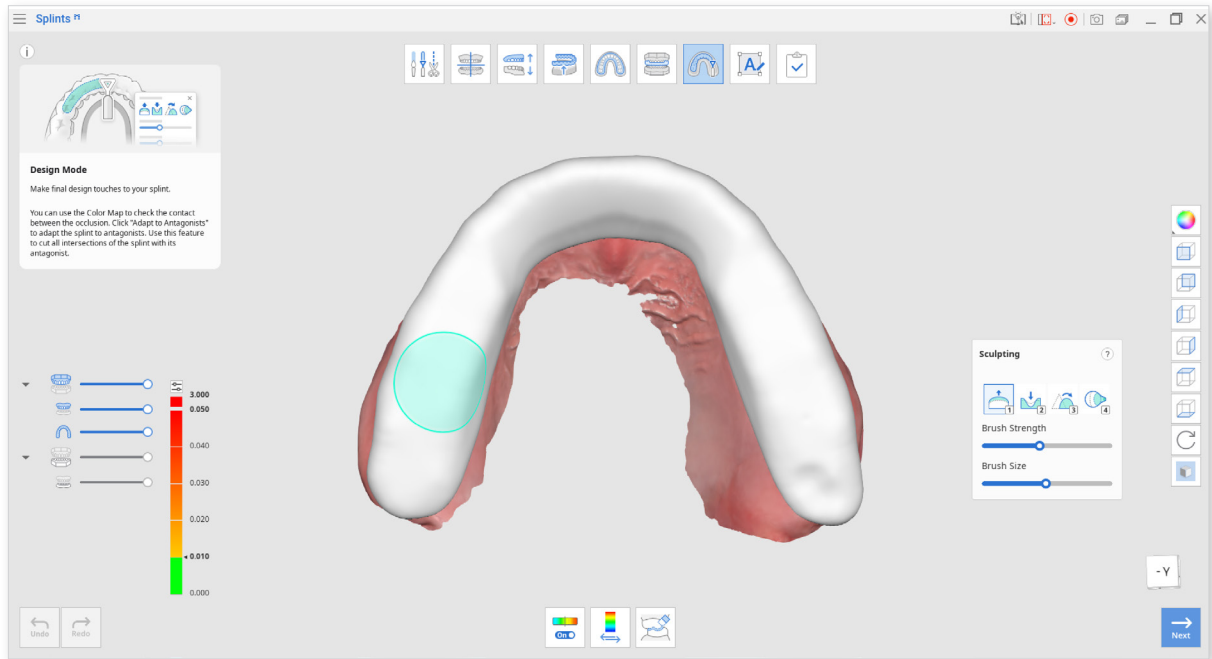
Toolbox

| Icon | Tool | Description |
|------|----------------------------|---|
| | Lingual & Buccal Thickness | Adjust the splint thickness on lingual and buccal surfaces. |
| | Smooth Surface | Smooth out the outer surface of the splint. |

3. Click “Next” when finished.

Design Mode

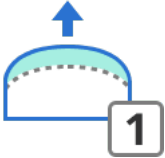
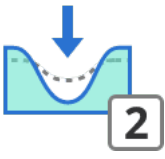
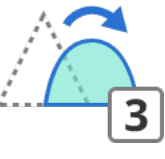

In this Mode, you can make the final design adjustments to your splint. Use the provided tools to analyze the occlusal contact points and cut out intersections of the splint with the antagonist.



