Room Planner

Instruction Manual

1. Introduction

What is "Room Planner"?

Room Planner is a 3D simulation tool that helps you plan your own X-ray room and see movements of equipment easily and roughly with our medical X-ray products.

You can freely set room sizes, floor plans, and system combinations, and you can consider them according to the actual size and use of the room.
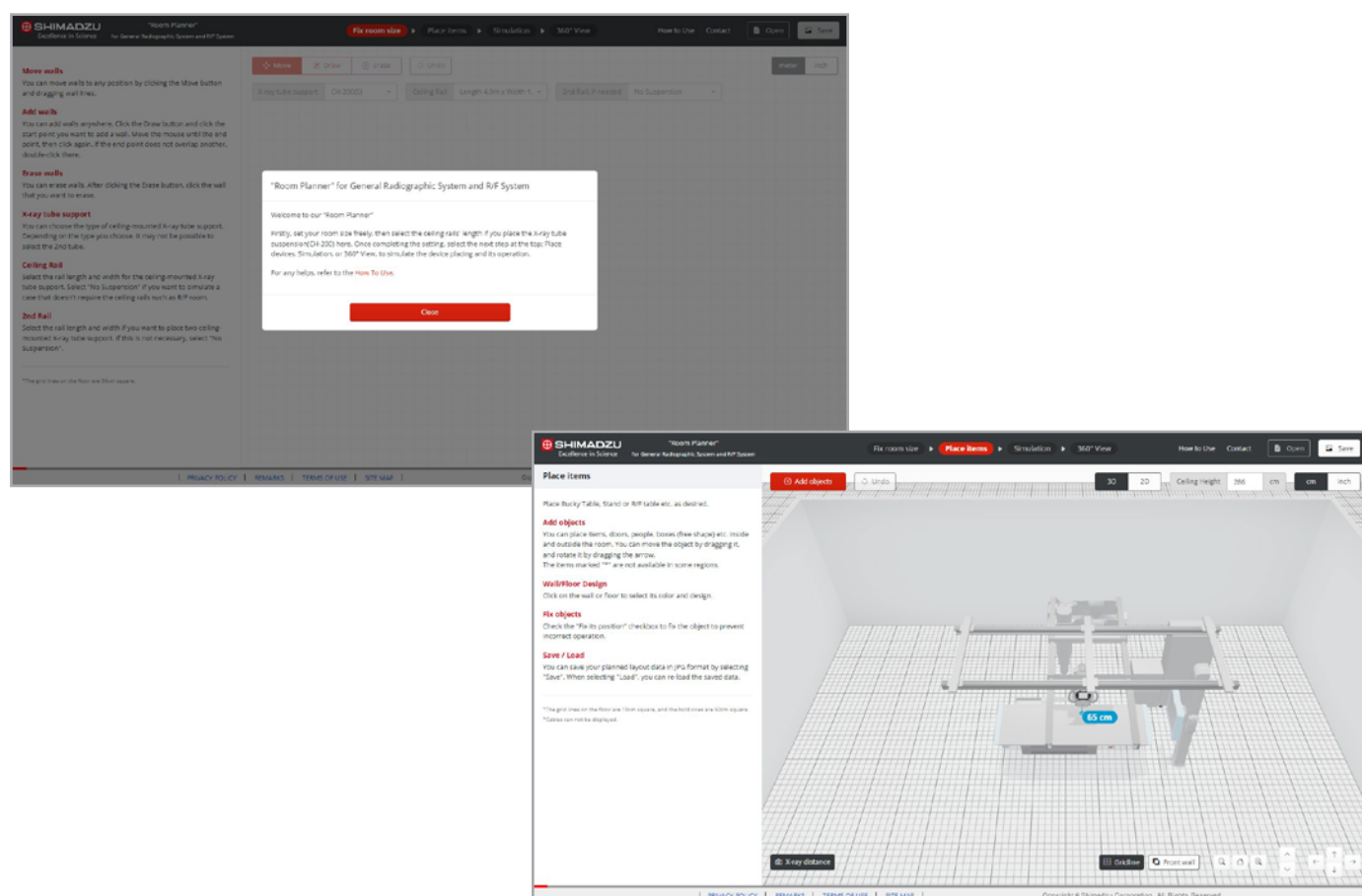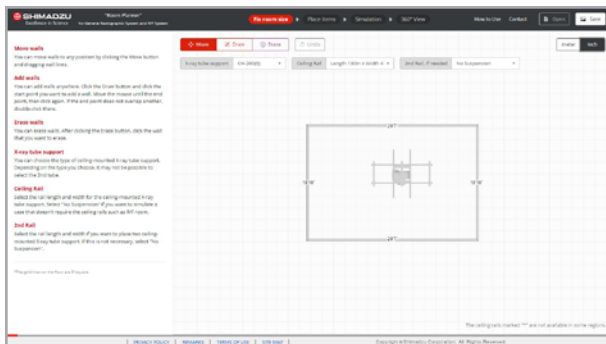
2. Process of the planning

