



**SHINING 3D<sup>®</sup>**

# USER MANUAL

## EinScan-Pro series



Version 3.1 - September 2020

**SHINING 3D<sup>®</sup>**

## User Manual

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## About SHINING 3D

SHINING 3D, founded in 2004, rapidly became China's first listed OTC stock company in the 3D digitizing and printing industries segment. SHINING 3D develops, manufactures and commercializes a wide range of 3D technologies, including 3D scanners for multiple industries and applications, 3D printers for both additive manufacturing and consumer markets, 3D materials, 3D design and manufacturing services, and an online 3D cloud platform. SHINING 3D is well-positioned in the market and has the capacity to handle large sales volumes, offer powerful 3D technologies, and provide strong service support. As the leader among Chinese 3D printing companies, SHINING 3D has currently extended a strong international influence with customers in more than 70 different countries in Asia and Pacific, Europe, North America, South America, Africa and the Middle East.

**EinScan Pro series** 3D scanners are unique multi-functional 3D Digitizing devices with multiple 3D Scanning modes. They are designed to improve the efficiency in generating high-quality 3D models, which makes 3D Scanning technology accessible to either professional users or new users. It is based on the feedback from thousands of 3D Scanner users and the valuable input of SHINING 3D's R&D team. The modular design of EinScan handheld 3D scanners provide a professional, yet still easy to use 3D digitizing solution for versatile applications.

**EinScan Pro** is our self-developed high-performance 3D scanning software, allowing users a faster experience during scanning and data processing.

Please review this document to help you operate your scanner. If you have more questions that are not answered here, please feel free to email us at [einscan\\_support@shining3d.com](mailto:einscan_support@shining3d.com).

# 1. Hardware

## 1.1. Packing List

Item		quantity	unit
Standard Version	Scan body	1	set
	Power adapter	1	piece
	Power cable	1	piece
	Data cable	1	piece
	USB drive	1	piece
	Calibration board	1	piece
	Calibration board support	1	piece
	Markers	1	pack

The items listed in the packing list refer to the components and material that should be included in the package. The components may be different as listed when you purchase other accessories or change any item with your supplier. Please check carefully when opening the package.

## 1.2. Specifications

### 1.2.1. EinScan Pro Plus

Model	EinScan Pro Plus			
Scan Mode	Handheld HD Scan	Handheld Rapid Scan	Fixed Scan with Turntable (with Add-on: industrial pack)	Fixed Scan without Turntable (with Add-on: industrial pack)
Scan Accuracy	Up to 0.1 mm	Up to 0.3 mm	0.05mm (Single shot accuracy)	0.05mm (Single shot accuracy)
Volumetric Accuracy	0.3 mm/m (Markers Alignment)		N/A	N/A
Scan Speed	15 FPS 550,000points/sec	10 FPS 450,000points/sec	Single Scan: <2sec	Single Scan: <2sec
Point Distance	0.2mm~3.0mm	0.7mm~3.0mm	0.24mm	
Single Scan Range	300*170mm			
Depth of Field	±100 mm			
Working Distance	500mm			
Light source	LED			
Align Mode	Markers Alignment, feature (With HD Prime pack)	Markers Alignment, Feature Alignment (geometrical features) Hybrid Alignment (Markers and Feature)	Turntable Coded Targets, Feature, Markers, Manual Alignment	Markers, Feature, Manual Alignment
Texture Scan	No	Yes (With Color Pack add-on)		
Outdoor Operation	Set up shelter or cover to avoid direct sunlight			
Special Scan Object	For transparent, highly reflective or some dark objects, please spray with powder before scanning.			
Printable Data Output	Able to export watertight 3D model directly to 3D printing			
Data Format	OBJ, STL, ASC, PLY, 3MF, P3			
Scanner Body Weight	0.8 kg			
Supported OS	Win10 64 bit			

## 1.2.2. EinScan Pro

Model	EinScan Pro			
Scan Mode	Handheld HD Scan	Handheld Rapid Scan	Fixed Scan with Turntable (with Add-on: industrial pack)	Fixed Scan without Turntable (with Add-on: industrial pack)
Scan Accuracy	Up to 0.1mm	Up to 0.3mm	0.05mm (Single shot accuracy)	0.05mm (Single shot accuracy)
Volumetric Accuracy	0.3 mm/m (Markers Alignment)		N/A	N/A
Scan Speed	15 FPS 550,000points/sec	10 FPS 450,000points/sec	Single Scan: <2sec	Single Scan: <2sec
Point Distance	0.2 mm-2 mm	0.5 mm-2mm	0.16 mm	
Single Scan Range	210*150mm			
Depth of Field	±100 mm			
Working Distance	400mm			
Light source	LED			
Align Mode	Markers Alignment	Feature Alignment (geometrical features) Hybrid Alignment (Markers and Feature), Markers alignment (R2 add-on)	Turntable Coded Targets, Feature, Markers, Manual Alignment	Markers, Feature, Manual Alignment
Texture Scan	No	Yes (Color Pack add-on)		
Outdoor Operation	Set up shelter or cover to avoid direct sunlight			
Special Scan Object	For the transparent, highly reflective or some dark objects, please spray with powder before scanning.			
Printable Data Output	Yes			
Data Format	OBJ, STL, ASC, PLY, 3MF, P3			
Scanner Body Weight	0.8 kg			
Supported OS	Win7/Win8/Win10 64bit			

### 1.3. Hardware introduction



Cable port



+/- buttons  
Play button



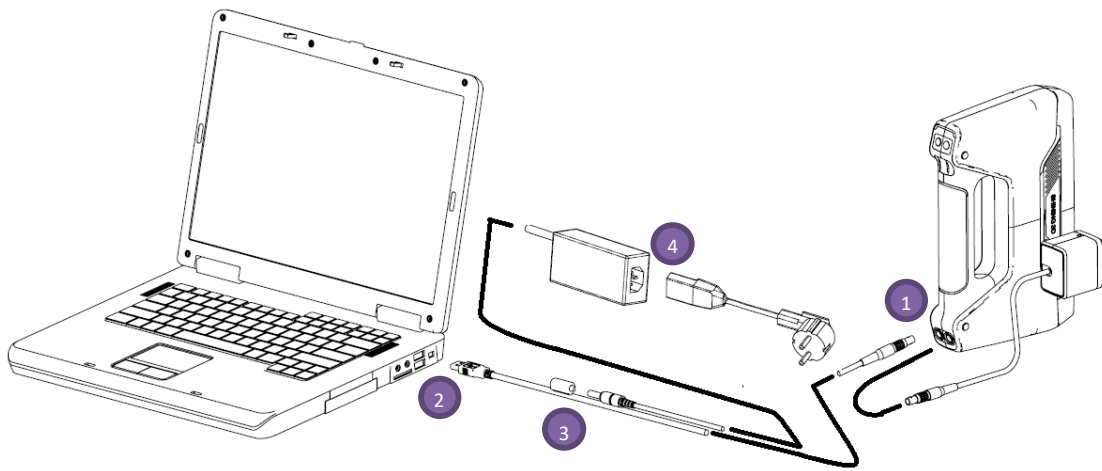
add-on slot

### 1.4. PC requirements

Model	Required	Recommended
Processor	Intel® xeon E3-1230, Intel® I5-3470, Intel® I7-3770	I7-8700
Display card	Nvidia Quadro P1000 or higher; Nvidia GTX660 or higher	NVIDIA GTX1060 or higher
Display memory	>4G	>4G
Memory Storage	8G	32G or more
USB	At least one USB 2.0 or 3.0	2 USB 2.0
Screen display	1920*1080    DPI: 100%; 125% 3840*2106    DPI: 100%; 200%	1920*1080    DPI: 100%; 125% 3840*2106    DPI: 100%; 200%



## 1.5. Set Up



*Hardware set-up*

Plug the data cable on the PC port of the scanner (1). The red dot on the cable should be on up.

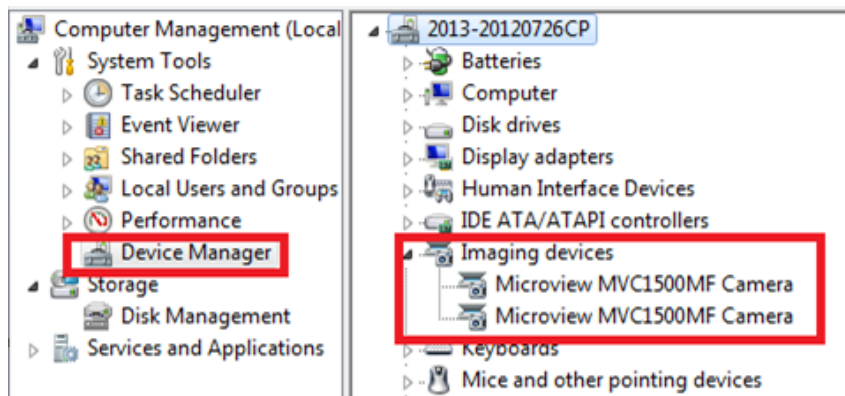
Connect the scanner cable to a USB port (2)

Connect the power cable and power adapter. (3-4)

The camera port is intended for the Color camera [see 9.1.2] or the HD prime [see 11.1.2]

**Note:** Make sure the cable will stay well plugged in during the operation.

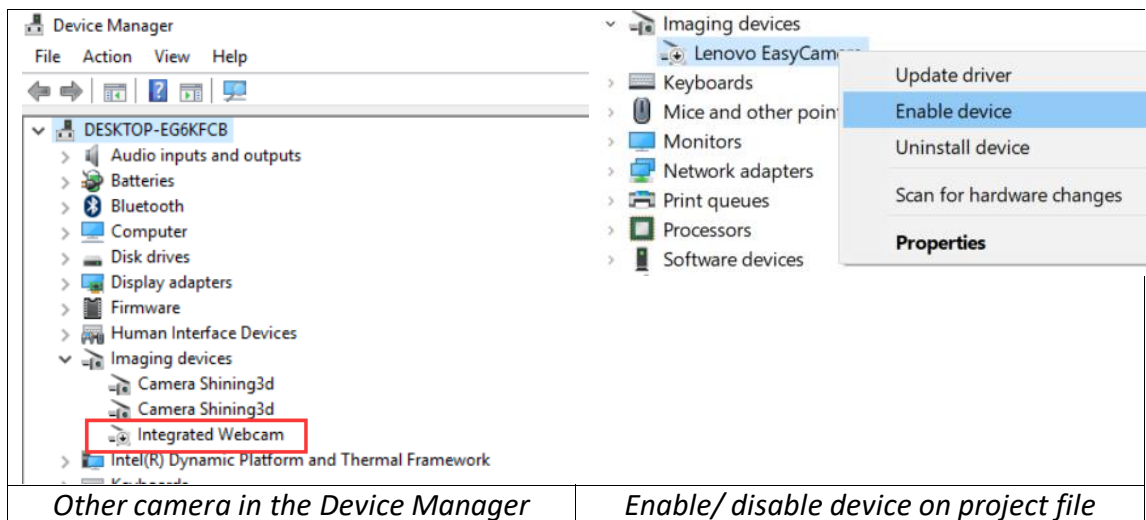
After plugged into the computer, check the Device Manager. The scanner should be displayed like the following picture: under Imaging devices or Cameras, 2 “Microview MMVC1500MF Camera”



*Device Manager, display of the scanner*

Other cameras should be disable, Right click > disable device.

After the scan, right click > enable device, Windows will run the driver again.



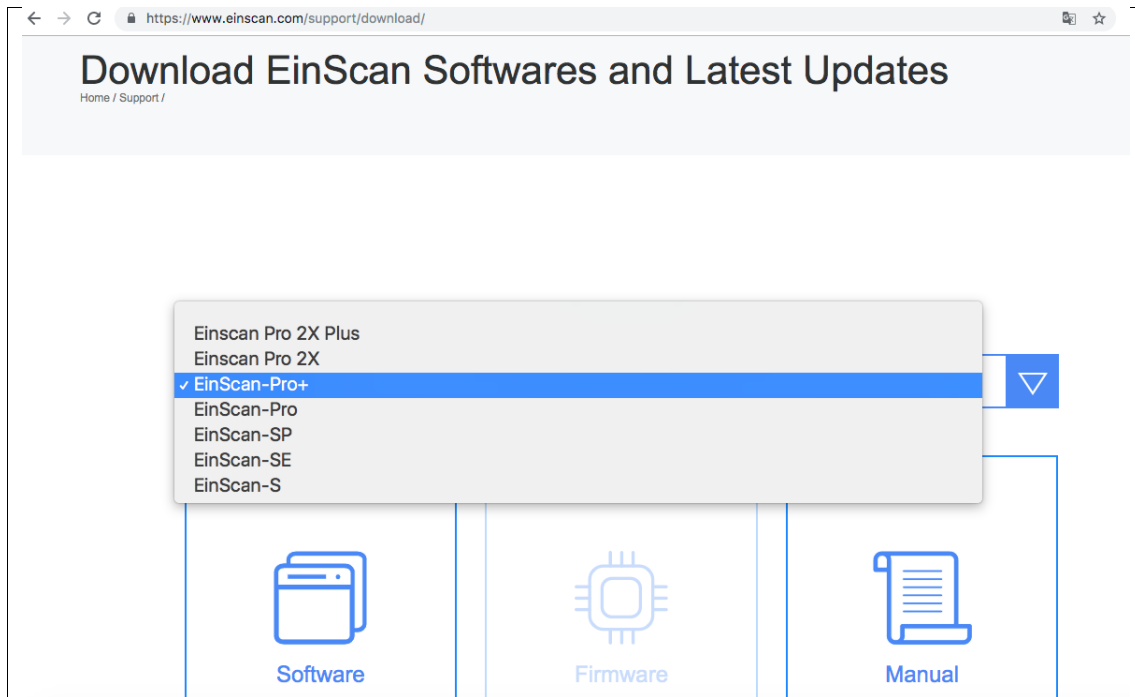
If the drivers are not installed properly, or the Alert “device off-line” keeps coming back. Right click on the “Microview MVC1500MF Camera” and uninstall the driver. Unplug and re-plug the USB, Windows will re-install the drivers by itself.

## 2. Software

### 2.1. Download

**Step 1:** Go to <https://www.einscan.com/support/download/>.

Click “EinScan Software Download” to download the latest version software for EinScan.



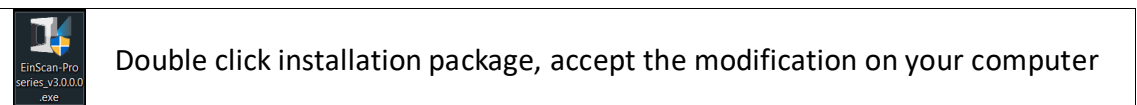
**Step 2:** Register using the form. All filed with \* must be filled in.

The screenshot shows a registration form titled "Download instantly." with the instruction "Fill out the form." The form contains the following fields, all marked with an asterisk to indicate they are required: "Full name\*", "Email\*", "Phone\*" (with a country dropdown menu), "Zip/Post Code\*", "Country\*" (with a country dropdown menu showing "United States"), "Company\*", and "Industry\*" (with a dropdown arrow).

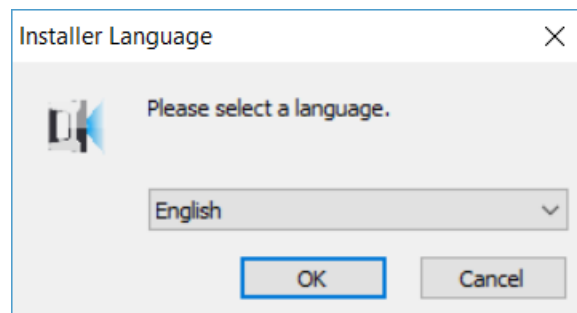
**Step 3:** Download the installer. Save or Save as in the desired location on your computer.

## 2.2. Software installation

**Note:** Administrator rights are required for the installation of the software only.

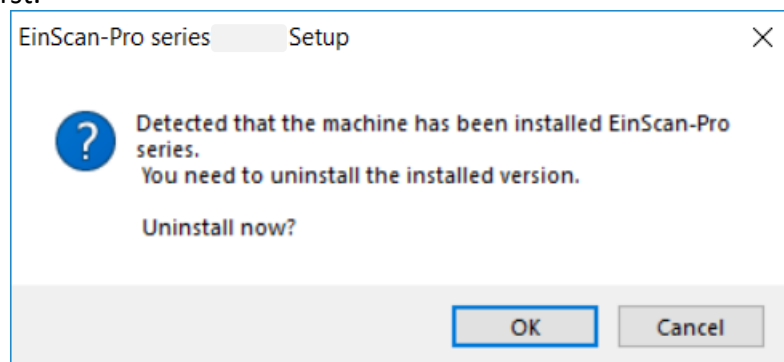


Choose the installation language, then click OK.