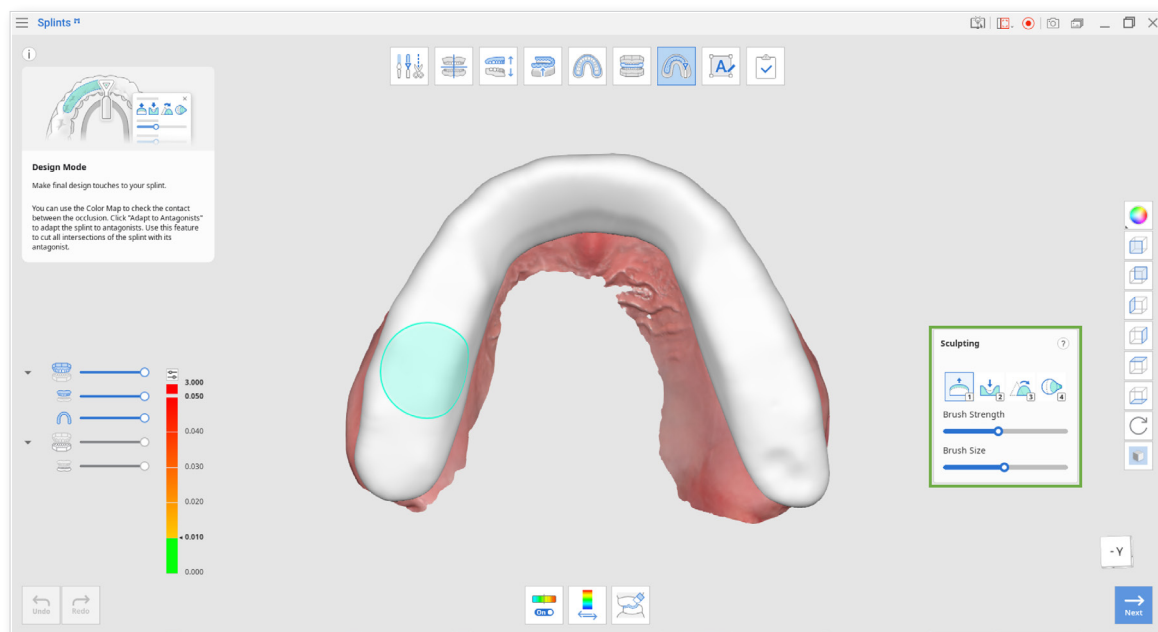
Toolbox

| Icon | Tool | Description |
|------|-------------------------------|--|
| | Color Map On/Off | Turn on/off the color map. |
| | Switch Deviation Display Area | Switch deviation display scale between all data and contact area only. |
| | Adapt to Antagonist | Adapt the splint to the antagonist. |

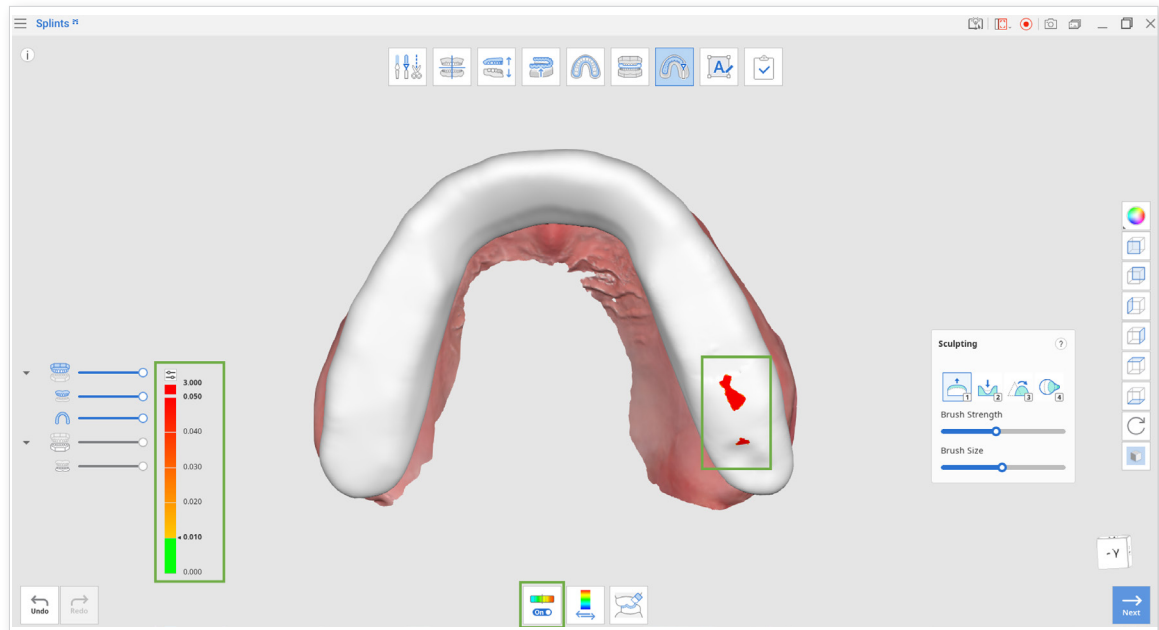
Toolbox: Sculpting

| Icon | Tool | Description |
|---|--------|---|
|  | Add | Use the mouse to add on parts of the data. Hotkey: 1 |
|  | Remove | Use the mouse to remove parts of the data Hotkey: 2 |
|  | Smooth | Use the mouse to smooth parts of the data. Hotkey: 3 |
|  | Morph | Use the mouse to morph parts of the data. Hotkey: 4 |

