

Oculus Keratograph

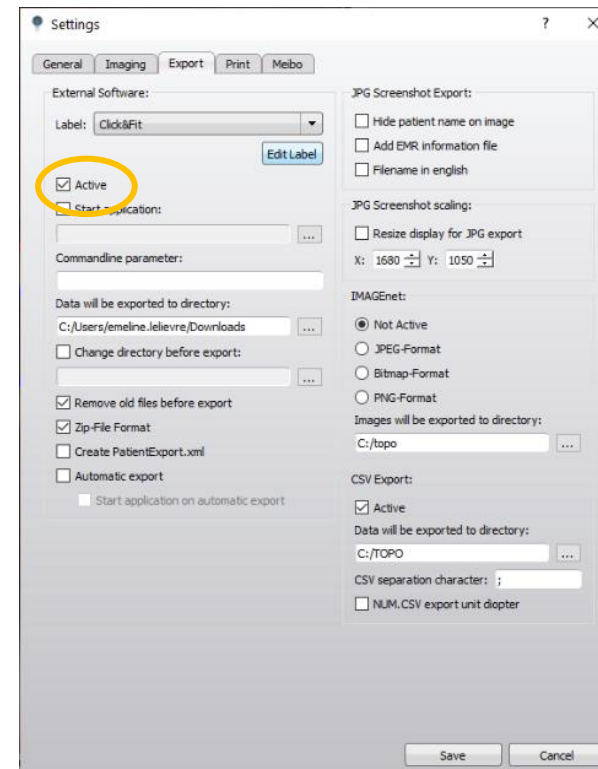
Topographies import



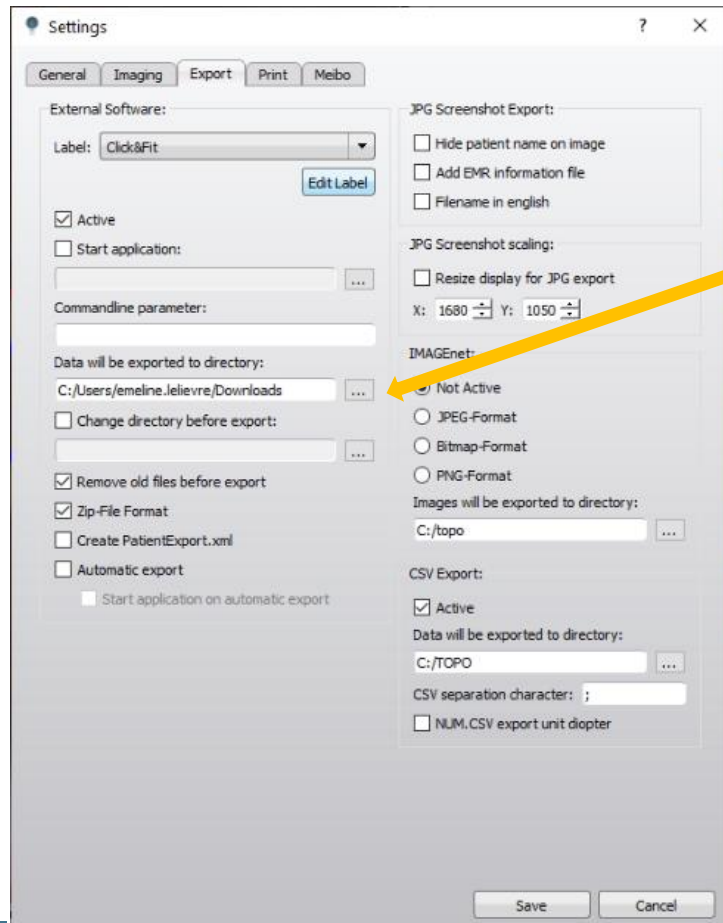
Oculus : Kératograph

During the first use an action is necessary into the software in order to import the files in the correct format

- Go in « Settings > Miscellaneous Settings > Exportation »
- Select "User 1" as external software
- Click on "Edit the label" and rename it "Click&Fit"
- Check "Active"