4 steps

The planning process consists of four steps.

You can go each step back and forth freely, so you can change and adjust the placement, movement and product combinations at any time.
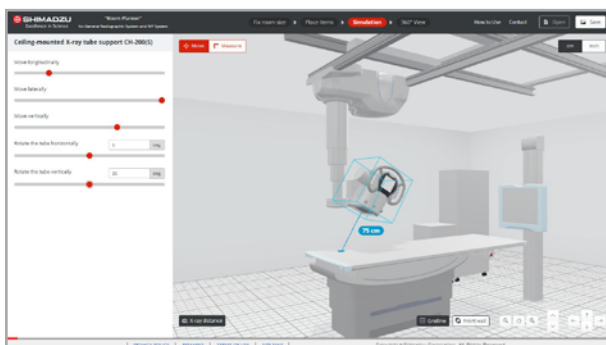
STEP1 Fix room size

First, set the room size.
You can drag the displayed four-sided walls to adjust the size of the room, or draw new walls to change the shape and layout of the room.
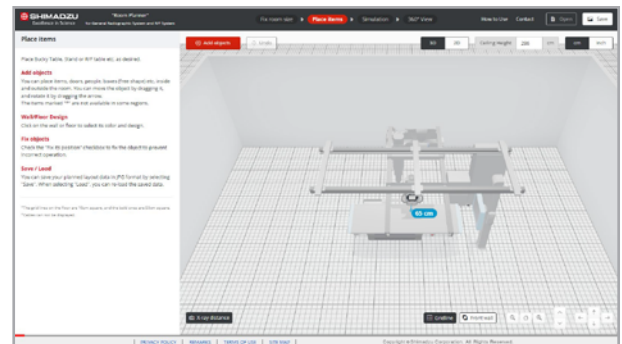
You can have a ceiling rail if necessary and select the length and the width the ceiling rail.

STEP2 Place items

The room planned in STEP 1 is displayed.
Here, you can examine the layout in more detail, such as adding items or changing equipment combinations.
View the layout from a free angle in 3D space to consider the placement.

STEP3 Simulation

Here you can simulate the movement of the equipment.
Try moving the X-ray tube, adjusting the angle, lifting and lowering the stand, etc., while imagining the actual operation.

