

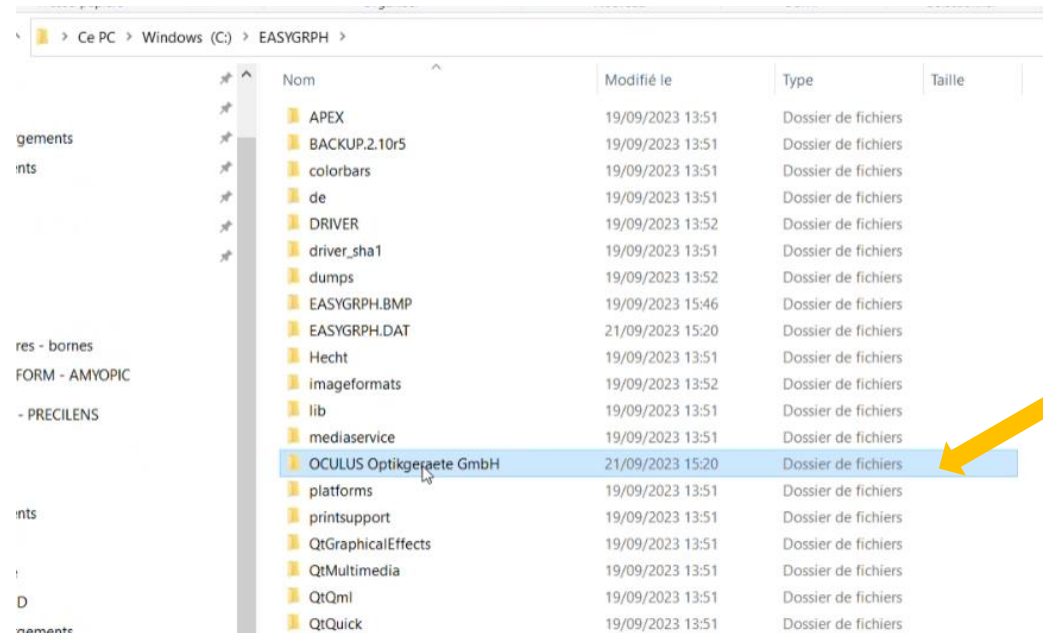
Oculus Easygraph

Topographies import



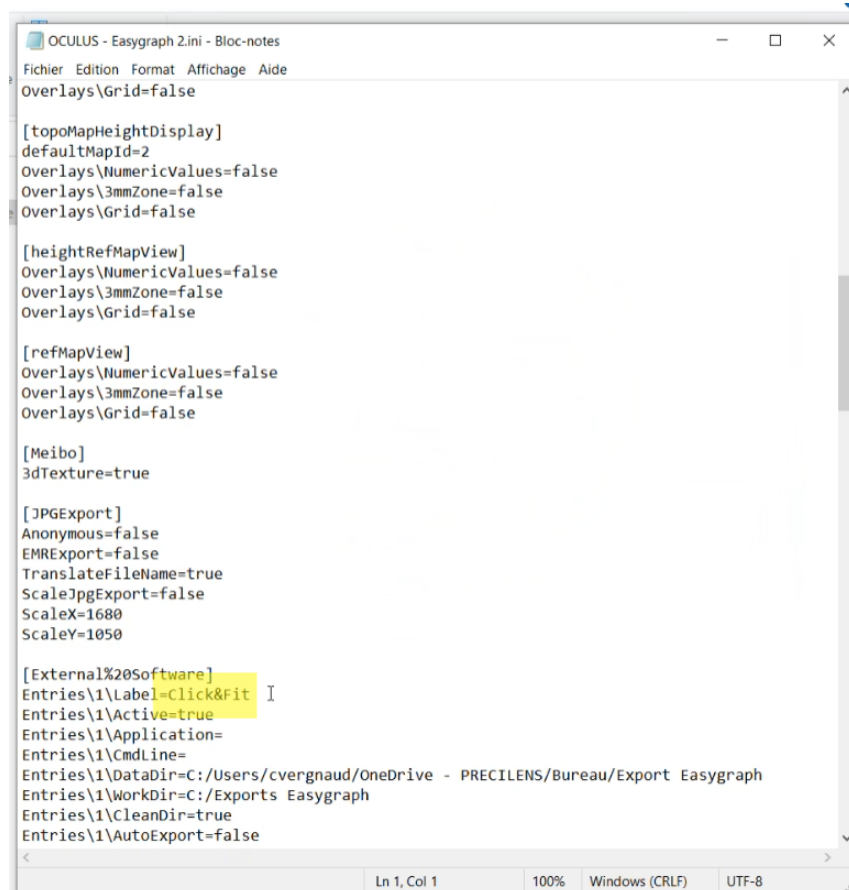
Oculus : Easygraph

- During the first use, some manipulation is necessary in order to import the files in the requested format.