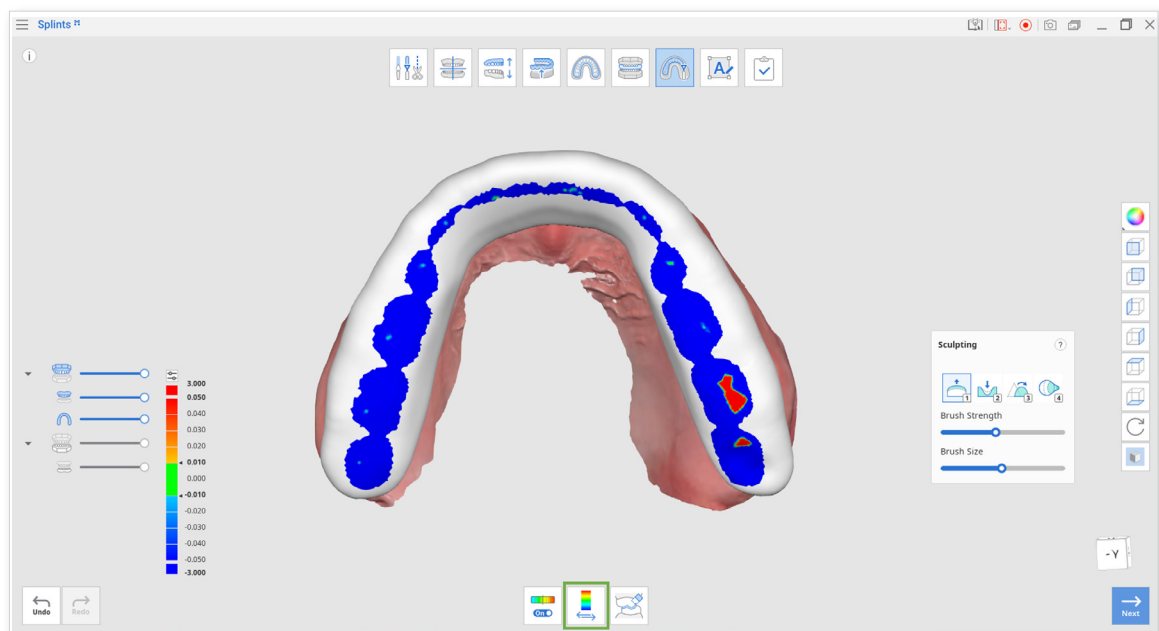
1. The Sculpting Tool will help you add, remove, smooth or morph the outer surface of the splint. Use it to make fine adjustments to the splint's surface.



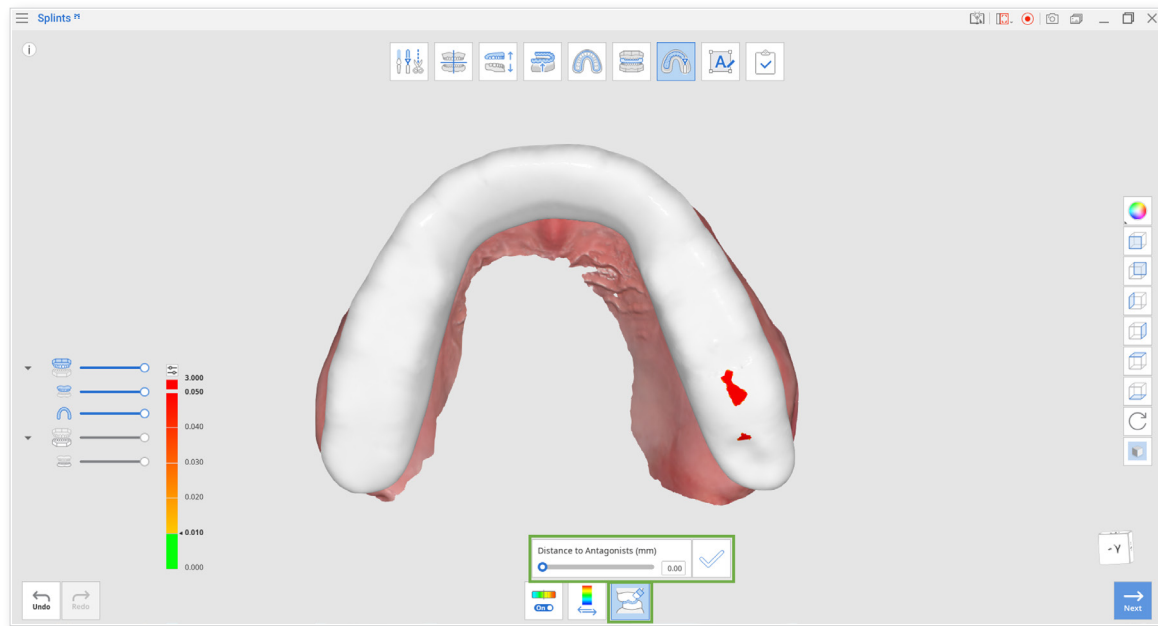
2. When the Color Map is on, the red areas will show you the intersections between the data.