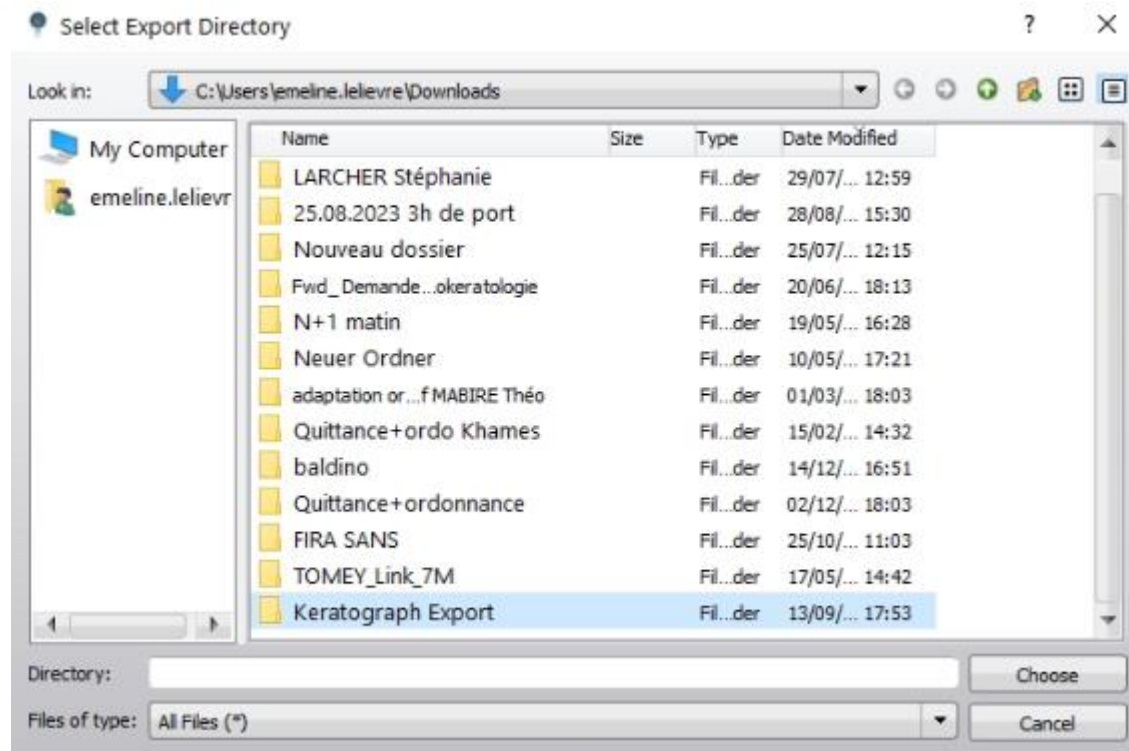


Oculus : Kératograph



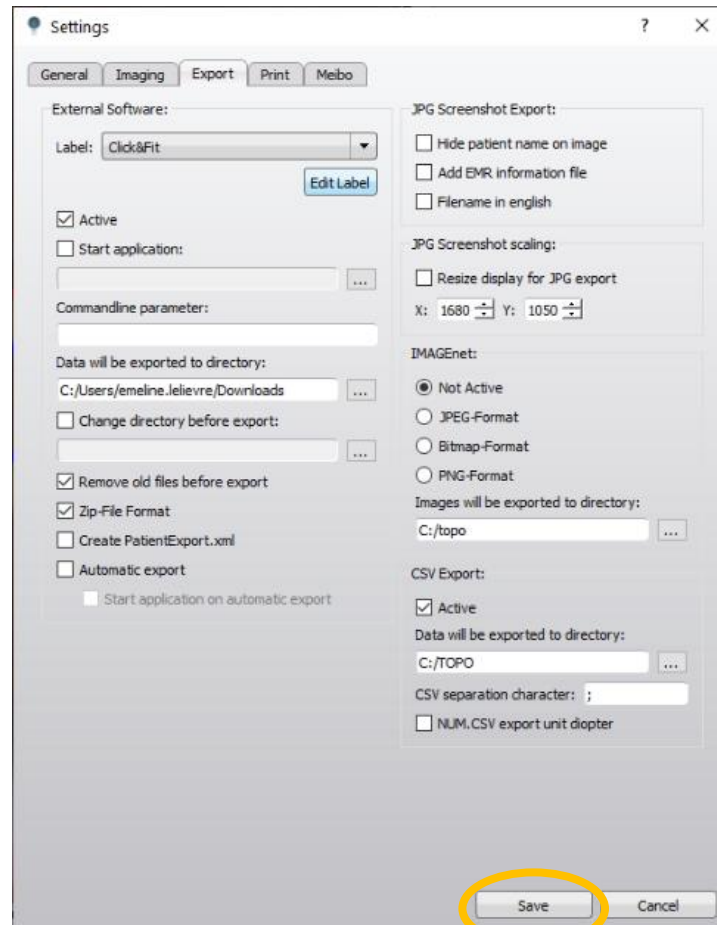
- Select the folder in which you want to save the requested files

Oculus : Kératograph

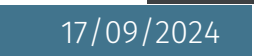


You can create or select the file in which you want to register the topography files

Oculus : Kératograph



Click on « Save »



Oculus : Keratograph

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

Topography





Save & import a topography for the Right Eye ×

Select a topographer*

Oculus Keratograph ▼

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

☐ Clean topography ☐ Import pivot format

For the Oculus Keratograph, 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 !\[\]\(011567c4328a8da40aff7939c5abada1_img.jpg\)](#)

- 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 