Nom	Modifié le	Type	Taille
APEX	19/09/2023 13:51	Dossier de fichiers	
BACKUP.2.10r5	19/09/2023 13:51	Dossier de fichiers	
colorbars	19/09/2023 13:51	Dossier de fichiers	
de	19/09/2023 13:51	Dossier de fichiers	
DRIVER	19/09/2023 13:52	Dossier de fichiers	
driver_sha1	19/09/2023 13:51	Dossier de fichiers	
dumps	19/09/2023 13:52	Dossier de fichiers	
EASYGRPH.BMP	19/09/2023 15:46	Dossier de fichiers	
EASYGRPH.DAT	21/09/2023 15:20	Dossier de fichiers	
Hecht	19/09/2023 13:51	Dossier de fichiers	
imageformats	19/09/2023 13:52	Dossier de fichiers	
lib	19/09/2023 13:51	Dossier de fichiers	
mediaservice	19/09/2023 13:51	Dossier de fichiers	
OCULUS Optikergeräte GmbH	21/09/2023 15:20	Dossier de fichiers	
platforms	19/09/2023 13:51	Dossier de fichiers	
printsupport	19/09/2023 13:51	Dossier de fichiers	
QtGraphicalEffects	19/09/2023 13:51	Dossier de fichiers	
QtMultimedia	19/09/2023 13:51	Dossier de fichiers	
QtQml	19/09/2023 13:51	Dossier de fichiers	
QtQuick	19/09/2023 13:51	Dossier de fichiers	

Oculus : Easygraph



```
OCULUS - Easygraph 2.ini - Bloc-notes
Fichier Edition Format Affichage Aide
Overlays\Grid=false

[topoMapHeightDisplay]
defaultMapId=2
Overlays\NumericValues=false
Overlays\3mmZone=false
Overlays\Grid=false

[heightRefMapView]
Overlays\NumericValues=false
Overlays\3mmZone=false
Overlays\Grid=false

[refMapView]
Overlays\NumericValues=false
Overlays\3mmZone=false
Overlays\Grid=false

[Meibo]
3dTexture=true

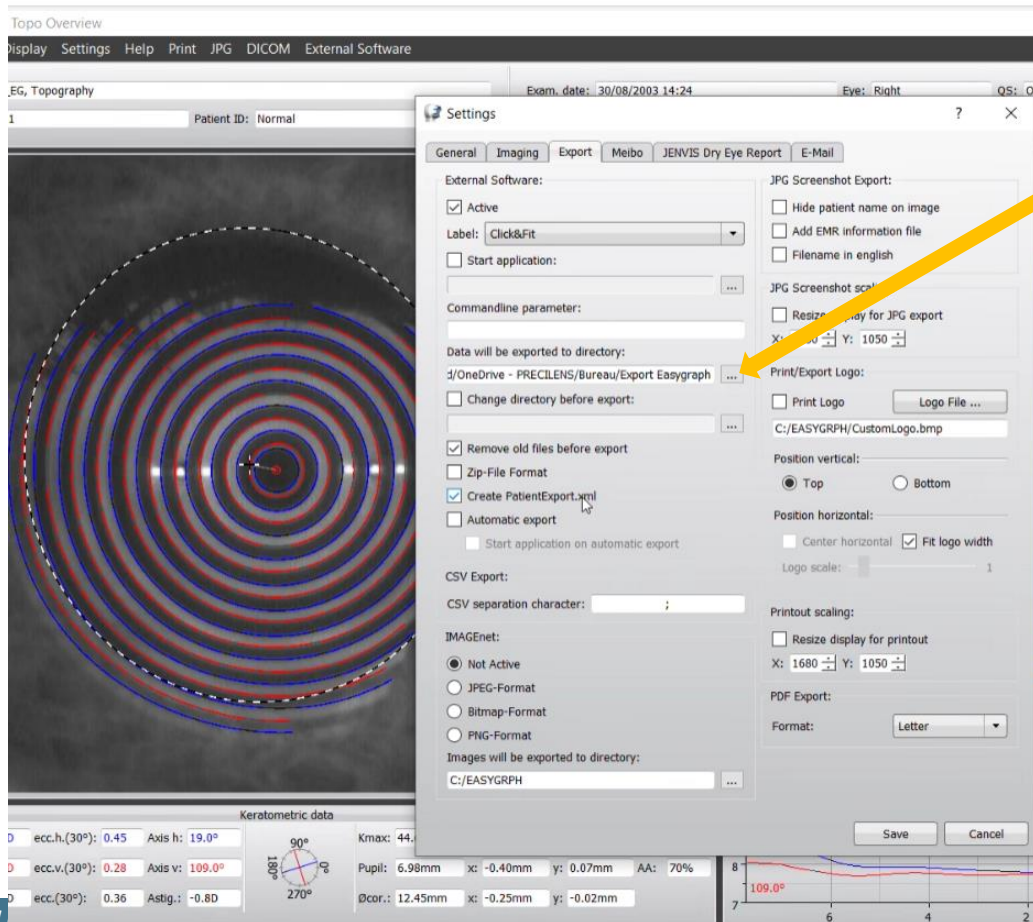
[JPGExport]
Anonymous=false
EMRExport=false
TranslateFileName=true
ScaleJpgExport=false
ScaleX=1680
ScaleY=1050

[External%20Software]
Entries\1\Label=Click&Fit I
Entries\1\Active=true
Entries\1\Application=
Entries\1\CmdLine=
Entries\1\DataDir=C:/Users/cvergnaud/OneDrive - PRECILENS/Bureau/Export Easygraph
Entries\1\WorkDir=C:/Exports Easygraph
Entries\1\CleanDir=true
Entries\1\AutoExport=false

Ln 1, Col 1    100%    Windows (CRLF)    UTF-8
```