STEP4 360° View

It's possible to move around in a room you've set up so far with a perspective that actually looks like you're standing in space.
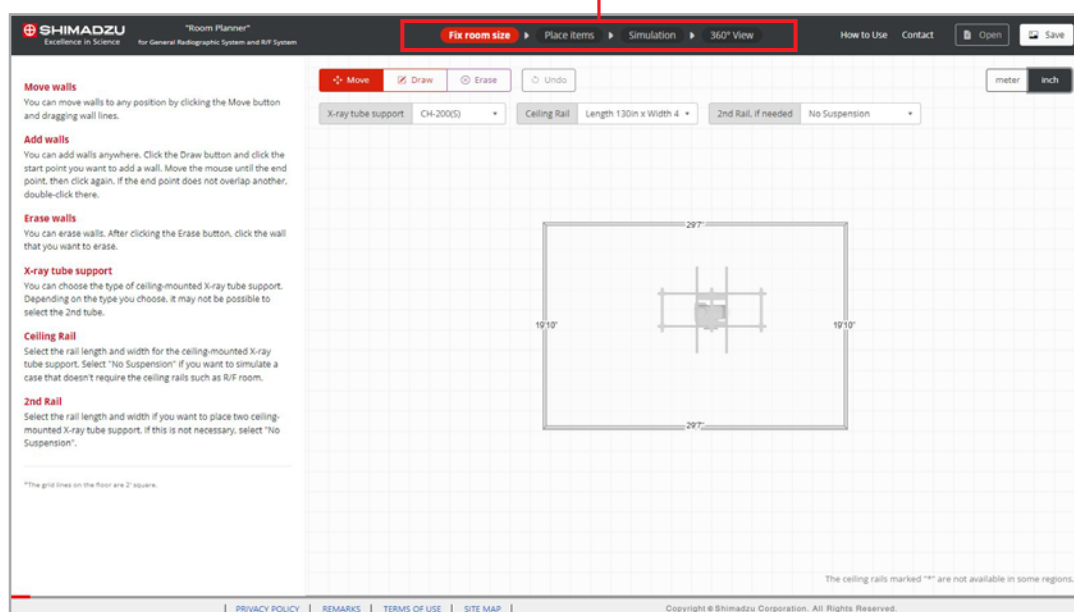You can check the traffic lines in the room and how the room looks.

2. Process of the planning

Switch steps

Click above Step buttons to swith steps.

Step button

3. Basic Operation

Function of each button

❶ Save and load the layout

Save and load the layout plan you have set up so far.
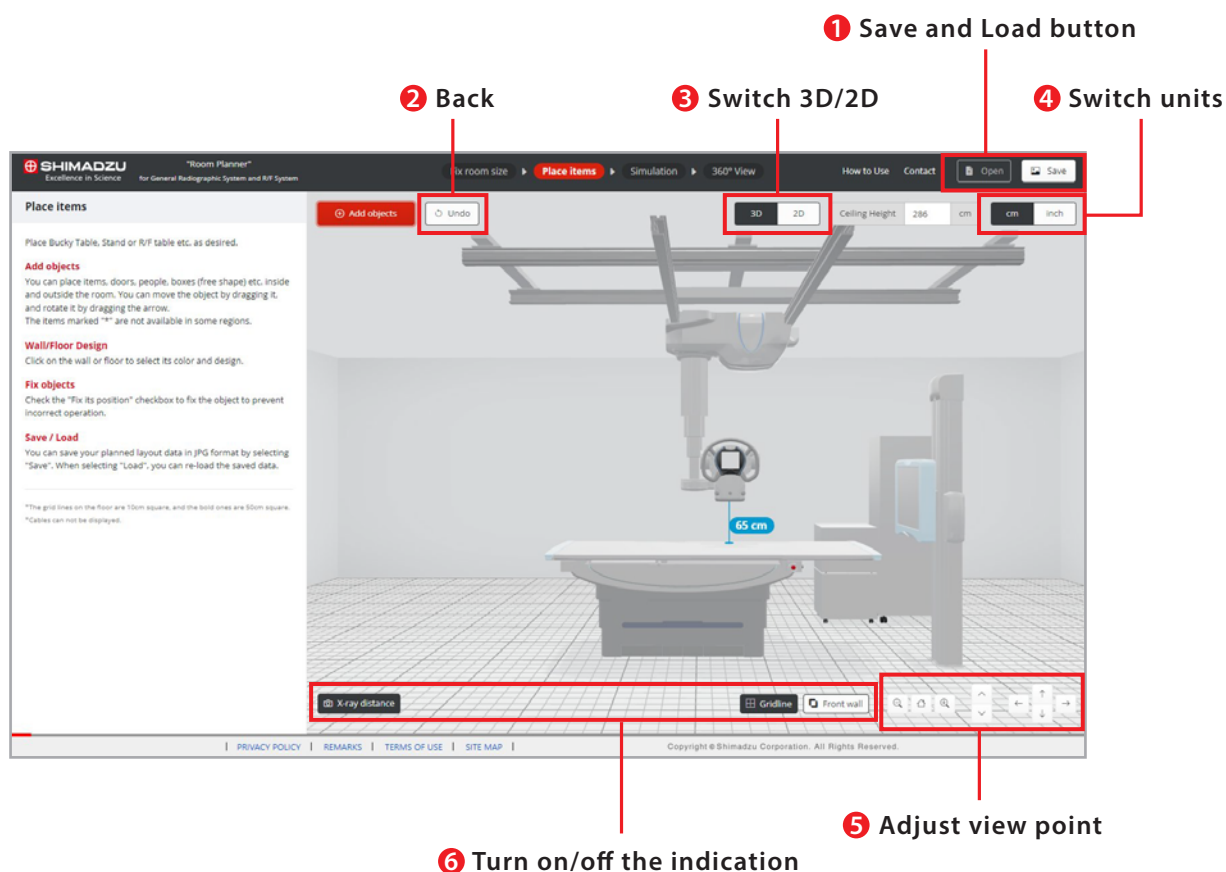Click the Save button to save the JPG image to the Downloads folder on your PC.
You can restore the layout plan set in the past by clicking the Open button and loading the saved JPG image.