3. Click "Switch Deviation Display Area" to check the distance to antagonists.



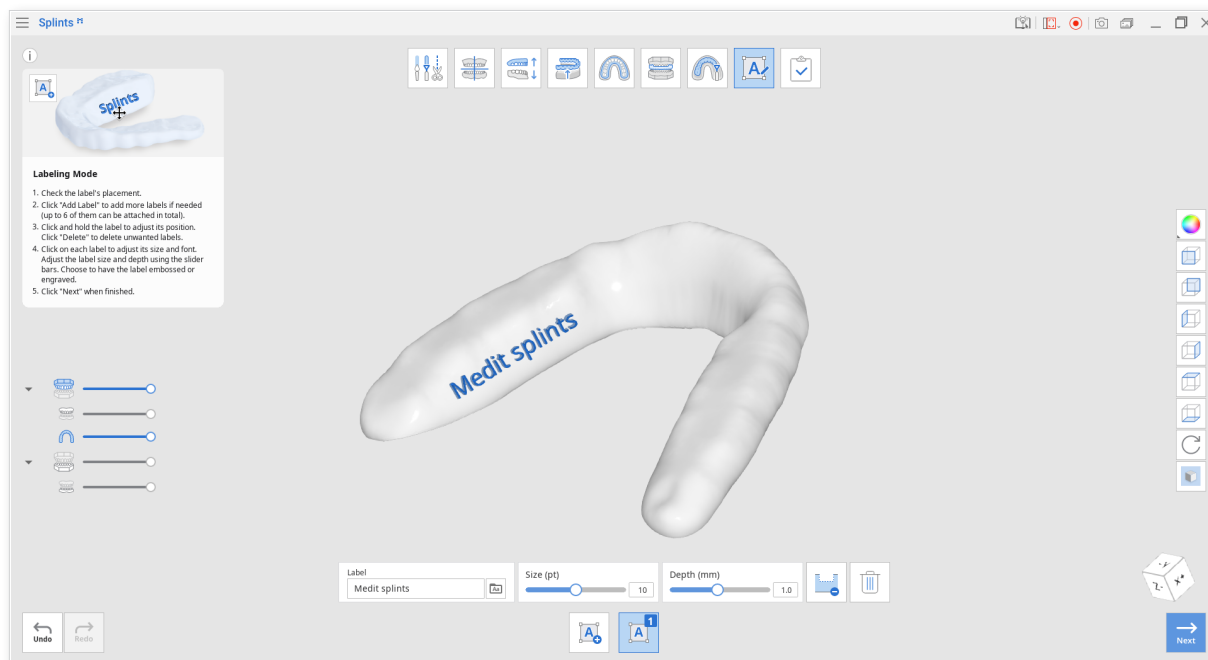
- To cut all intersections of the splint with antagonists, click “Adapt to Antagonist.”












- Click “Next” when you're finished designing the splint.