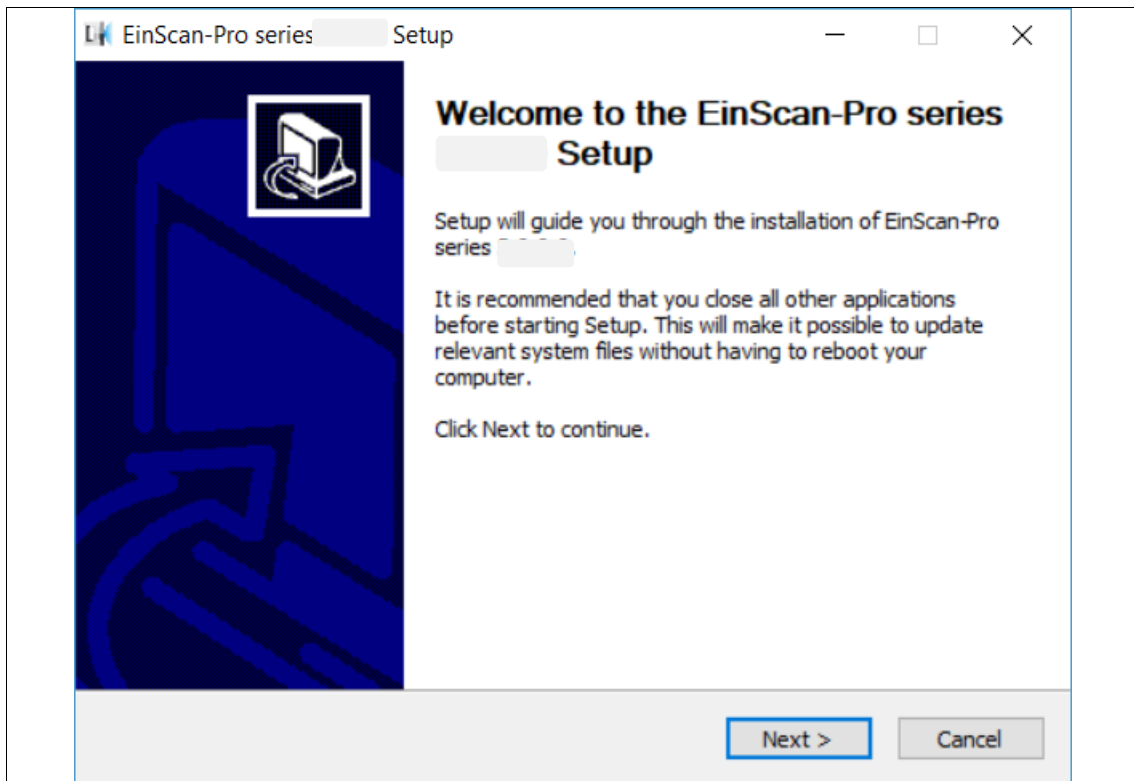


*Select installation language*

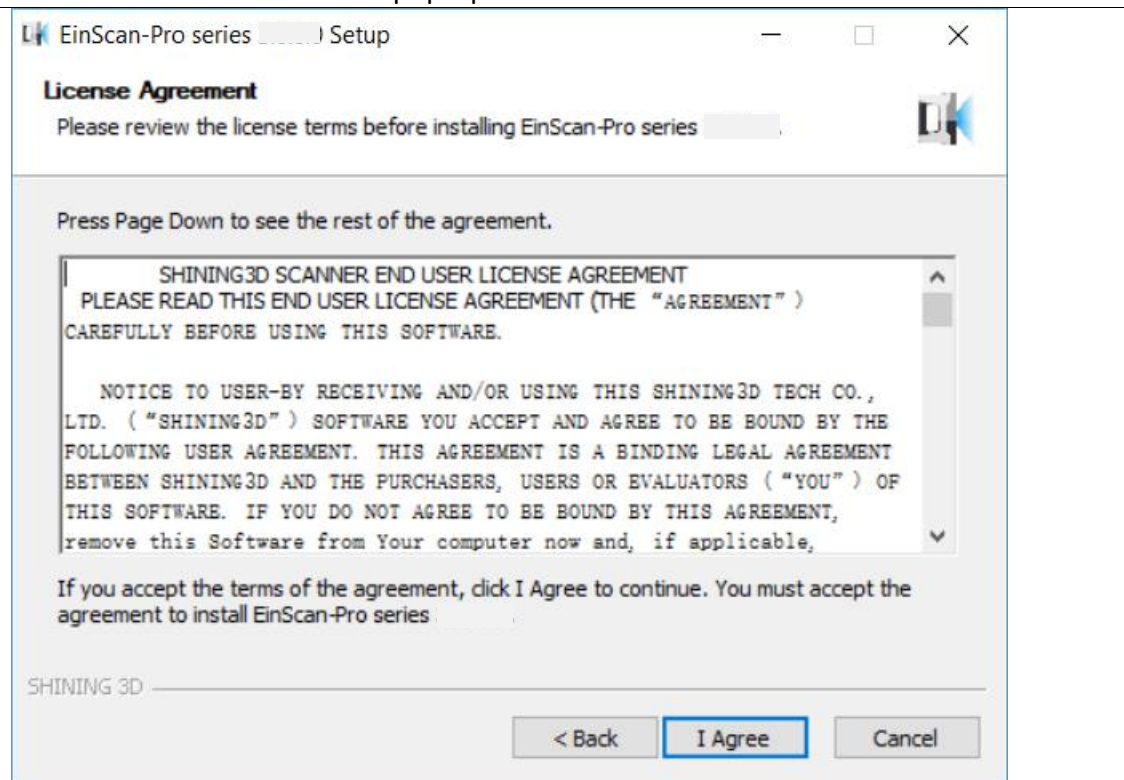
If a previous version of EinScan-Pro series software is found it will need to be uninstalled first.



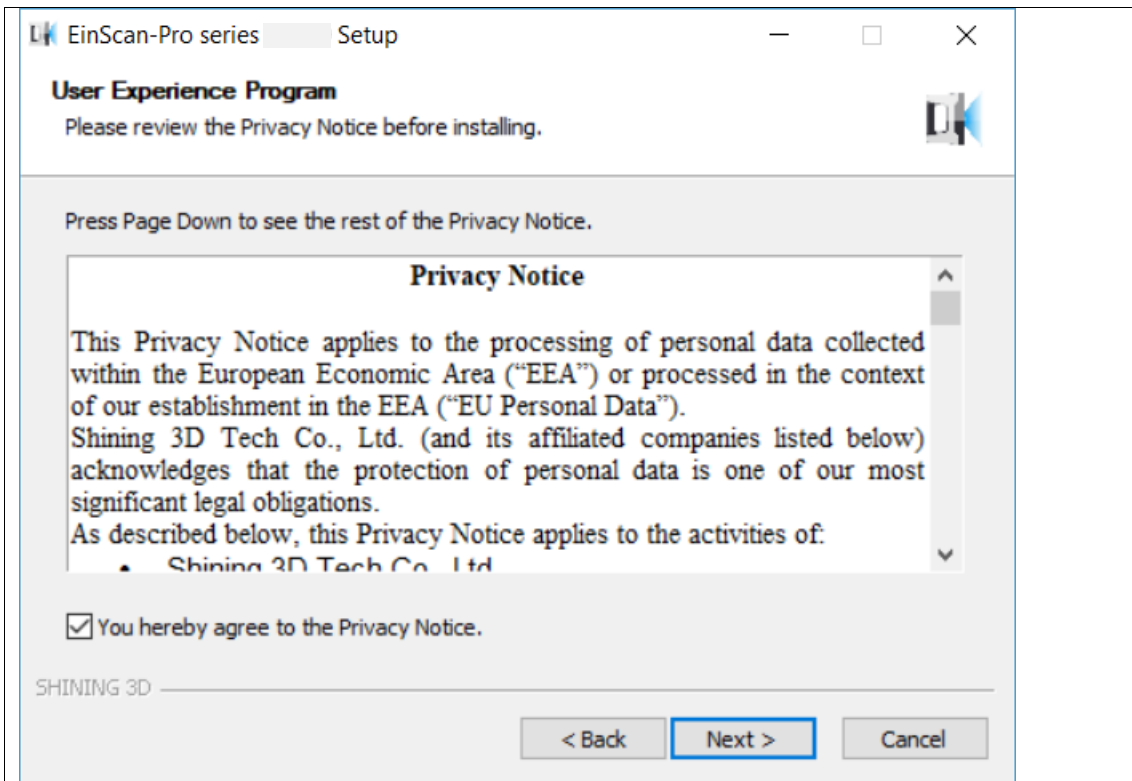
*Installation conflict*



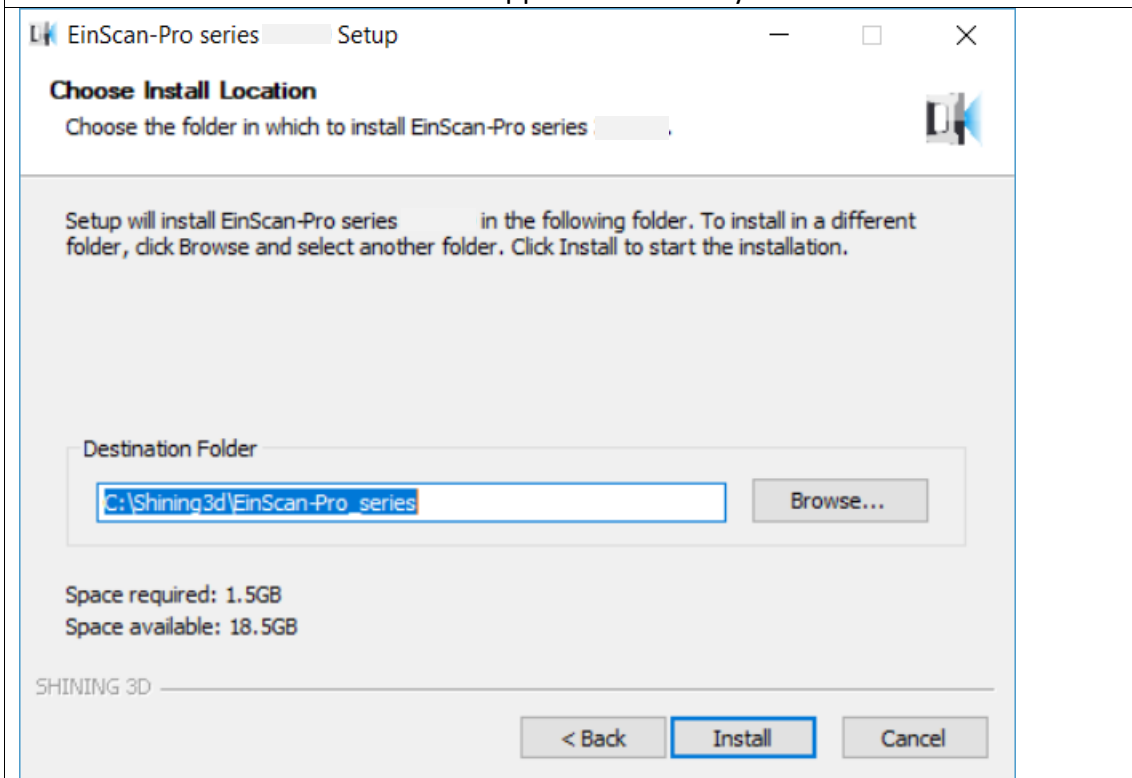
Follow the instruction on the pop-up window



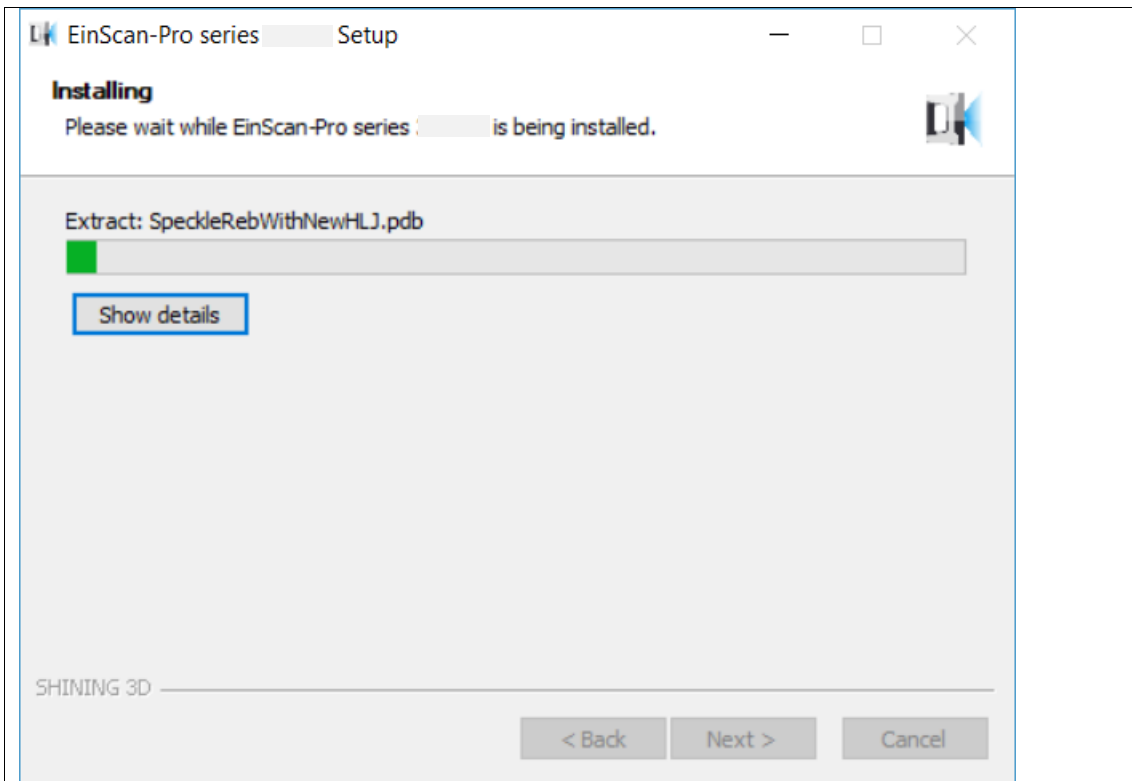
You must accept the agreement to install EXScan Pro.



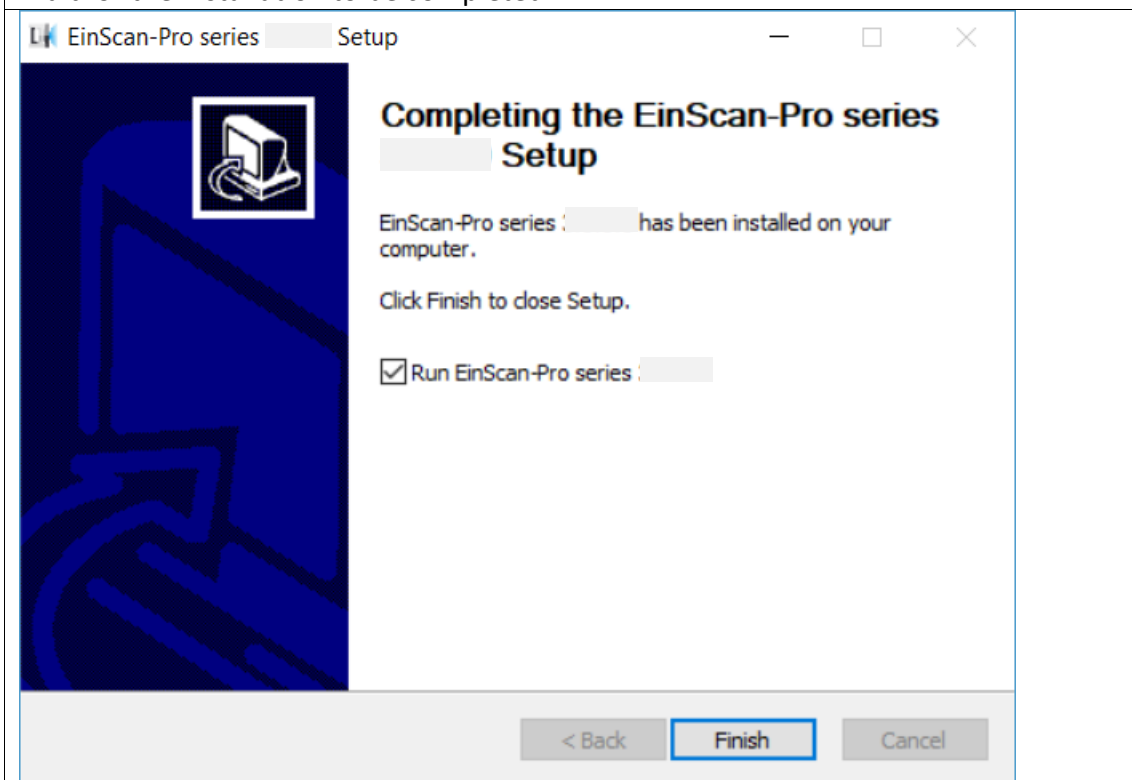
Click the Checkbox and click Next to approve the Privacy Notice



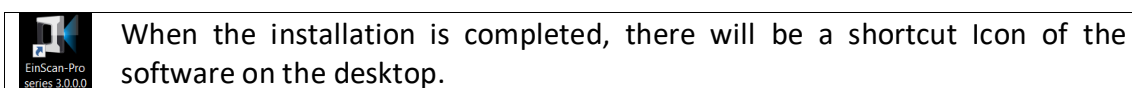
Choose the default installation path or click the Browse button to select the installation path. Default installation path is recommended.



Wait for the installation to be completed

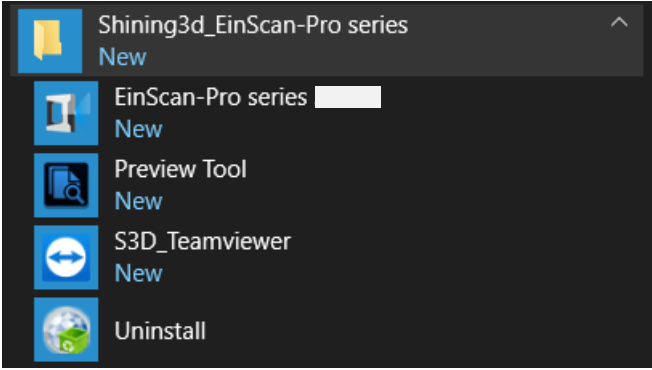


Click the Checkbox and click Finish. The software will start automatically



When the installation is completed, there will be a shortcut Icon of the software on the desktop.

The shortcut in the Start Menu is shown as below:



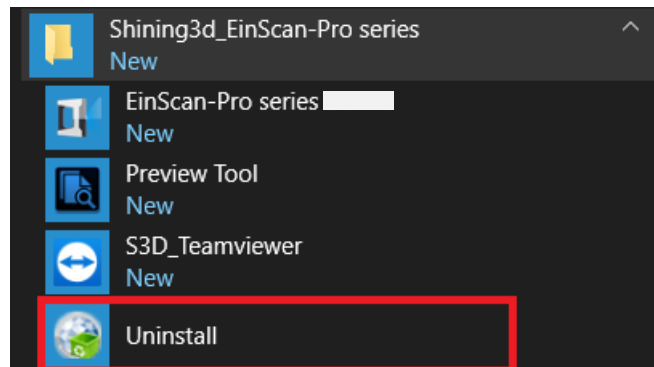
*EXScan Pro on the start menu*



## 2.3. Uninstall Software

To install upgraded version of EinScan-Pro series in the future, you may need uninstall previous software first.