❷ Undo an action

Click the Back button to undo the operation.

❸ Switch between 3D and 2D

You can switch between 3D and 2D views.

❶ Save and Load button

❷ Back   ❸ Switch 3D/2D   ❹ Switch units

❺ Adjust view point

❻ Turn on/off the indication

❹ Switch units

You can switch the length notation from the unit switching tab.

❺ Adjust view point

You can adjust the view point of the camera.

❻ Turn on/off the indication

X-ray distance ———— You can turn the indication of X-ray distance on and off.
*showing the distance from the focus of the X-rays to the first item to collide with

Gridline ———————— You can turn the indication of the floor gridline on and off.

Front Wall ————————— You can turn the indication of the front wall on and off.
*The front wall is hidden by default for ease of use, but you can show it to suit your needs.
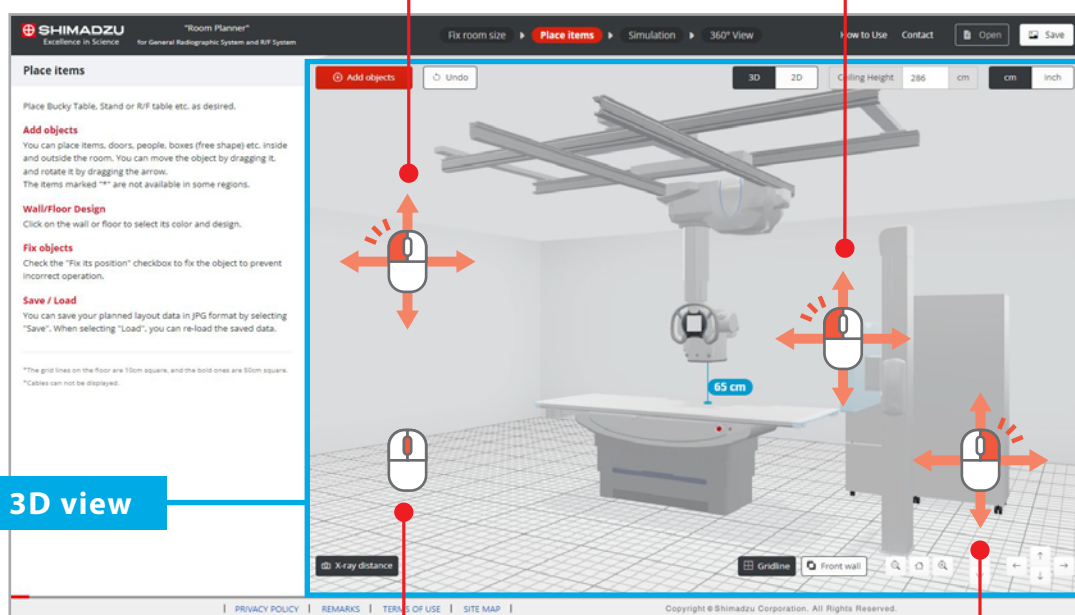
3. Basic Operation

Basic operation of 3D view

In "Room Planner", all operations are performed with the mouse basically.

The camera goes around if you drag in empty space.