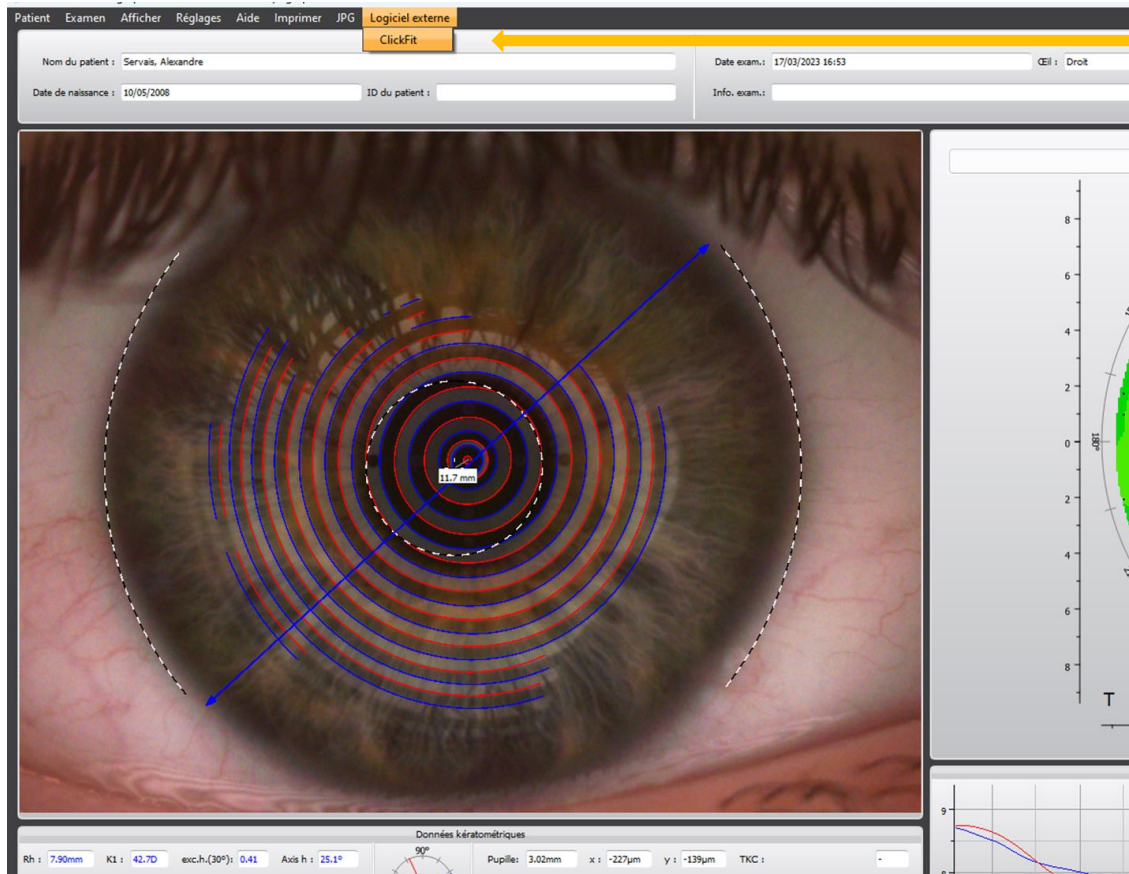
- A window opens using notepad
- Replace the label name with “Click&Fit” and close
- Return to the topographer software and find this link in "Settings > Export"

Oculus : Easygraph



- Select the file in which you want to save the requested files

Oculus : Easygraph



- Find the icon to click on to export the files in your software

Oculus : Easygraph

Keratometry

Display unit
☒ Millimeters ☐ Diopters

Topographer model used
-

K flat	Exc flat	Axis (f)
	0,5	
K tight	Exc tight	DIV at 30° (Øcorneal)
	0,5	

K medium : 0.00



Save & import a topography for the Right Eye

Select a topographer*

Oculus Easygraph

ⓘ Attention, in the case of a pathological cornea:
Do not use the data cleaning function.

☐ Clean topography

☐ Import pivot format

For the Oculus Easygraph, several files are expected:
CURVAT.* and CORNEA.*, as well as either the file
PatientExport.xml, or the 2 files EXAM.TXT* and
PATIENT.txt*. Please replace * by OD (for the right eye) or
OS (for the left eye).

Select the file(s)

or drag and drop it here

Annuler

Import ⬇

- In the patient's C&F folder, click on the symbol : ⬇
- Drag the previously saved files into the frame that is displayed and click on

Importer ⬇