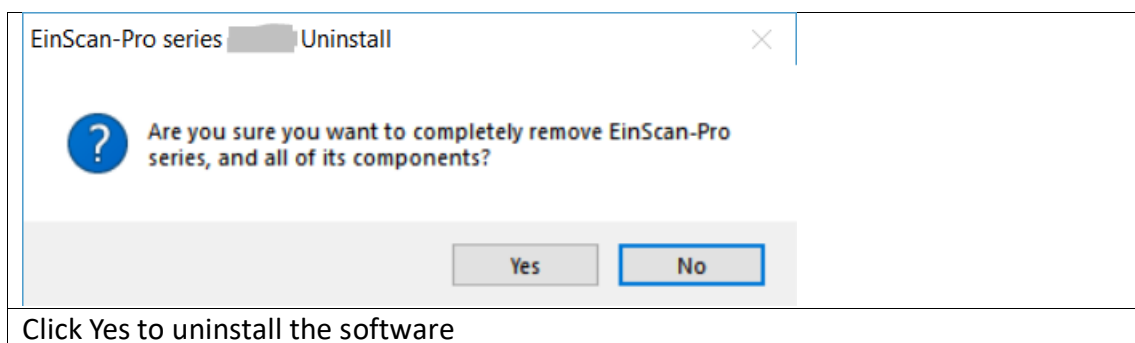
To uninstall the software, when the software is closed, in the start menu Click Uninstall.

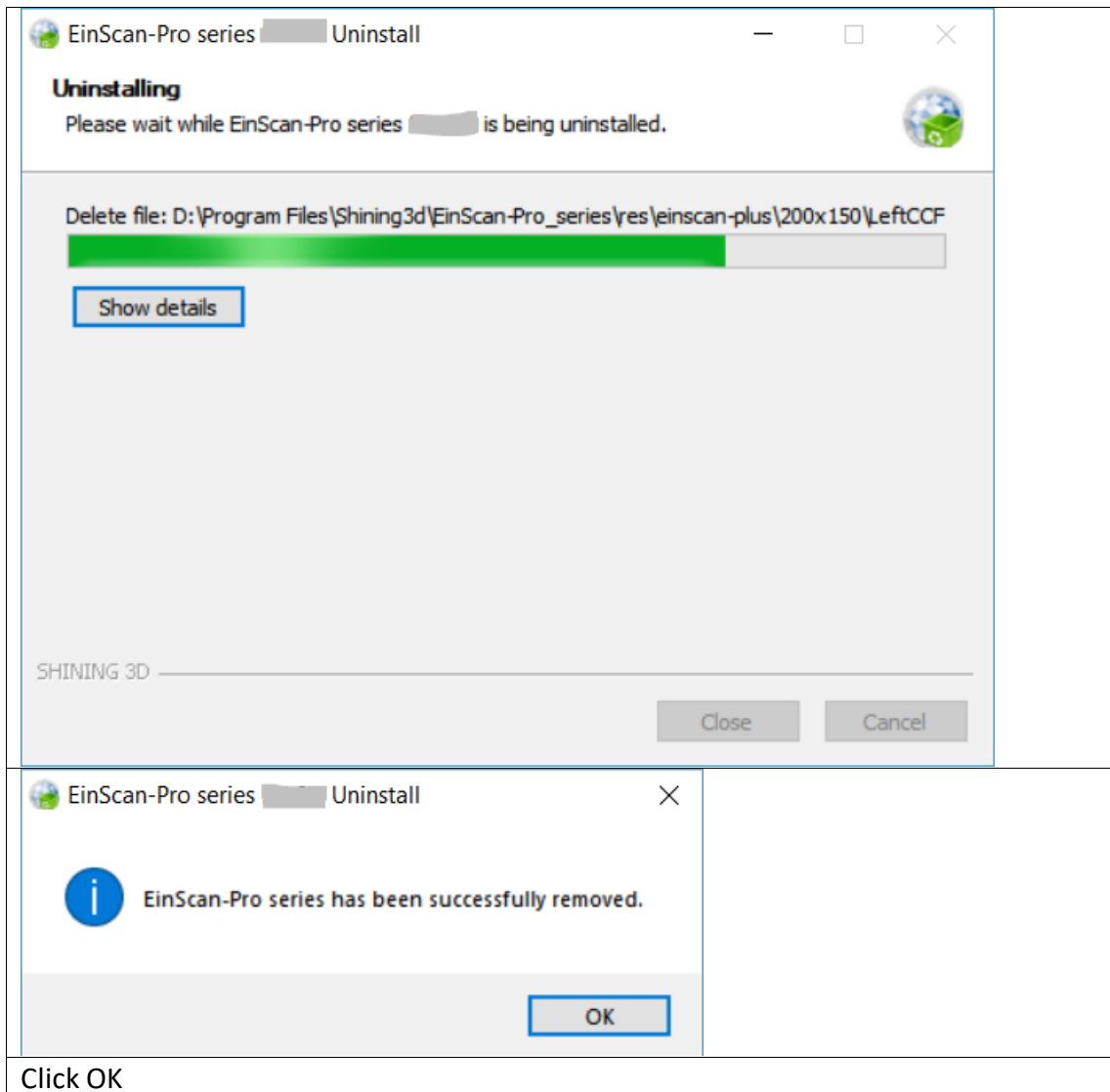


*start menu > Shining3d\_EinScan-Pro series > Uninstall*

Or go to Control Panel > Programs > Program and Features, choose EinScan-Pro series and right click to uninstall.

Follow the instructions step by step.



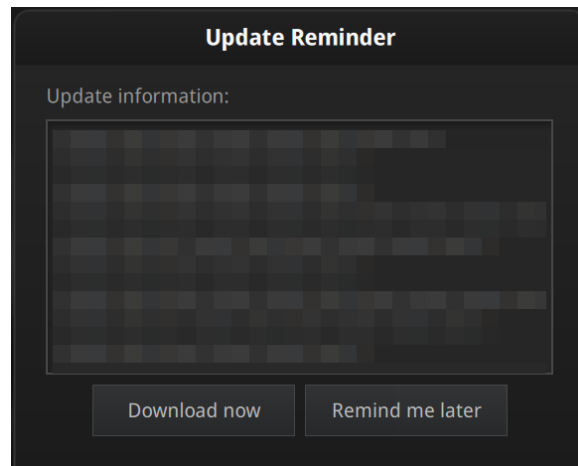


Then delete the Shining3D folder and its content in (C:).

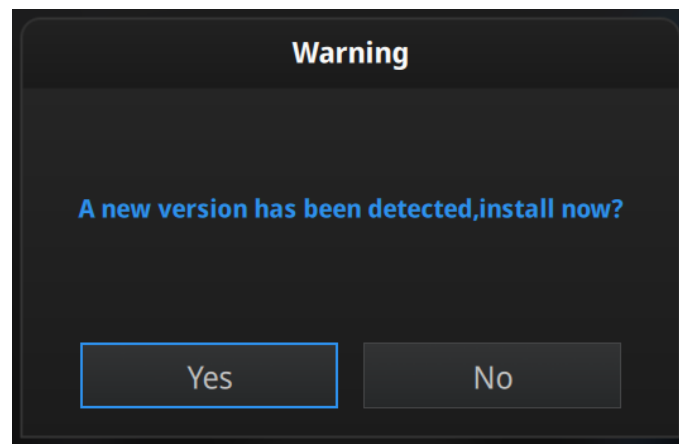
## 2.4. Update

Make sure to run the latest version of EinScan-Pro series.

If a new version is available, a pop-up will show when you start the software.



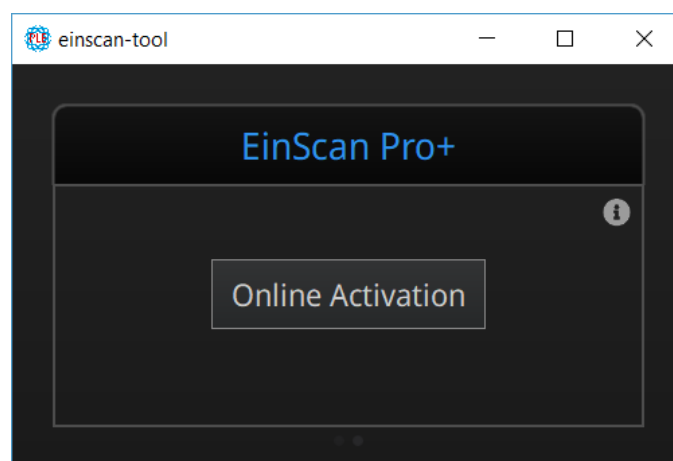
Update Reminder



*Click Yes to update the software version*

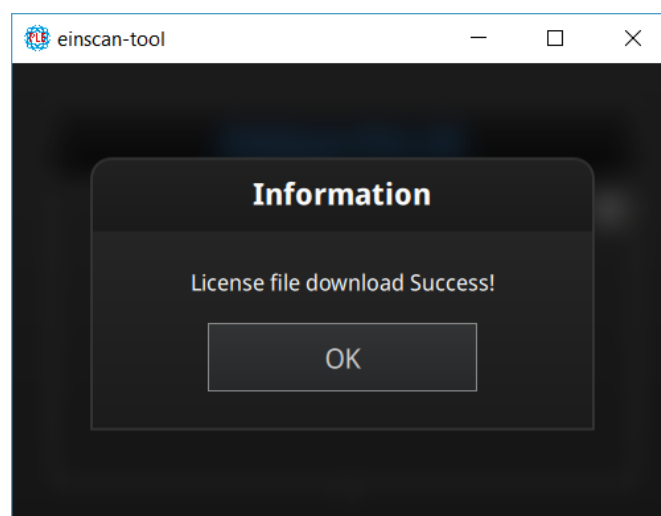
## 2.5. Device activation

When you use the device for the first time, hardware activation will be required.



*Activation tool*

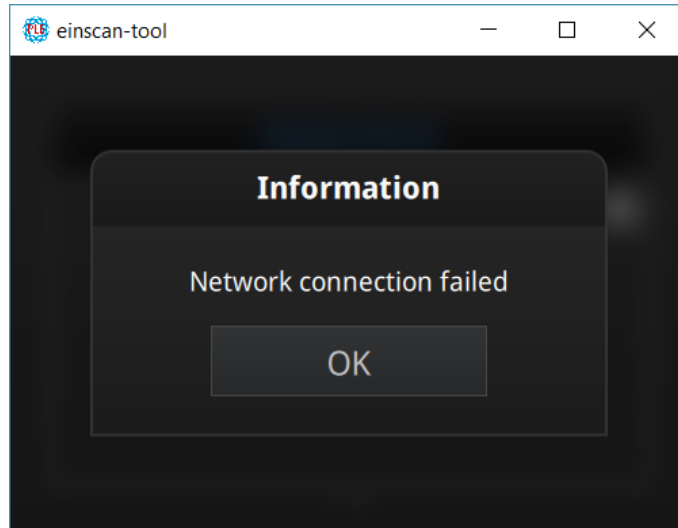
If your computer is connected to the internet, click “online activation”.



*Click OK to continue*

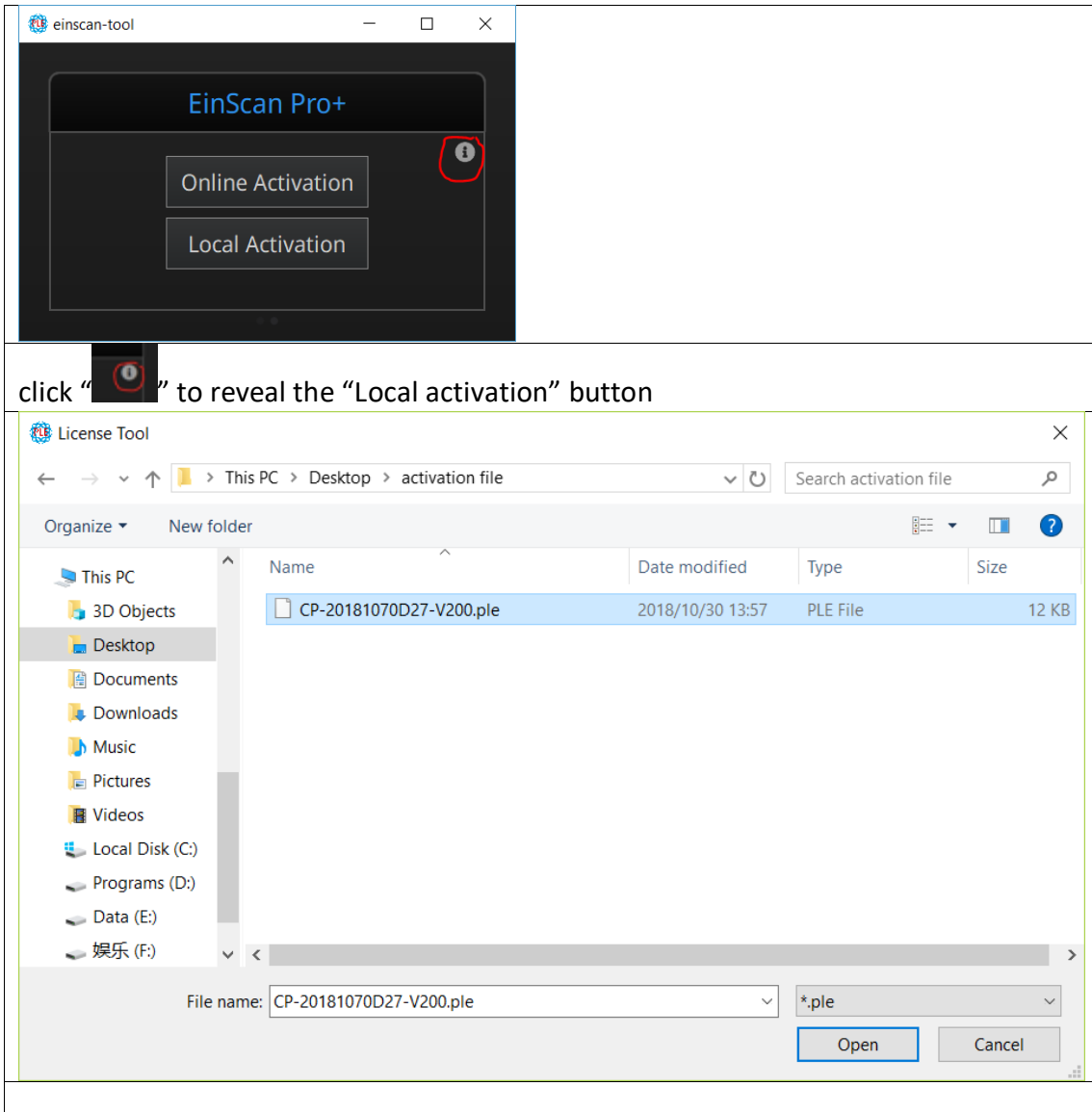
If the computer is not connected to the internet, you can also find the Ple file from the USB drive.

If the activation fails, send a request for activation file to [einscan\\_support@shining3d.com](mailto:einscan_support@shining3d.com) and mention your serial number. You can find the serial number from the sticker on the scanner or label on packing box listing as “EinscanXXX-XXXXXXXXXX”.

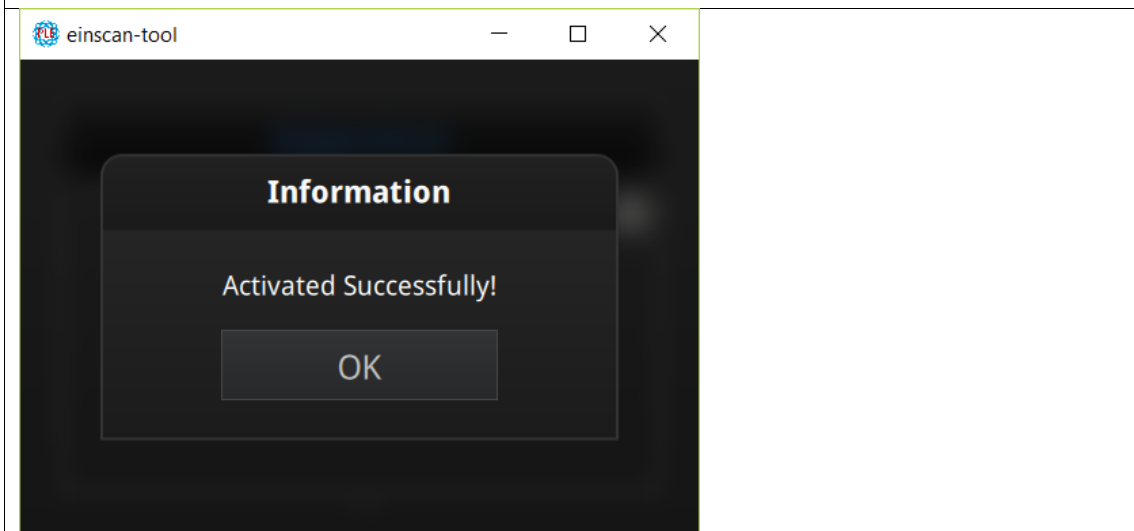


*Connection failed, check your internet connection or do local activation*

Save the .PLE file on your PC, then on the activation menu.