Equipment and items can be selected with a click. You can move it by dragging.

3D view

Use the mouse wheel in the 3D view to zoom the camera.

Right-click and drag to move the camera.

3. Basic Operation

Basic operation of 2D view

In "Room Planner", all operations are performed with the mouse basically.

The camera goes around if you drag in empty space.

Equipment and items can be selected with a click. You can move it by dragging.
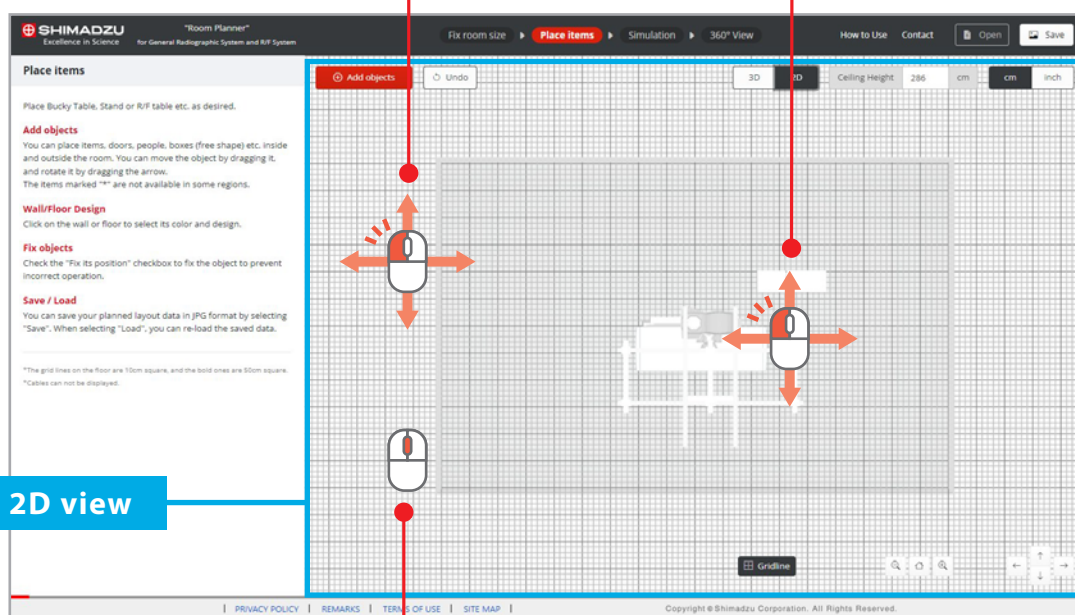
2D view

Use the mouse wheel in the 2D view to zoom the camera.

4. Operation of each step

4-1. Fix room size

Set the room layout

Set the room layout and room size by moving walls by dragging and adding new walls.
You can do below operation using mode switching tab.

Mode switching tab

Move ————— Move walls by dragging

Draw ————— Click and double click to draw the wall.
You can draw a straight line freely by clicking the start point you want to draw and moving the mouse.
When the end of the wall overlaps the wall, click again to finish.
Click in an empty position to turn around and continue drawing a straight line.
When the end point is in an empty position, double click.

Erase ————— You can erase a wall by clicking.
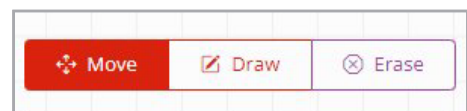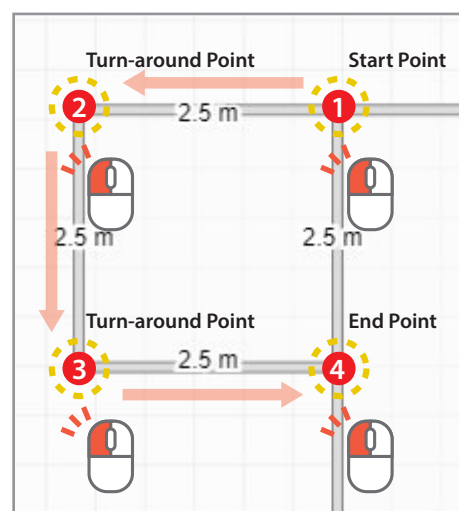
*When the end point is in an empty position, double click.