Labeling Mode

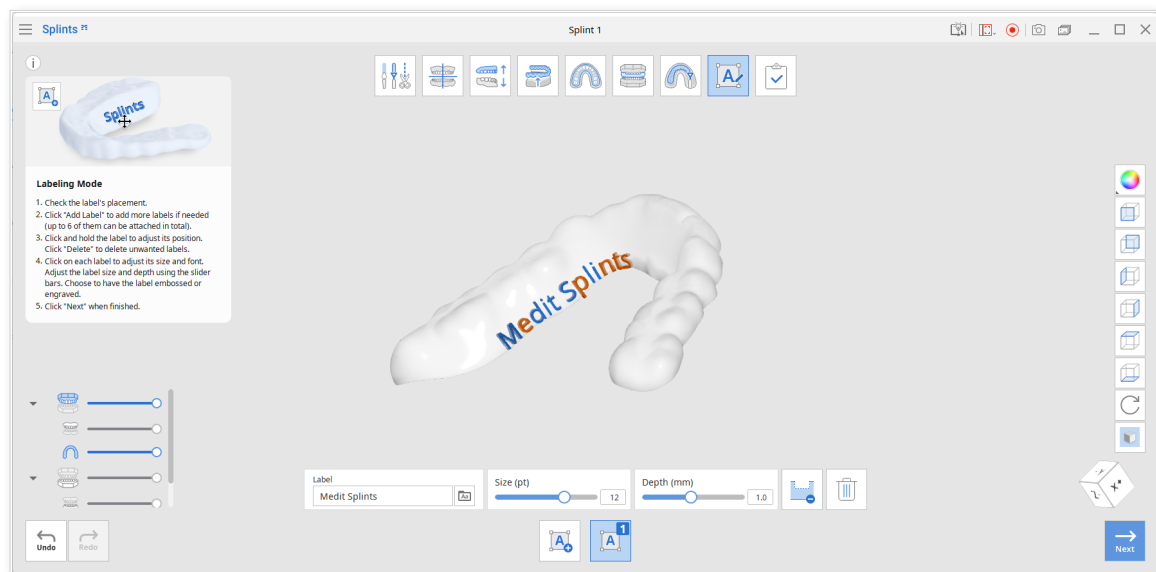
Labeling Mode presents a toolbox of functions to add, delete and edit splint labels. The default label (Label #1) will be automatically created on the outer surface of the splint.



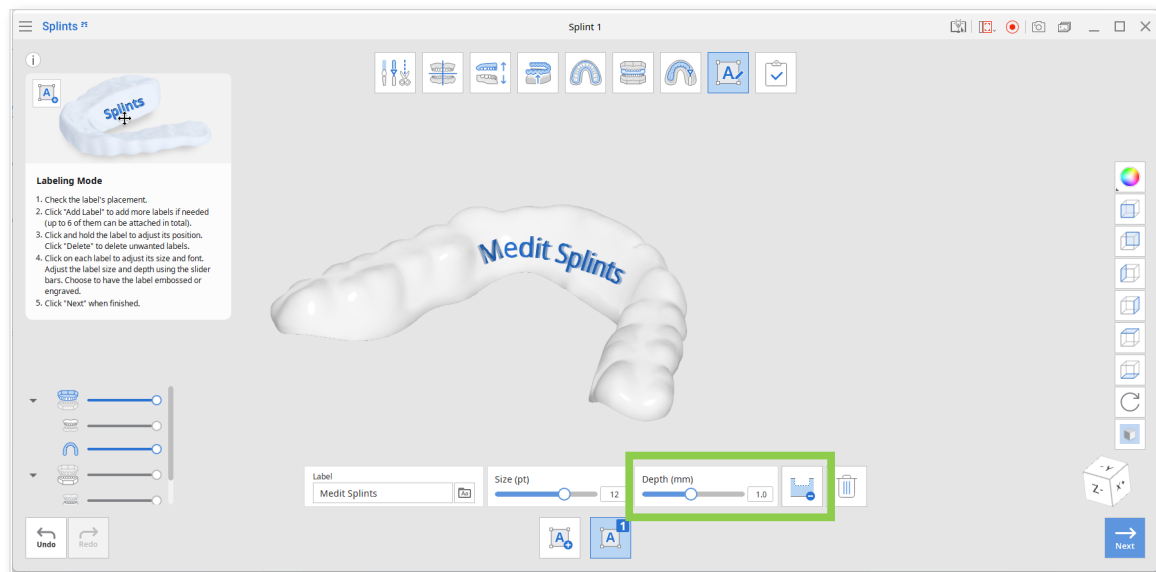
Toolbox

| Icon | Tool | Description |
|---|-----------------|--------------------------------------|
|  | Add label | Add a label to the splint. |
|  | Manage Label #1 | Edit, emboss, or engrave label #1. |
|  | Manage Label #2 | Edit, emboss or engrave label #2. |
|  | Label | Enter the text to appear as a label. |
|  | Font | Choose a font for the label. |
|  | Size | Set the label size. |
|  | Engraving | Label the splint by engraving. |
|  | Embossing | Label the splint by embossing. |
|  | Delete | Delete the current label. |

1. Check the placement of the automatically attached label. If any part of the label is displayed in orange, adjust its position by left-clicking and dragging it until it is all blue.