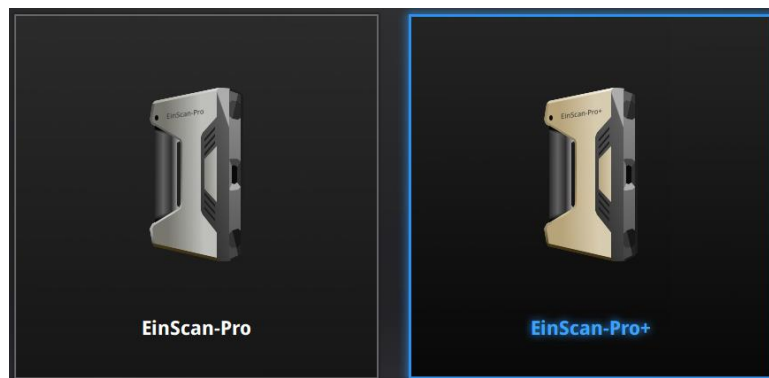


Browse and import the .PLE file.



## 2.6. Interface and Parameter

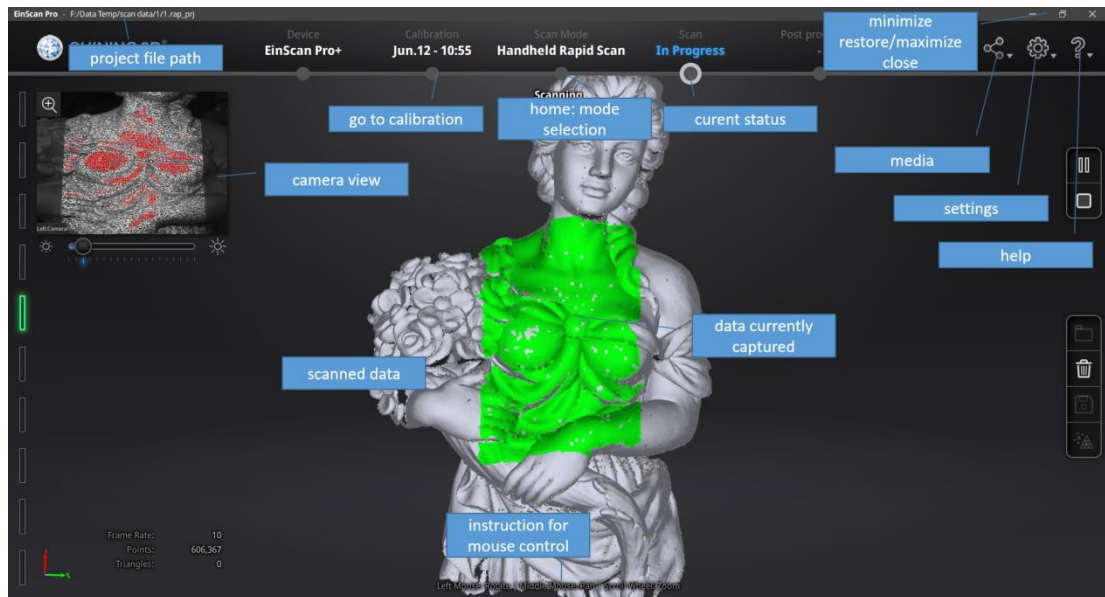
At first, after opening the software, click on the icon to choose between Pro and Pro+



*Selection of scanner type*

Next the scan mode selection will display.

## 2.6.1. Navigate



*Interface navigation*

**Left mouse:** rotate

**Middle mouse:** move the data

**Scroll up and down:** zoom in or out

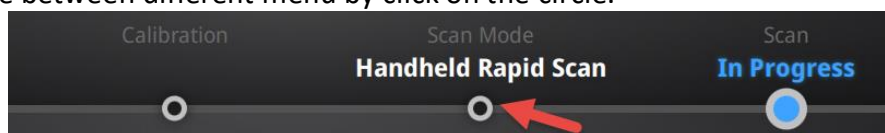
**Keyboard:**

**Spacebar** to scan again or restart the scan & validate

**Delete key** to delete selected data

**Esc key** to exit current pop-up

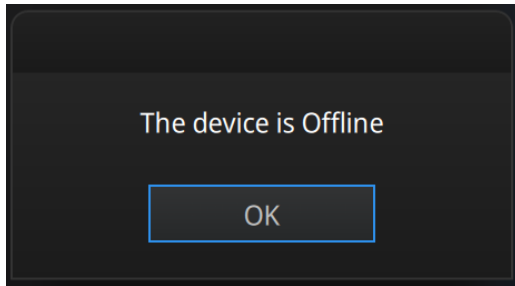
Navigate between different menu by click on the circle.



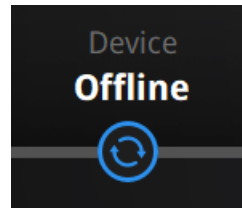
*Navigation bar*

## 2.6.2. Device reconnect

When the device is offline, meaning the scanner is not connected to PC, please check the connection and click on the refresh connection button to reconnect.

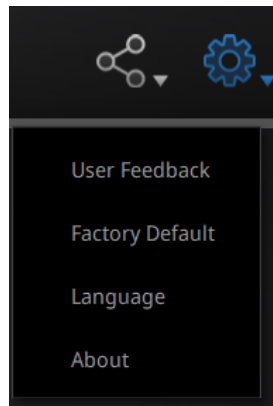
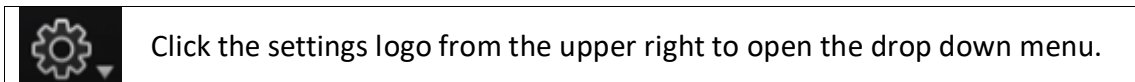


*Device offline or connection loose*



*Refresh the connection on the status bar*

### 2.6.3. Settings



*Drop down menu*

- **Feedback**

If you have any questions or suggestions, please share with us by clicking "Feedback". Please leave your email in "My E-mail".



### User Feedback

Do you have any questions or suggestions for us ?

\* My email:

\* Industry: Unselected ▼

\* Content: 

Description

Attachments: 

(<50M)

+

Evaluation: ★ ★ ★ ★ ★

User experience enhancement program [Learn more](#)

Technical Support: [einscan\\_support@shining3d.com](mailto:einscan_support@shining3d.com)

Submit
Cancel

*Feedback window*

- **User Experience Enhancement Program**

To help us improve the quality and user experience of EinScan, we hope to be allowed to collect usage experience information. This information will not contain your personal information or scanned data, and will not be accessible to any third party. This checkbox is selected by default, and we strongly recommend you keep it checked. As a reward, the User Experience Enhancement Program will continuously keep you informed with the newest software update information, to assure you get free software updates and enjoy the latest improvements based on your collective feedback. If you close the User Experience Enhancement Program, you might not be informed with software updates automatically.

- **Factory Default**

All settings modifications will go back to the original settings.

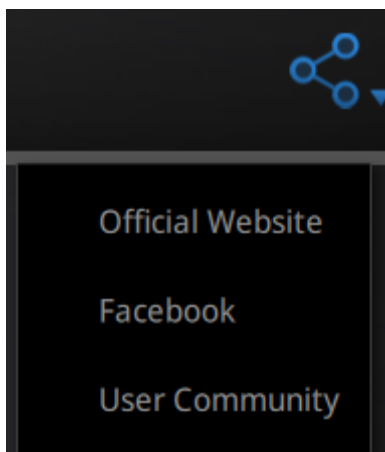
- **Language**

Select the language for the interface, click apply to change, restarting the software is not needed

- **About**

For version information and support, email [einscan\\_support@shining3d.com](mailto:einscan_support@shining3d.com).

## 2.6.4. EinScan community



*Community drop down menu*

- **Official Website**

Redirects to SHINING3D's official website (<http://www.einscan.com/>) for EinScan product and information.

- **Facebook**

Redirects to facebook "EinScan Expert" for EinScan users to discuss and share the ideas, achievements and experience.

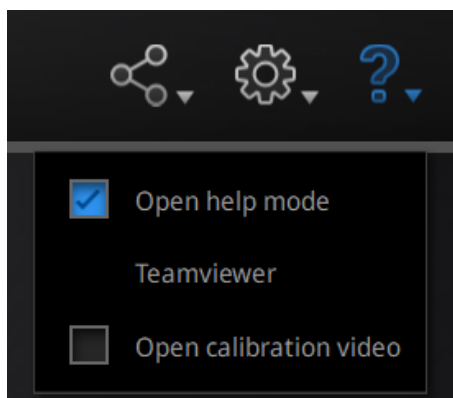
- **User Community**

Redirects to the platform for EinScan users to validate the warranty and submit support ticket when necessary. Service live software updates, manual, video download can be accessed in user community. Register your EinScan at [community.shining3d.com](http://community.shining3d.com)

## 2.6.5. Help Mode

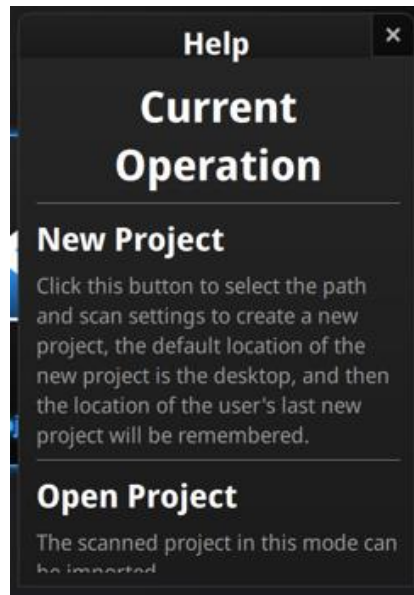
- **Open Help Mode**

Click the question mark in the upper right bar, and open the help mode from the drop-down menu.



### *Drop down menu*

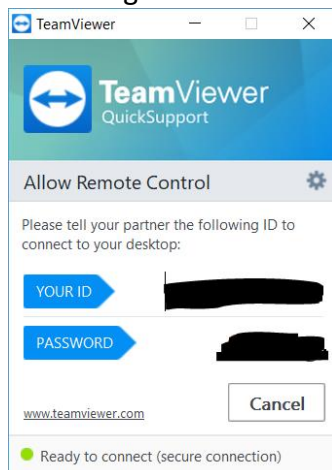
Display the help tool related to the current interface.



*Help window*

- **Teamviewer**

It opens S3D\_teamviewer.exe, for online customer support access or display to other screen or portable screen. Share your ID and password to allow our technicians to remote control of your computer during online technical support



*Share the Your ID and password to allow access*

- **Open calibration video**

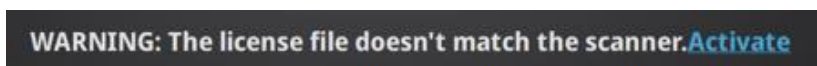
When at the calibration interface, you can check “Open calibration video” to open the camera view.

## 2.6.6. Alerts

A pop-up alert will notify the user of a hardware or configuration issue. Check and restart the software. If the error persists, please contact support by emailing [einscan\\_support@shining3d.com](mailto:einscan_support@shining3d.com).

- **Fail to activate**

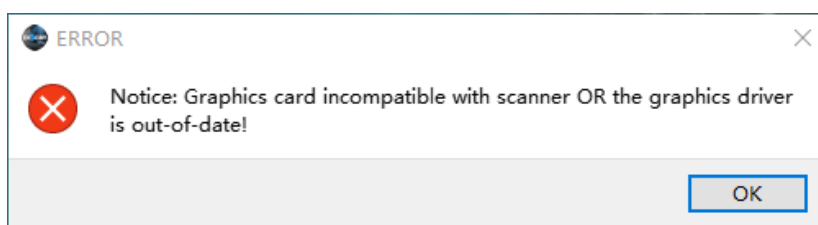
For activation failure, make sure the scanner is well connected. Redo the activation.



*Device fails to activate*

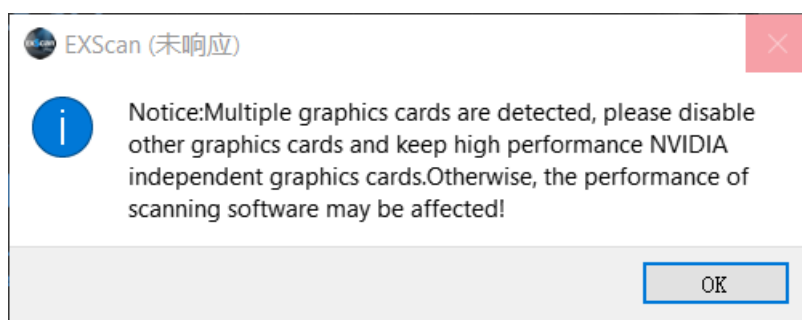
- **For incorrect configuration**

Try another USB port and update your graphics card drivers and restart the software.

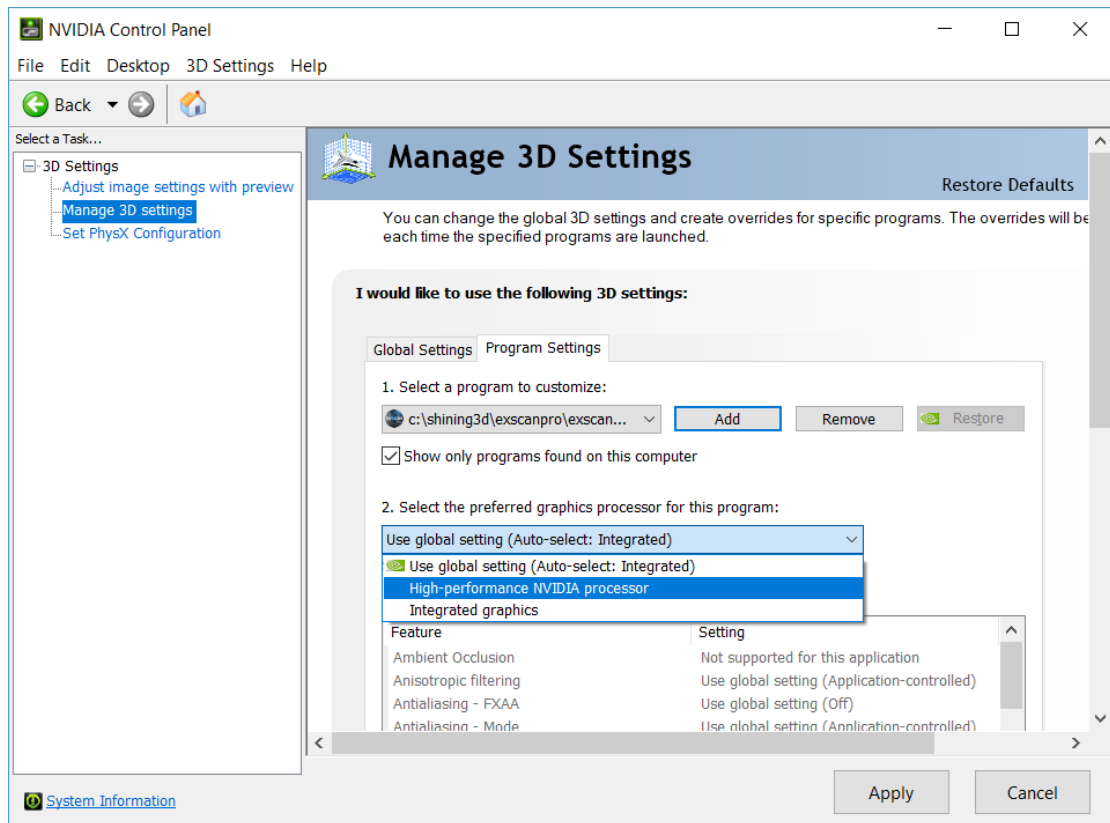


*Graphics card incompatible*

If the computer has multiple graphic card, access to the NVIDIA Control Panel (right click on the desktop). In Manage 3D Settings > Program Settings, Add EinScan software. Then change the preferred graphic processor for this program. Select NVIDIA processor. Click Apply to save the settings.



*Multiple graphic card detected*



*Change graphic card preferences for EXScan*

## 3. Calibration

### 3.1. Precautions and Use

Calibration is the process to ensure the device will scan with the optimal accuracy and scan quality. The parameters of the scanner will be recalculated during the calibration.

Under the following situations, you should calibrate the device:

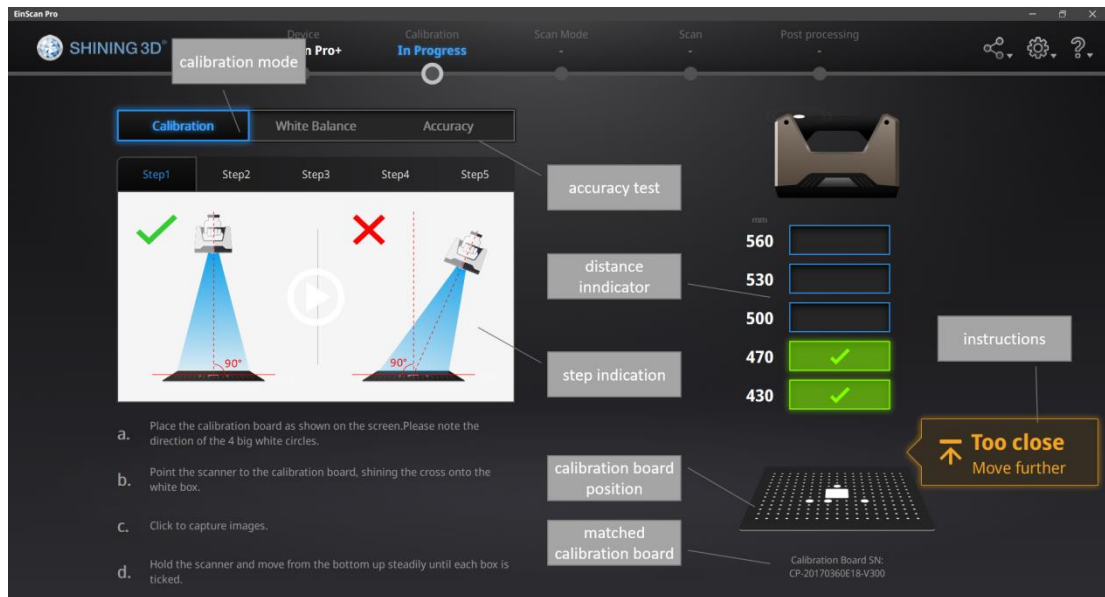
- ◆ Device change
- ◆ After device enduring bumpy transportation
- ◆ After device accuracy decreases
- ◆ The device has not been calibrated for 15 days or more
- ◆ After device plugged in with color camera

#### 📌Notes:

- Make sure to protect the calibration board and keep it clean, no scratches or stains on the black surface with white circles.
- The Calibration board is matched to the Device with same Serial Number. Doing the calibration with an incorrect calibration board will fail to generate good scan data or optimum accuracy.
- Clean with clear water only, do not use alcohol or chemical liquid to clean the calibration board

### 3.2. Operation

After installation, when you open the software for the first time the software will enter the calibration mode by default. You can also choose Calibration on the navigation bar to enter calibration process later.