X-ray tube support

You can choose the type of ceiling-mounted X-ray tube support from the menu. Depending on the type you choose, it may not be possible to select the 2nd tube.
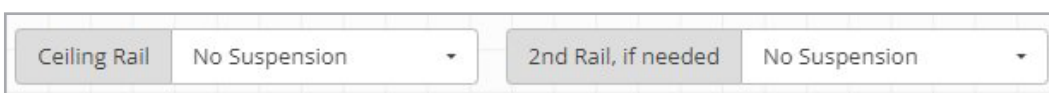

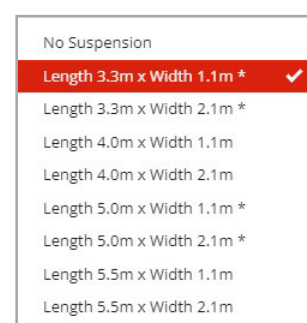the menu of X-ray tube support.

Select the ceiling rail

You can select the rail length and width for the ceiling-mounted X-ray tube from the menu of ceiling rail.
If you want to place two ceiling rails, you can select from the menu of 2nd rail.
Select None if you don't need the ceiling rail.

the menu of ceiling rail.
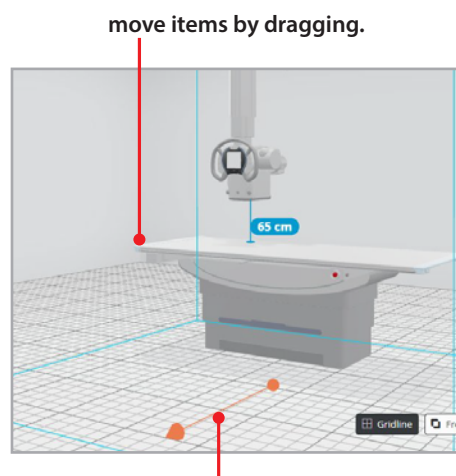
4. Operation of each step

4-2. Place items

Item placement

You can move items by dragging.
You can place items interactively while visually checking their position in a 3D view.

Item rotating

You can rotate item by dragging the orange line that appears when the item is selected.
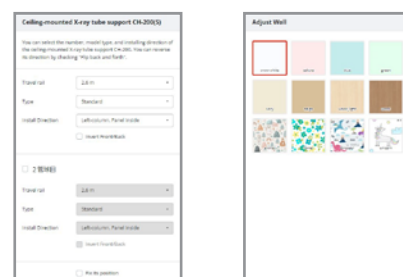
Item setting

Information about the selected unit appears in the settings menu.
From the settings menu, you can perform operations such as replacing or eracing an unit.
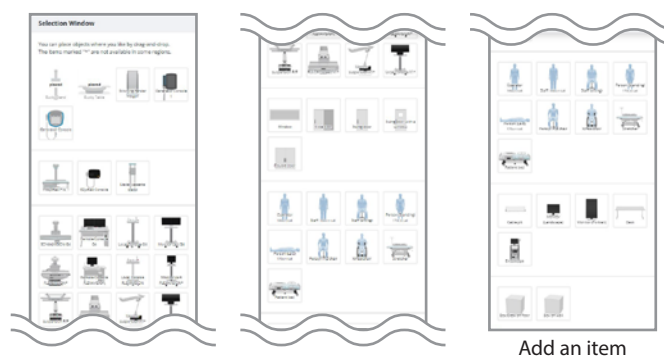For example, you can change its color by selecting a wall or floor.
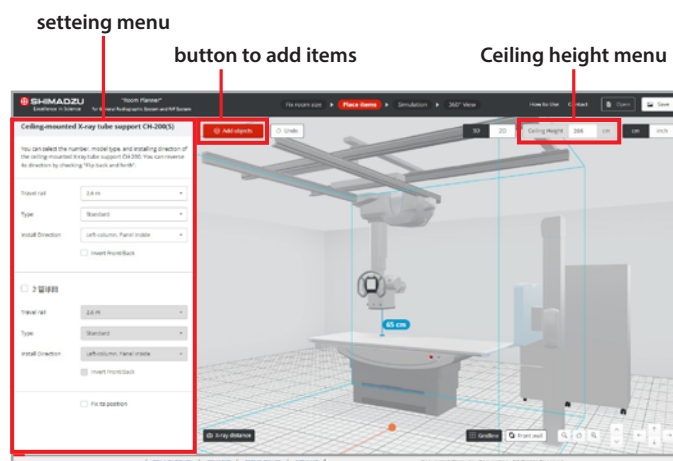
adding items