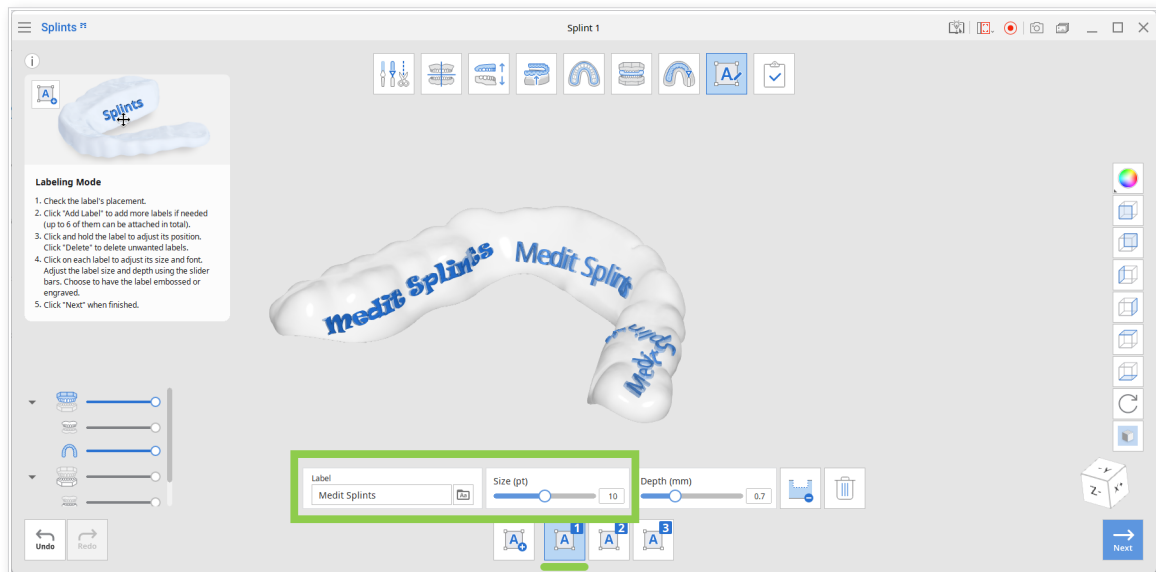
2. Click “Embossing/Engraving” to change the marking process. You can adjust the default labeling depth parameters.



3. Add more labels if needed by clicking the “Add label” at the bottom. You can add up to 6 labels.



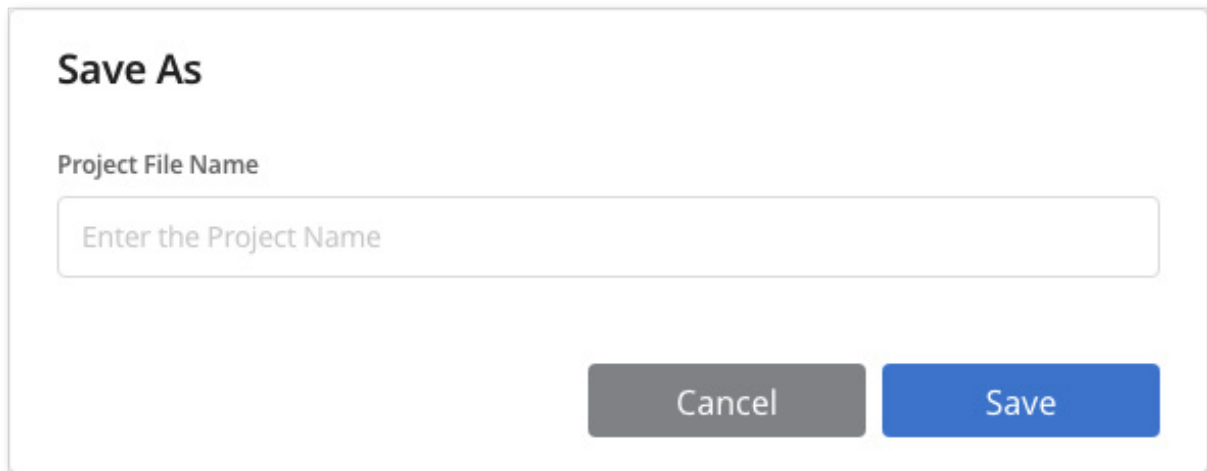
4. Select the label number at the bottom and click “Delete” to delete the label.
5. Select labels one by one to edit their font and size.



6. Click “Next” when finished.

Complete

Once you finish the splint creation process, click the last icon at the top of the screen to save the results to the Medit Link case.



Check the data in your Medit Link case.