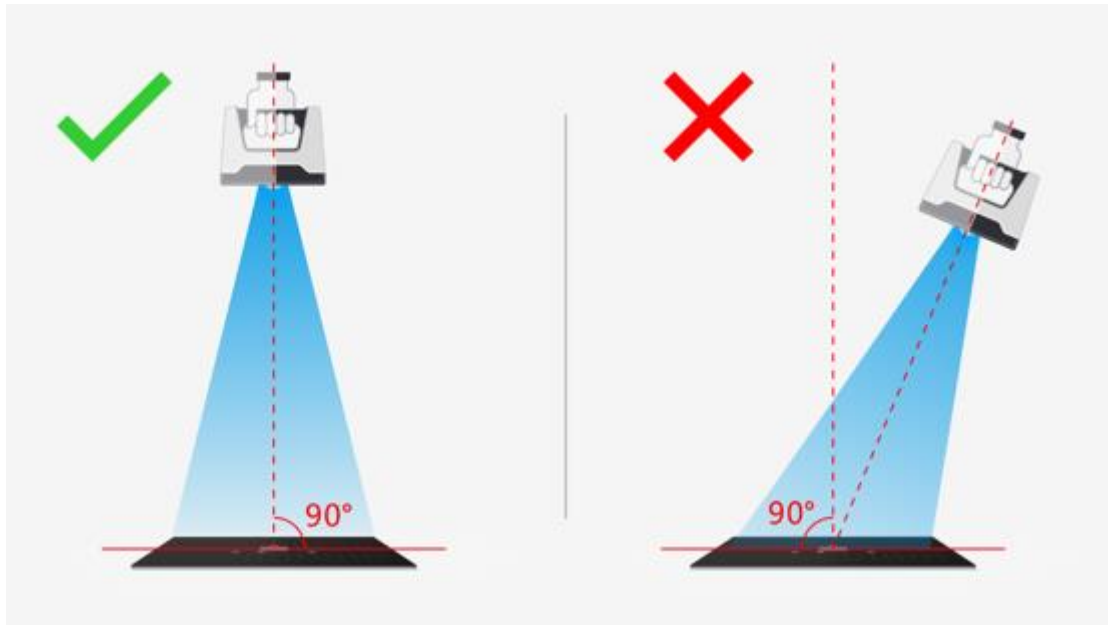
*Calibration interface*

### 3.2.1. Camera Calibration


Scan on the front side of the board (black surface with white circles) for calibration. Follow the instructions video on the screen to capture the 5 different steps. The calibration board needs to be placed in five positions of different heights during calibration, each captures five pictures. Place the board according to the software guide.

Step 1, place the calibration board flat in accordance with the direction in the picture, keep the cross pattern projected by the scanner in the white frame on the calibration board.


Then lift the scanner to change the distance between the projector and calibration board according to the software guide.



*On-screen instruction during calibration step 1*



Click Start in the software or press Play button on the scanner to capture automatically

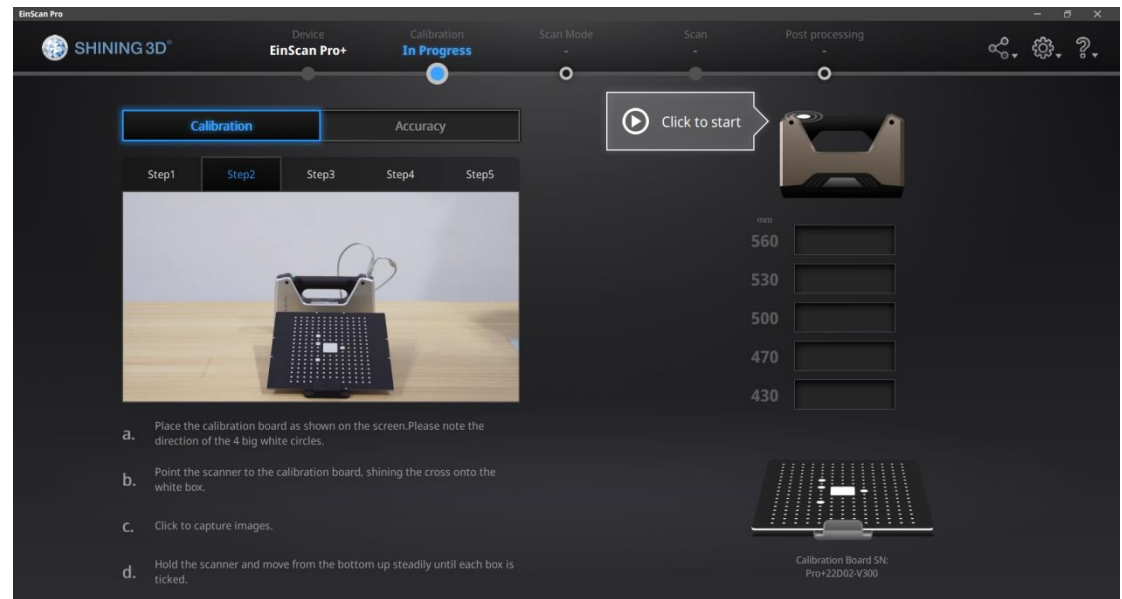
or play button 

During the capture process, LED rings blink and a cross is projected. Move the scanner from top to bottom or from bottom to top slowly and steadily, until every step in the rangefinder is green, which means the first capture is complete. The software will play a beep sign. During capture, lift the scanner up when software shows “too close”; move the scanner down when software shows “too far”.

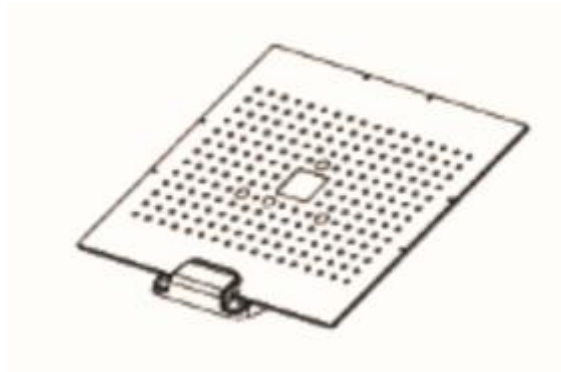
- Notes:**
- When the distance bar is ticked, it means pictures of this position are collected. Blue means the current position.
  - Keep the cross in the white square area when moving the scanner
  - During calibration, keep the scanner vertical, not parallel to the calibration board.
  - Do not move the board during the capture

When pictures of one position are well collected, the software will turn to the next position with buzzer as below:



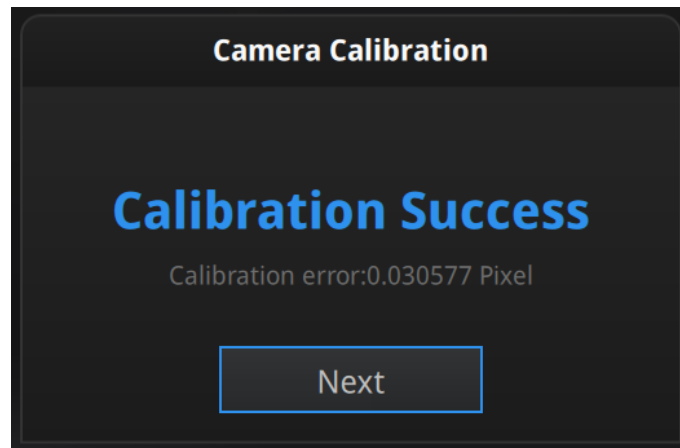


*Calibration step 2*



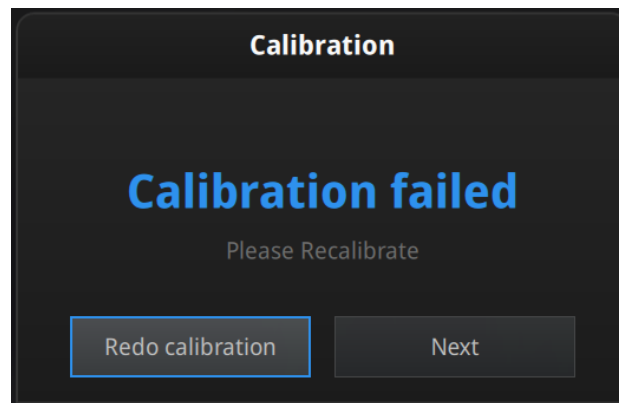
*Calibration board on its support for step 2*

Place the calibration board on the support according to the instruction. The collection is the same as above. When all five positions photos are captured, the software will calibrate the camera automatically. You will see the result as below. Calibration will take longer or fail if you did not follow all instructions properly. When calibration succeeds, click “Next” to move on to the HD calibration or white balance as the software indicates. Or it will go back to the scan mode selection interface if there is no other calibration required.



*Camera calibration result*

If calibration fails, click “Redo calibration” to start the same calibration again from the beginning.

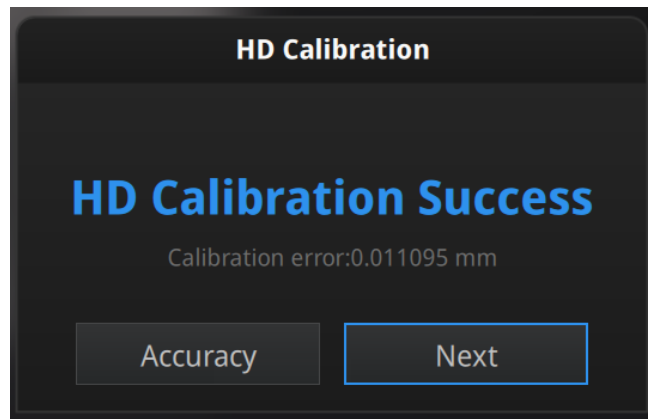


*Calibration failed*

Click “Next” to perform HD calibration or white balance as the software indicates. Or it will go back to the scan mode selection interface if there is no other calibration required.

### **3.2.2. HD Calibration (Only required for EinScan Pro)**

On the back side of the calibration board (white) follow the instructions on the video and on the screen to capture the different position. The software will then calculate.

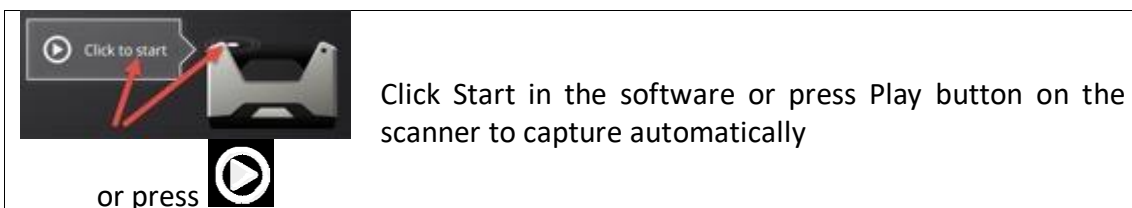


*HD calibration result*

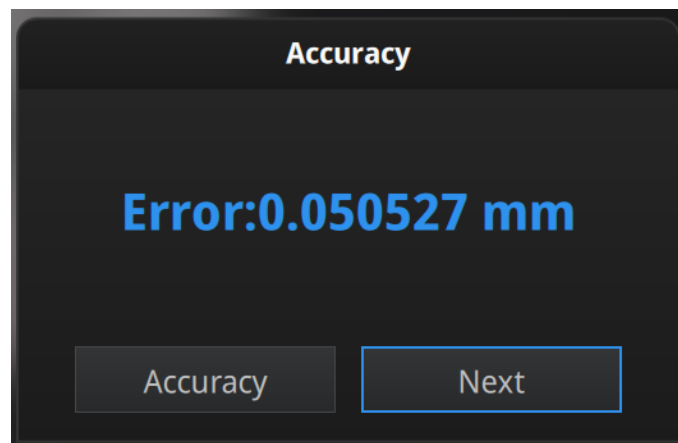
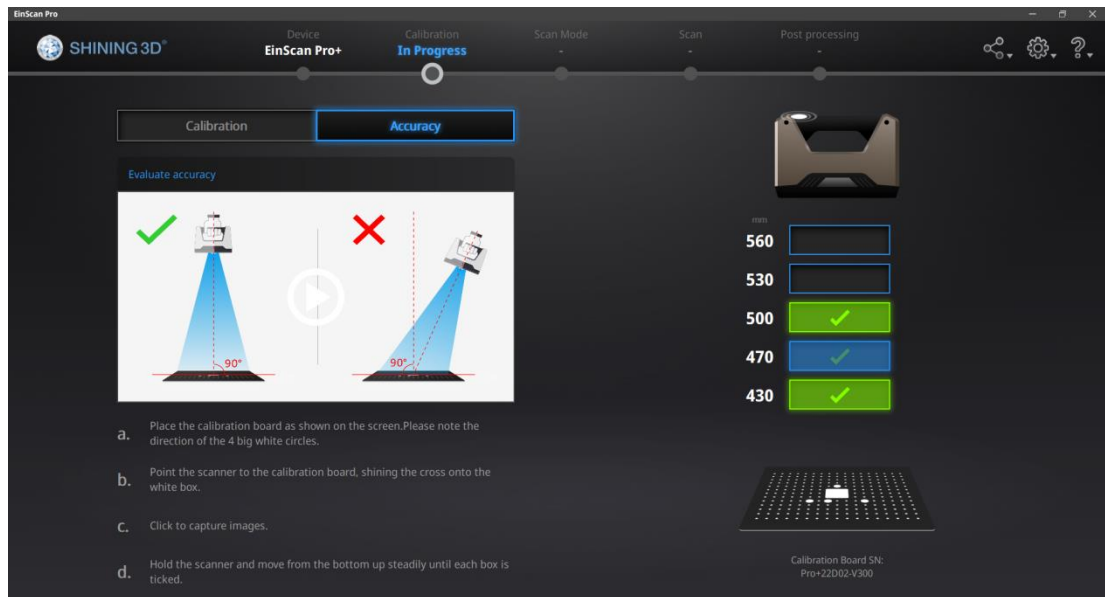
Go back to the scan mode selection page by clicking “Next” at the bottom left.

### 3.2.3. Accuracy test

While scanning, if markers cannot be recognized, tracking is easily lost or misalignment happens often, Accuracy Diagnostic is suggested. Same as camera calibration step1, scan on the front side of the calibration board (black) to do an accuracy test.



During the capture process, LED rings blink and a cross is projected. Move the scanner from top to bottom or from bottom to top slowly and steadily, until the rangefinder is completely filled with green bars. Follow the instructions on the video and on the screen to capture the different pictures.



*Accuracy error result*

*How it works: The software calculates point position and compare it to the known value. The deviation is display as result*

If the result is more than 0.1 mm (accuracy for handheld mode), redo the calibration, and test again.

Go back to scan mode selection page by clicking “Next”.

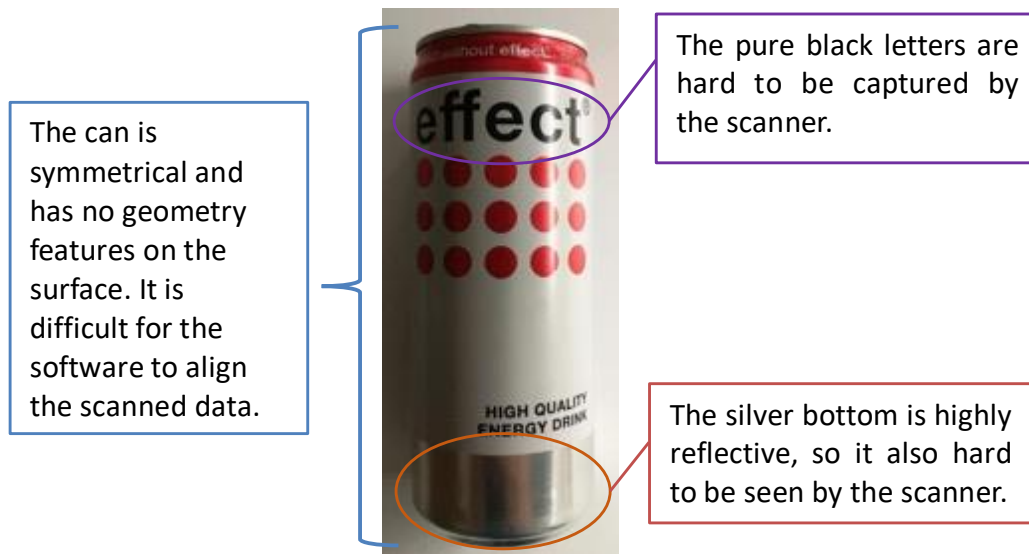
## 4. Before Scan

### 4.1. Object

EinScan Pro series can scan objects from 30\*30\*30mm <sup>^</sup>3 to 4m length.  
We do not recommend scanning:

- moving or vibrating objects, which cause the shape of object changed during scanning process.
- lattice structures with many small deep holes

During scanning the shape of the object needs to be maintained without any changes (human bodies must be held still, for example).

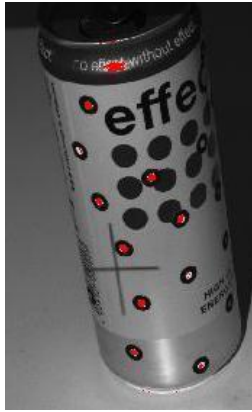


*Example of an object, difficult to scan*

## 4.2. Preparation

To align data if geometry features are not sufficient, you need to stick markers or pieces of clay on the surface of scanned objects to create extra “features”. When you stick markers on the surface of the object, you need to follow the following rules:

- (1) Make sure sticking at least 4 markers in each frame (one scanning field of view). Control the number of markers seen on the camera view.
- (2) Stick markers in a random, non-linear pattern (see example below).
- (3) Markers should be stuck on the flat surface area and keep the marker surface flat.
- (4) Use the markers provided with the device only. Other markers can result bad accuracy or not to be seen.