You can add items by clicking the button.
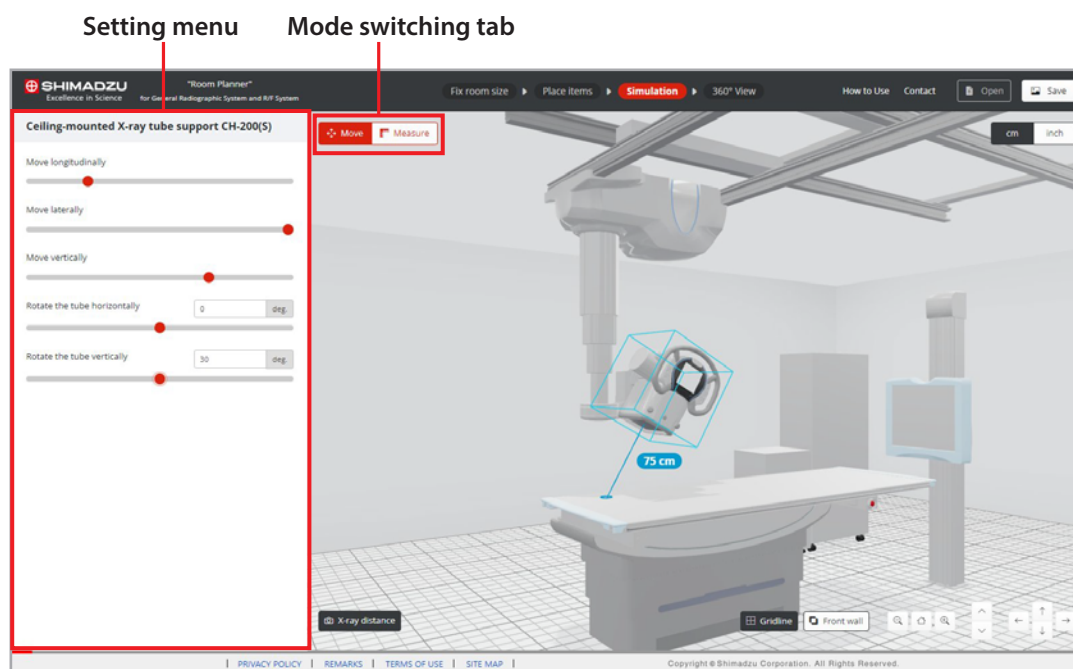In addition to equipment, you can add doors, windows, and more.

Setting ceiling height

You can set the ceiling height from the ceiling height menu.

move items by dragging.

rotate items by dragging the orange line

setteing menu

button to add items

Ceiling height menu

Item setting

Add an item

— 9 —

Setting menu   Mode switching tab

Operational simulation

When you select each item, items appear in the setting menu.

Place the cursor on the red circle and slide left or right to move each axis.

You can also simulate by dragging the equipment directly.

*Not all equipment can be moved.

Measuring Distances

When "Measure" is selected in the mode switching tab, you can measure the distance between any two points in space. Select Horizontal or Vertical from the Setting menu, you can measure horizontal and vertical distances to the floor.

*The distance between two points is the distance between objects. You can't start in the air.
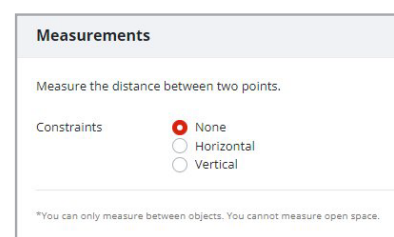
4. Operation of each step

4-4. 360° View

360° View

"360° View" allows you to walk around the layout space from a first-person perspective.

Move forward with your mouse wheel or drag to look around in space.