*Object with markers*

If the object is small enough for each frame (scanning field of view), markers can be placed around the object. Make sure the object will not move from its support during the scan, which means the position relationship between the object and markers should not be changed.



*Markers surrounding the object*

Before scanning transparent, highly reflective and black objects, you should spray white powder on the surface (see example above).

### 4.3. Select Scan Mode

Chart to choose scan mode with Pro

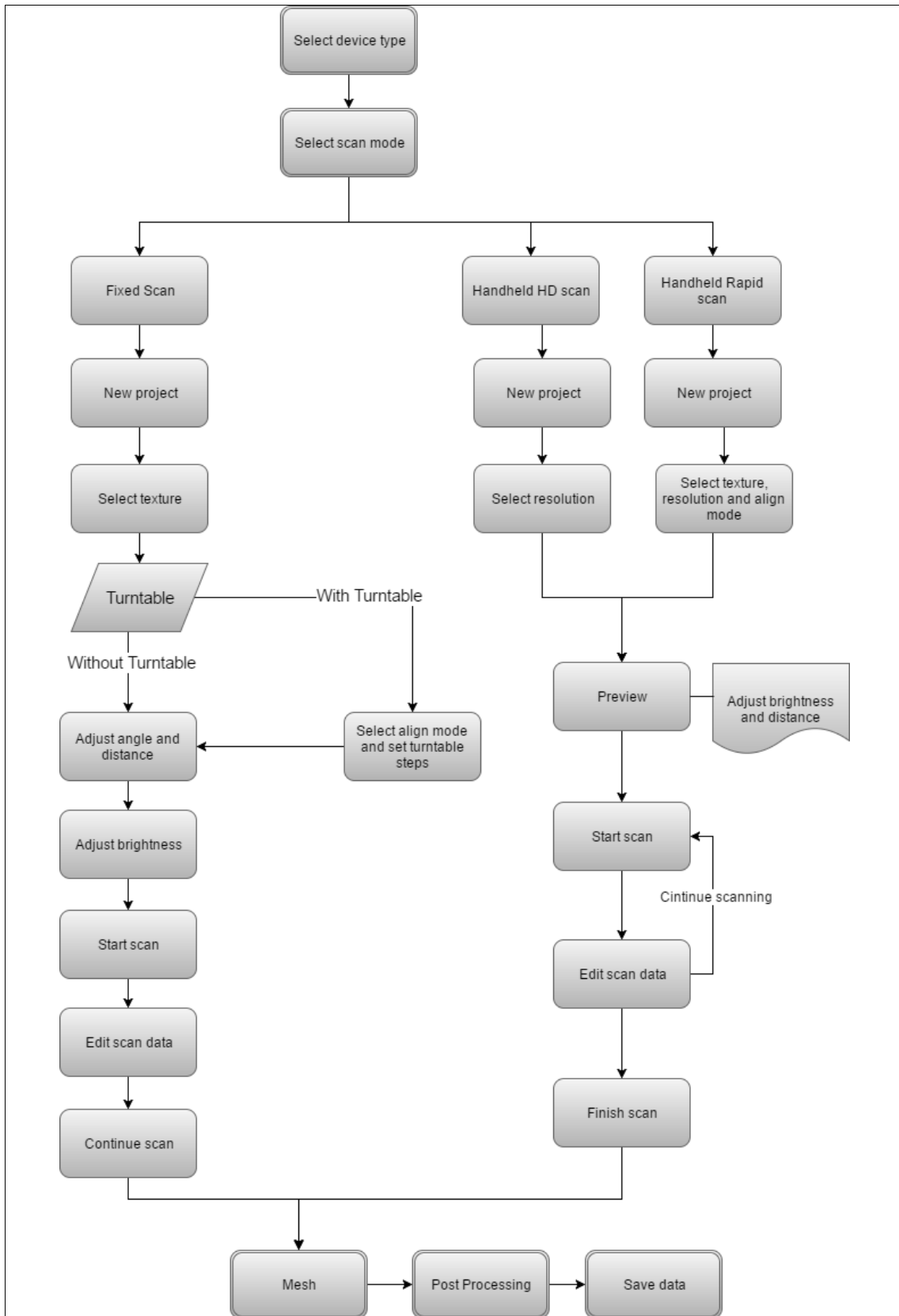
Mode	Accuracy	Speed	Resolution	Align mode
Fixed scan With turntable (industrial pack)	****	****	*****	<i>Turntable coded target, features, Markers, manual</i>
Fixed scan No turntable	****	*	*****	<i>Markers, features, manual</i>
Handheld HD scan	***	*	***	<i>Markers</i>
Handheld Rapid scan	*	**	**	<i>Features R2 : markers, hybrid</i>

Chart to choose scan mode with Pro+

Mode	Accuracy	Speed	Resolution	Align mode
Fixed scan With turntable (industrial pack)	****	****	****	<i>Turntable coded target, features. markers, manual</i>
Fixed scan No turntable	****	*	****	<i>Markers, features, manual</i>
Handheld HD scan	***	***	***	<i>Markers HD prime pack : features</i>
Handheld Rapid scan	*	****	**	<i>Features, markers, hybrid</i>

The tables above show the details of each scan mode that can be selected. For limitations of each scan mode, refer to the specifications presented previously.

## 4.4. Scan Workflow





## 5. Fixed Mode (Industrial Pack Required)

Fixed Scan Mode is designed for achieving high resolution and high accuracy scanning for small (from 30\*30\*30 mm<sup>3</sup>) to medium size objects.

In this mode, the scanner and the object are fixed during a single scan. The relative position between the scanner and the object can be changed to capture different area of the object on separated single scans. Successive single scans are aligned automatically or manually based on the common area or markers to generate a whole scanned data.

The add-on “Industrial Pack” is dedicated to this mode, with a tripod and a turntable Perfect for object fitting on a  $\Phi$  150mm disc.

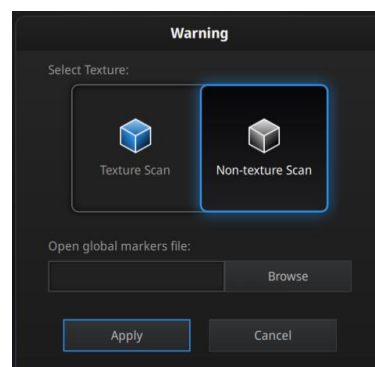
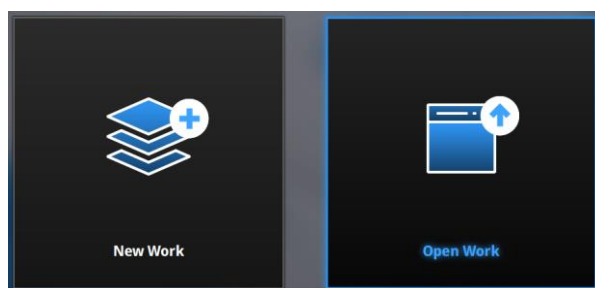
Tips: The objects’ footprint can be bigger than 150mm in Fixed Scan with Turntable if you do not need to use codes on the turntable for auto alignment. You can instead use geometry features or markers on the object’s surface for automatic alignment, or use manual alignment mode to get the whole scanned data.

The texture camera (Color Pack add-on) can be used in this mode.

### 5.1. Set Up

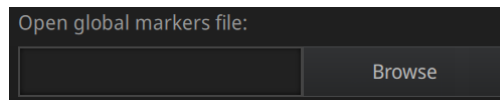
#### 5.1.1. Create a Project

Enter the interface of New Project and Open Project. The initial default project save location is on the desktop unless the user opts to change this. Click “New Work”, enter the project name, then click ‘Save’ to enter the scan parameters window. Texture scan is only active when the texture camera (Color Pack) is attached to the scanner.



*Create a project, fixed scan*

In the new project interface, you have the option to click browse to import a Global Marker File (GMF) as .ASC, .TCT or .P3. Global Marker File is normally captured by a Photogrammetry System to achieve a high accuracy Markers Frame for large object, in which you can scan the object in detail and match the global accuracy of Markers Frame.



*Browse to load a GMF*

**Notes:**

- GMF file is suggested for scanning large size object with high accuracy.
- When using the global markers file, new markers cannot be scanned. Global markers points can be deleted.



Click the work button to create or load a new work

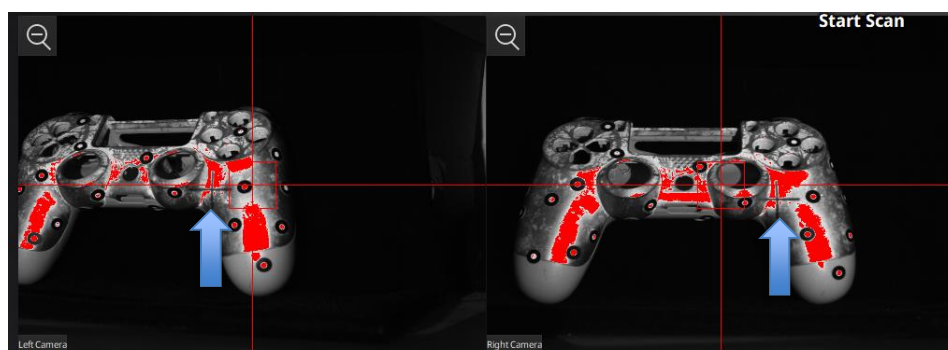
When a project is open, click the **work button** to create or load a new work. The new work will be with the same scan mode. Unsaved changes will be lost.

### 5.1.2. Working Distance

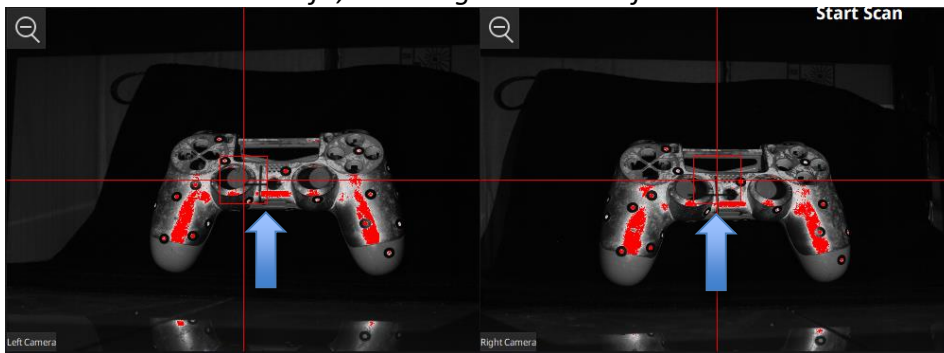
Adjust the distance between the object and device. Make sure the scanner will not move during the scanning.

	Pro	Pro+
<b>Closer limit (mm)</b>	300	400
<b>Optimal distance (mm)</b>	400	500
<b>Upper limit (mm)</b>	500	600

Check the projected cross on the on the preview windows. Adjust the working distance until the cross is inside the central box. At the proper working distance, the cross should be seen clearly with a sharp contour on the surface.



*On the Right camera, at a too close distance the projected cross will be shifted to the left, to the right when too far*



*At optimal distance the projected cross is within the central box on both cameras*

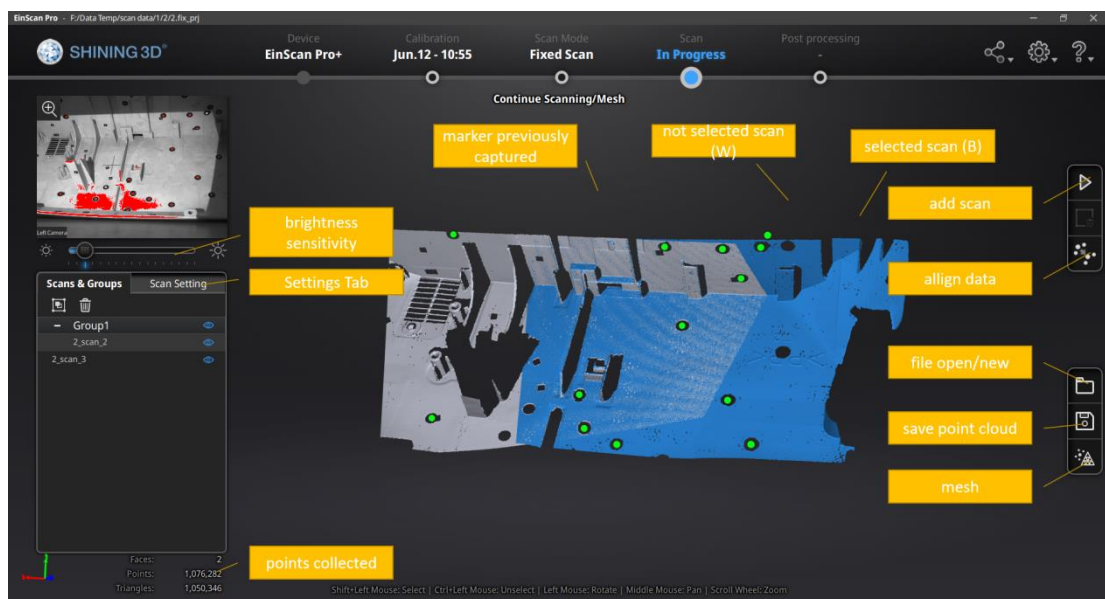
At the proper working distance, the cross should be seen clearly with a sharp contour on the surface.



*Set up for fixed mode*

**Note:** The tripod is NOT included in the Standard Pack, but it is included in Industrial Pack together with a turntable.

### 5.1.3. Interface



Scan interface, Fixed mode

**Note:** Right Click on the camera preview to display the Right camera in the window. You will see the parts shown in the window from right camera. The parts which can be seen by both cameras will be captured. Adjust the position and orientation of the scanner or the object accordingly to finish the scan from different direction.

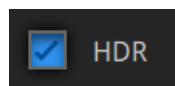
### 5.1.4. Adjust Brightness

Click and drag the button to adjust the brightness. The correct brightness setting will depend on the lighting in the environment and the texture of the object.



*Drag to adjust the brightness setting*



To scan an object with high contrasting texture, such as something white and black, select HDR. Each single scan will take longer to capture.



*Turn HDR ON to scan contrasting textures*

## 5.2. Scan with Fixed Mode

### 5.2.1. Capture

	Click the button or press <b>space bar</b> to start scanning
	Click the pause button, and the scanning will pause; Click again to resume scanning.


When the scan is completed the data is automatically saved in the project file.


### 5.2.2. Edit Scan




After the single scan is completed you can edit the data.



**SHIFT + Left mouse:** Select unwanted points, the selected points will turn red

**Ctrl + Left mouse:** Deselect selected data.




	<b>Edit buttons:</b> <ul style="list-style-type: none"><li>① Deselect</li><li>② Revert</li><li>③ Delete</li><li>④ Undo</li><li>⑤ Show/Hide texture (for data with color texture only)</li><li>⑥ Shift + Left mouse: choose data</li><li>⑦ Ctrl + Left mouse: deselect selected data</li></ul>
---	---

	<b>Delete selected data</b> Click the button or the “Delete” on the keyboard to delete selected data.
	<b>Undo</b> You can only undo the most recent deleted data.
	<b>Show/Hide Stripes (for data with color texture only)</b> Click the button to switch the texture option between display and hide.

	Press the <b>space bar</b> on the keyboard to save data and exit the single-scan editing. The edited data is saved in the project file
	Cancel editions on the data

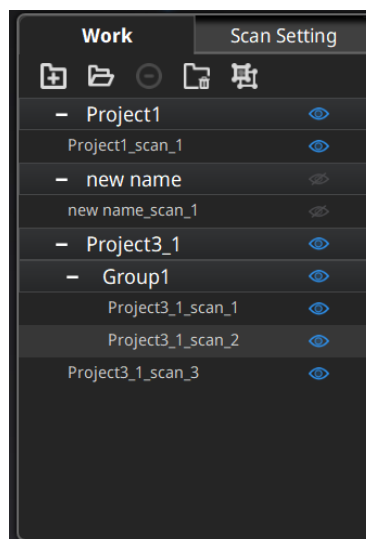
If you are not satisfied with current scanning data, or there is not enough overlapping regions or markers between neighboring scans for registration,

	click the button to delete current data
---	---

Then change the position of the scanner or the object to scan again.

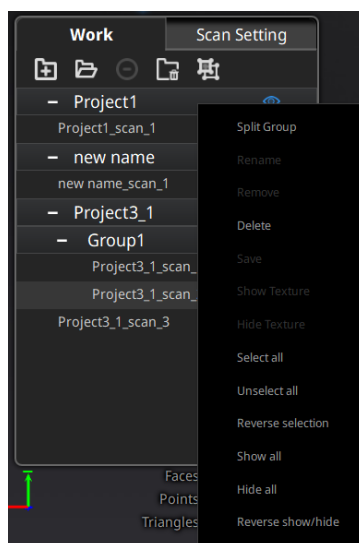
### 5.3. Scans, Groups and Projects

When the scan data is saved, you can manage data and projects on the project tree



*Project tree, fixed mode*

### 5.3.1. Create Groups



Scans & Groups tab

**Left mouse:** Select scan/group on the scan list or on the 3d view

**SHIFT/Ctrl + Left mouse:** Select multiple scans/groups

	Create a group with the selected scans and/or group(s)
	Click the button to delete the selected scan(s) and/or group(s)
	Scan or group visible / invisible

A new group will be generated by all selected scans. (*sub-group cannot be created*)

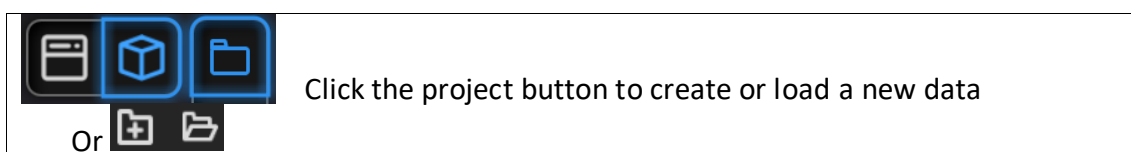
Right click on the selected scan/group to access more options on drop down menu.

#### Notes:

- By default, the scanned data in one rotation of turntable (industrial pack) belong to one group. The group can be deleted or split to realign with other group data or single data.
- Disable texture (color pack) to select scan by left mouse on the 3d view

### 5.3.2. Projects

**New project / Load project**



Click on the project tree or on the **project button** create a new project or import a previous fixed scan into the work.  
 Only projects from the same scan mode can be imported.

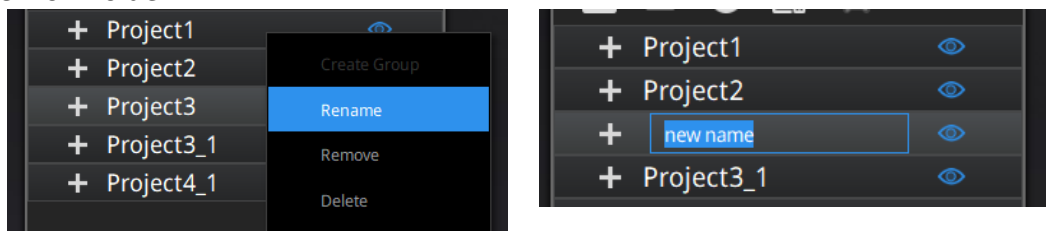
*Imported data will be copied in the work folder and appear on the project tree  
 New project will create a new entry in the project tree and a new project file in the work folder*

### Current project

The last loaded project is the Current project, new data will be added and align with the current project. The current project is the last listed on the project tree.  
 Reopen a previous project to make it as the current project.

### Rename project



Right click on the project on the tree to rename it. The new name will be updated in the work folder



*Rename projects*

in case of name interference in the work folder when load a project, the loaded project will be automatically renamed: "Name" → "Name\_1"

### Remove/Delete

	Remove the project
	Delete the selected data, group(s) or project(s)

Select one or many projects Click **remove** to remove the project(s) from the project tree, but not from the work folder.

Click **Delete** or right click and delete to delete the selected data, group(s) or project(s) from the project tree and the work folder.

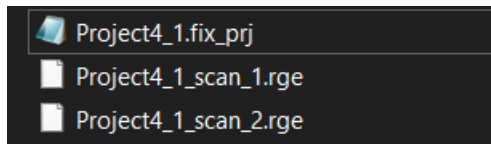
If you remove or delete the current project the last project will reload and become the new current project.

**Note:** Delete only affects the data in the work. If the project is imported from other work, only the created copy is deleted.



### Tip: Duplicate a project

To duplicate a project in the workspace, in the work folder, copy the project file (.prj\_fix) and all associated data file (.rge) into a separated folder without changing the name. Then import the file as a new project in the work.



*create a copy of the project files on a new folder*

### 5.3.3. Edit data

**Double click** on a group or a scan, to enter the edition mode. The edition are applied to the selected data only. Modifications will not affect the rest of the data.

**Shift + left mouse:** select data on the 3d view, and enter the edition mode. the edition is applied on the visible data only.

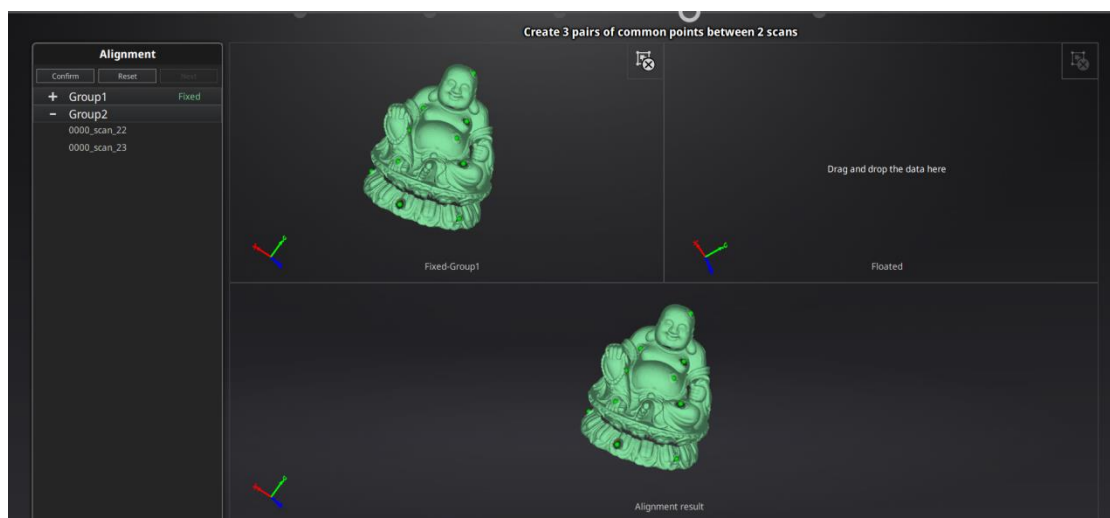
See [5.2.2.Edit Scan] for the edition functions.

### 5.4. Alignment

If you use markers, the data will automatically align with the marker positions. If not, an automatic alignment will be calculated with a best-fit of the single scan to the previous scans according to the geometric features. If the object is not with enough geometric features, you can use manual alignment.





Click the button to open the Manual Alignment interface



*Drag and drop single scan or group to the float and fixed window*

Single scan or group can be dropped into both windows. Scans in the group are not allowed. Split the group first if it is needed.

	click the button to remove the scan/group from fixed or float window
	Texture visible ON/OFF (color pack only)

**SHIFT + click left mouse button** to select at least 3 non-collinear corresponding points in the 3D preview windows for Manual Alignment, as shown below.

**Ctrl+Z:** cancel last point picked



*Select 3 points to align the data*

*How it works: The software calculates the best fit alignment from the picked points, and refine the alignment by best fit of all the points of the floating to the points of the fixed.*

Click **Confirm** to validate the modification and go back to the scan interface

Click **Reset** to go back to the scan interface

Click **Next** to continue to align scans

## 6. HD Mode

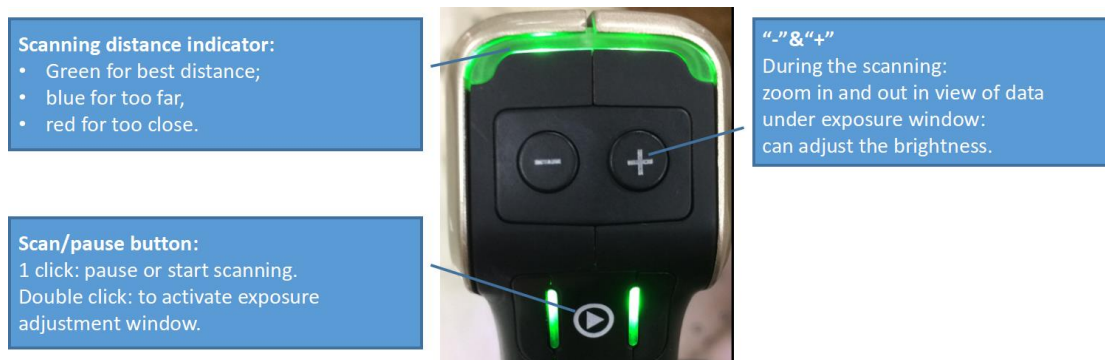
HD mode means the hand-held scan mode with high resolution and high accuracy. When the operator holds the scanner in hand and moves around the object, the data is instantaneously captured and matched with previously captured data.

HD mode uses markers to align the data during the scanning process.

Prime (HD Prime pack add-on) can be used in this mode if your device is EinScan Pro+. It improves a faster scanning speed and enables the feature alignment (Markers-free) for scanning objects with enough geometry.

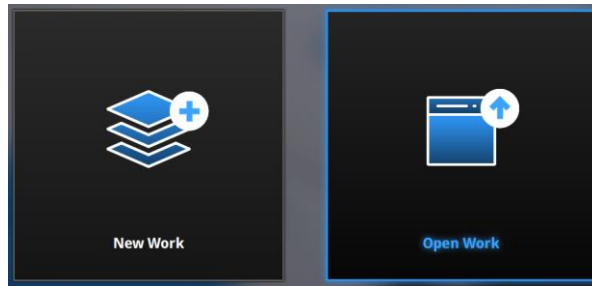
**Note:** The texture can't be captured when scanning in HD mode or HD Prime.

### 6.1. Handheld Scanner Key Function

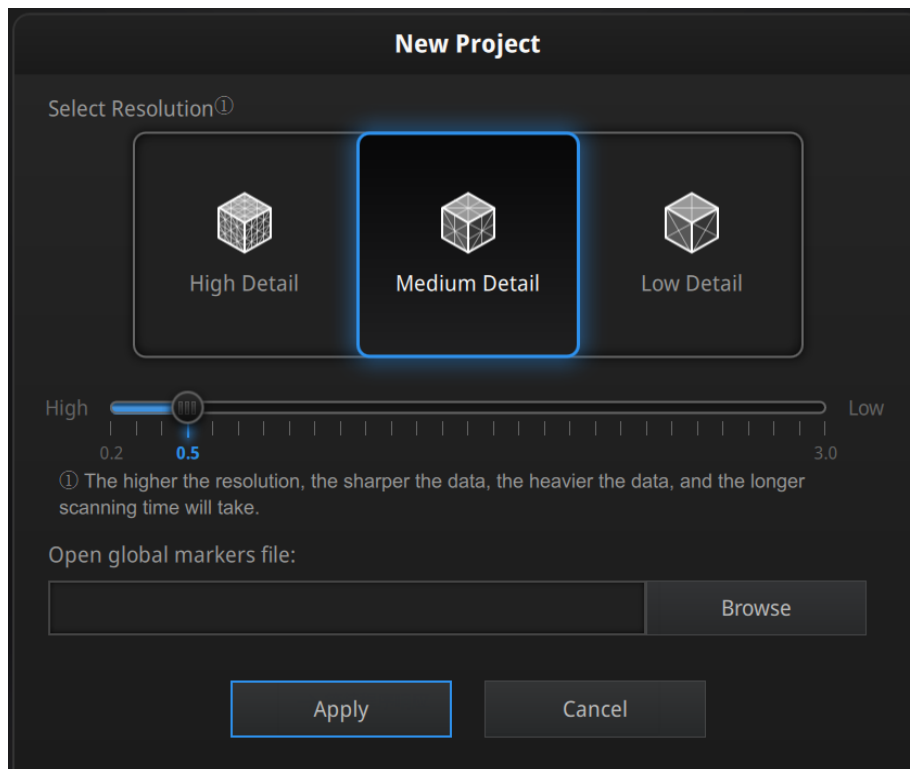


### 6.2. Before Scan

Enter the interface of New Project or Open Project. The default project is saved to the desktop. You can change the saving path, and then the newly created project will be saved to the new location. Click “New Work”, input the project name, then click ‘Save’ to enter the scan parameters window. Feature alignment is only active when the HD Prime pack is attached and the scanned object has enough geometric features. It is only applicable to the EinScan Pro+.



*Work interface*



*HD mode scan parameters window*

## **Resolution**

Select a resolution for the project. The higher the resolution, the better the details, but this may lead to larger files and processing times. Choose High (0.2mm), Medium (0.5mm) or Low (1.0mm) or drag the cursor to choose another point-distance setting from 0.2mm to 3.0mm.

## **Global Marker File**

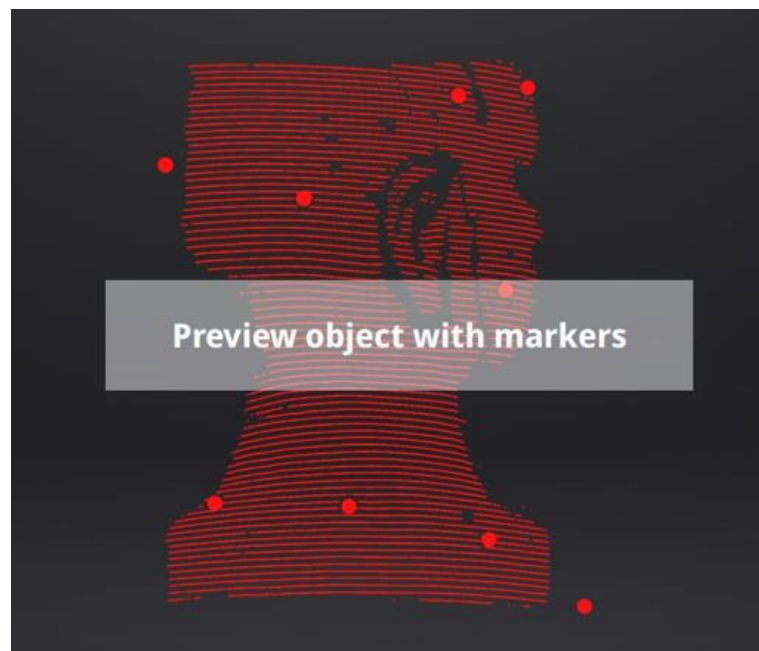
If you want to use a previously created Global Marker File (GMF), you may click browse to import one as .ASC, .TCT or .P3.

## 6.3. Scan

### 6.3.1. Preview



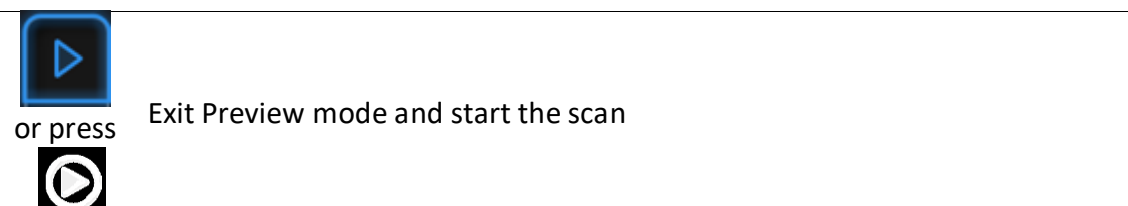
Hold the scanner to face the object (there must be enough markers on the surface), press the Play button or click Preview to run into Preview mode. In this mode, it will start to show data for preview, but not record this data.



*Preview mode on HD mode for Pro+*

In this mode, you can:

- Check the working distance
- Adjust the brightness sensitivity
- Ensure that the markers are well captured.



Click Start in software or press the Play button to exit the preview mode and start the scan

**Notes:**

- Preview mode will start every time a new project is built or an existing project is imported.
- After exiting preview and starting the scan, the preview mode will not be shown again in this scanning project.
- To access preview mode on a current project, reopen it.

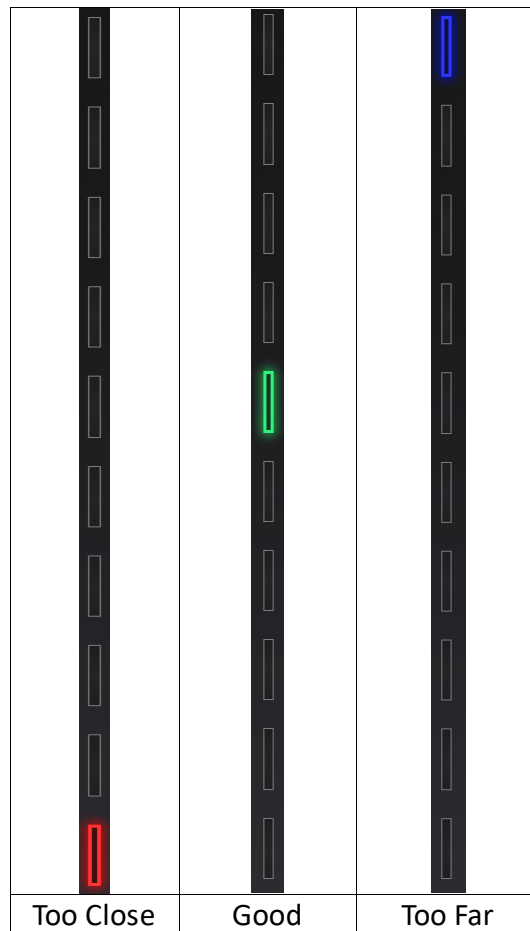
### 6.3.2. Scan Distance

The rangefinder on the left side reveals different colors based on the distance between the scanner and the object. At the correct distance, it will show green. It shows red if the distance is too close or blue when the distance is too far.


On the scanner, the information is displayed on the colored LED. As with the rangefinder on the screen, if it is too close it will show red and if it is too far it will show blue, and green is perfect.

Adjust the scanner position until the range finder's color turns green.

	<b>Pro</b>	<b>Pro+</b>
<b>Closer limit (mm)</b>	300	400
<b>Optimal distance (mm)</b>	400	500
<b>Upper limit (mm)</b>	500	600



### 6.3.3. Brightness

Double-press  Enter/Exit the exposure adjustment menu

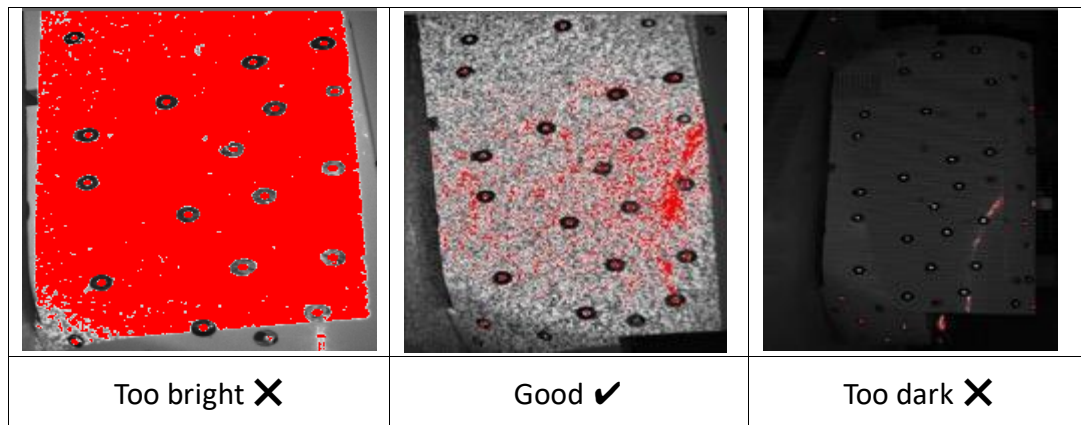
When scanning or in Preview mode, double-click the Play button to adjust the brightness by pressing “+” or “-” buttons on the scanner, or click and drag the cursor under the camera preview to the left (-) or right (+).



*Exposure adjustment menu, press +/- or click and drag the cursor*

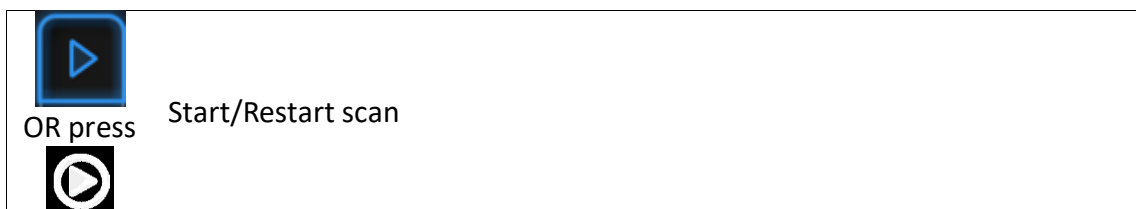
Adjust the brightness according to the following illustration: Red means overexposed, black is underexposed, and white or light grey is good.

The lines and the markers should be seen clearly, the lowest brightness where this is possible is optimal. An overexposed scan will capture more noise.



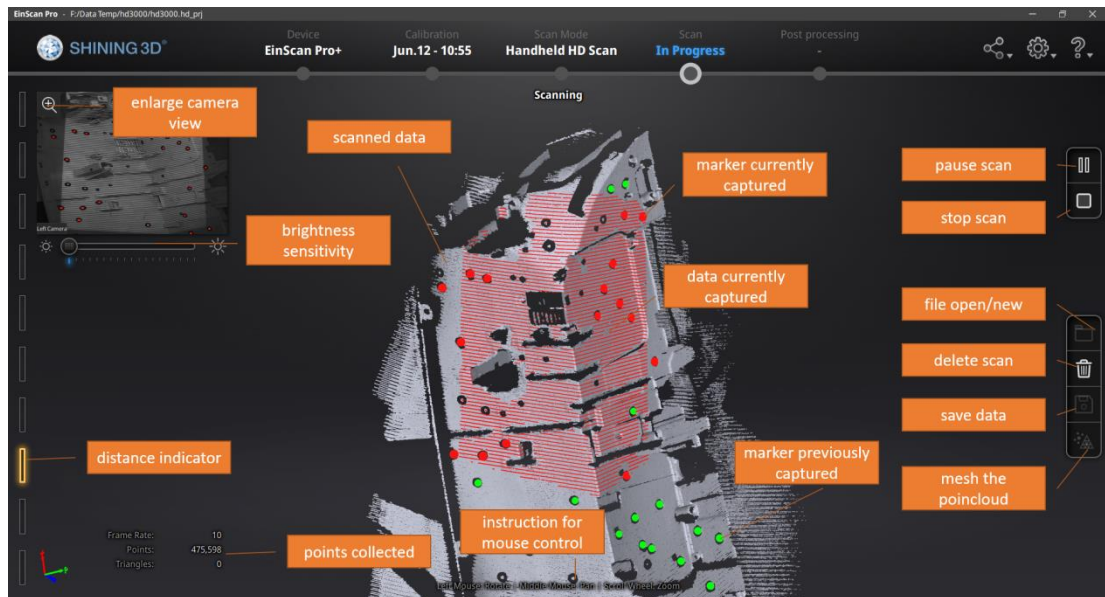
Double-click the Play button to exit the brightness adjustment window.

#### 6.3.4. Start Scan




Press the Play button or click Start in software to start scanning and recording data. 100 lines are projected with Pro+, while 7 lines are projected with Pro. During scanning make sure to keep the scanner perpendicular to the surface, keep a proper distance from the object, and adjust the brightness depending on the ambient light and texture of the object.





*Scan interface, HD mode*



OR press 

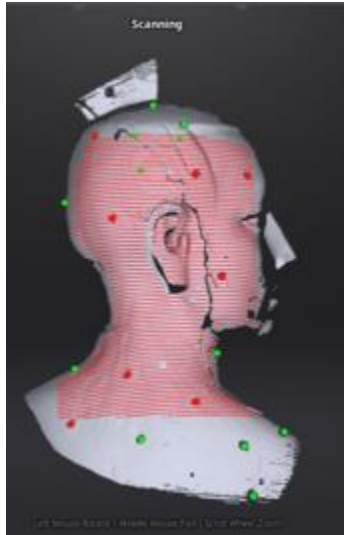
Enter pause menu

Press the Play button or click Pause in the software to pause the scan.

### 6.3.5. Alignment

The software will recognize the markers (displayed in red), record data and align with previously collected markers (displayed in green). The data is captured along the lines, as shown below.

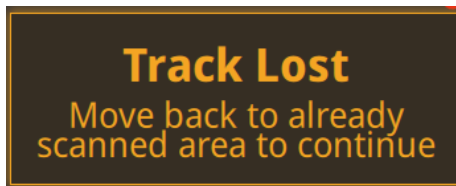
To record the data, a minimum of 4 markers (displayed in red) in each frame (every scanning field of view) has to be captured.



*Interface with markers*

Stick markers on the object in a random pattern, avoiding sticking all markers in one line. To check the rules of sticking markers, please refer to section 4.2, Preparation.

If the position tracking fails, the “Track lost” alert will appear, and you will need to go back to an area with previously recorded markers to recover the tracking again and continue scanning.



*Track lost alert*

**Note:** If you have imported a global marker file, new markers cannot be added during the scan




## 6.4. Pause Menu

In offline mode, the data can be loaded at this step for editing.

### 6.4.1. Auto Save



Press the Play button or click Pause in the software to enter the Pause menu. The data will be automatically saved in the project file.


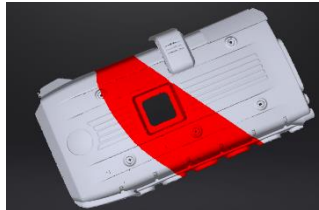
	Continue scan
or press 	
	Generate point cloud



Press the Play button or click Start in the software to continue the scan,  
Click Stop to generate a point cloud: an optimized 3D point cloud will be generated.  
Or you may select data to use the Edit tools.

### 6.4.2. Edit Menu

**SHIFT + Left mouse:** Select redundant area, the selected section will be displayed in red, as shown below.

**Ctrl + Left mouse:** Deselect the selected data

	<p><b>Edit buttons:</b></p> <ul style="list-style-type: none"> <li>① Deselect</li> <li>② Revert</li> <li>③ Delete</li> <li>④ Undo</li> <li>⑤ Show/Hide texture (color pack only)</li> <li>⑥ Shift + Left mouse: choose data</li> <li>⑦ Ctrl + Left mouse: deselect selected data</li> </ul>	
---	---	---

	<p><b>Delete selected data</b> Click the button or “DELETE” on the keyboard to delete the selected data.</p>
	<p><b>Undo</b> You can only undo the most recently deleted data.</p>

**Note:** Handheld scan mode does not support the deletion of markers.

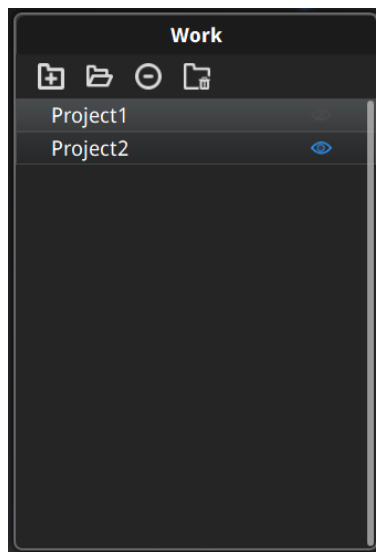
	<p>End the editing</p>
---	------------------------



Click Check to End the editing and confirm to save the edition in the project file and go back to the Previous menu.

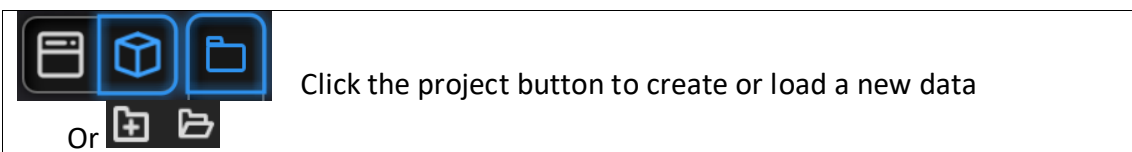
## 6.5. Pause Menu

When the scan data is saved, you can manage data and projects on the project tree



*Project tree, handheld mode*

### 6.5.1. New project / Load project



On the project tree or on the **project button** create a new project or import a previous fixed scan into the work.

Only projects from the same scan mode and with the same resolution can be imported.

*Imported data will be copied in the work folder and appear on the project tree  
New project will create a new entry in the project tree and a new project file in the work folder*

### 6.5.2. Current project

The last loaded project is the Current project, new data will be added and align with the current project. The current project is the last listed on the project tree. Reopen a previous project to make it as the current project.

### 6.5.3. Rename project



Right click on the project on the tree to rename it. The new name will be updated in the work folder



*Rename projects*

in case of name interference in the work folder when load a project, the loaded project will be automatically renamed: “Name” → “Name\_1”

### 6.5.4. Remove/Delete

	Remove the project
	Delete the selected project(s)

Select one or many projects Click remove to remove the project(s) from the project tree, but not from the work folder.

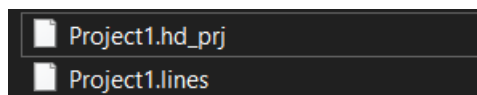
Click Delete or right click and delete to delete the selected project(s) from the project tree and the work folder.

If you remove or delete the current project the last project will reload and become the new current project.

**Note:** Delete only affects the data in the work. If the project is imported from other work, only the created copy is deleted.

### 6.5.5. Duplicate a project

To duplicate a project in the workspace, in the work folder, copy all the project file (.hd\_prj) an associated data file (.lines) into a separated folder with the name 1 . Then import the file as a new project in the work.



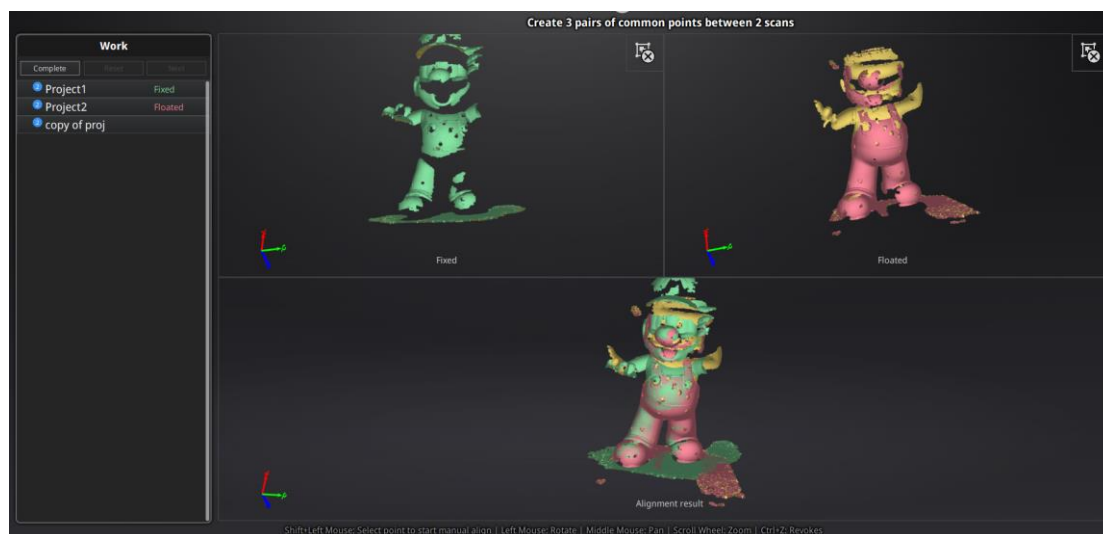
*create a copy of the project files on a new folder*

### 6.5.6. Alignment

When two or more projects are loaded and with all pointcloud generated, use align to fit a project on the other(s).



Click the button to open the Manual Alignment interface



*Drag and drop a project to the float and fixed window*

Drop projects on both windows. Float will move to a new reference



click to remove the project from fixed or float window

**SHIFT + click left mouse button** to select at least 3 non-collinear corresponding points in the 3D preview windows for Manual Alignment, as shown below.

**Ctrl+Z:** cancel last point picked



*Select 3 points to align the data*

*How it works: The software calculates the best fit alignment from the picked points, and refine the alignment by best fit of all the points of the floating to the points of the fixed.*

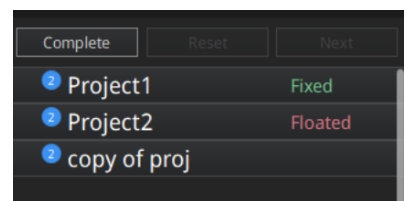
Click **Complete** to validate and leave the Alignment interface

Click **Reset** to cancel all alignments done in this session

Click **Next** to validate the alignment and continue to use the Alignment interface

After data are aligned the blue number represent the alignment reference.

The floated data is transferred to the reference of the fixed



*Alignment reference*

## 7. Rapid Mode

**Rapid mode** means Handheld Rapid Mode which is the fastest handheld scanning mode but has a resolution and accuracy that are lower than the HD mode. This mode is handheld, so the operator moves the scanner around the object, and the data is instantaneously captured and matched with previously captured data.

**Features or markers** can be used for alignment. **Hybrid Alignment** (Markers and Feature) is also valid in this mode.

The texture camera (color pack add-on) can be used in this mode to scan 3D data in color texture. Prime (HD Prime pack) is not compatible with this mode.

Rapid mode can be used on objects from 30mm to 4m. With Rapid mode, you can achieve a large size scan efficiently. In this example, the statue is 1m\*1.5m\*1.5m.



*Scan example with Rapid mode*

### 7.1. Handheld Scanner Key Functions

#### Scanning distance indicator:

- Green for best distance;
- blue for too far,
- red for too close.

#### Scan/pause button:

- 1 click: pause or start scanning.
- Double click: to activate exposure adjustment window.



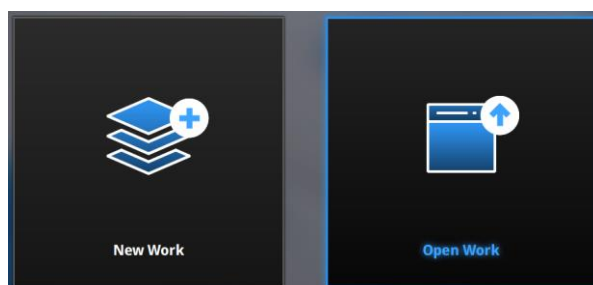
#### "-" & "+"

- During the scanning:  
zoom in and out in view of data  
under exposure window:  
can adjust the brightness.

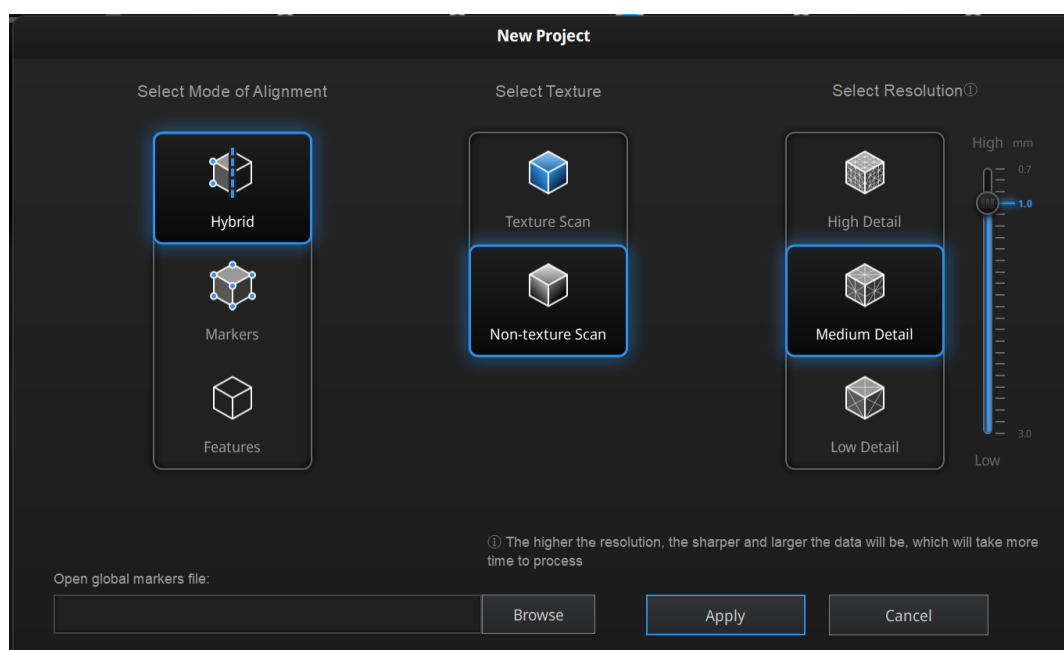


## 7.2. Before Scan

Enter the New Project or Open Project interface. The default project is saved to the desktop. You can change the saving path, and then the newly created project will be saved to the new location you chose. Click “New Work”, input the project name, then click ‘Save’ to enter the scan parameters window.



*Work interface*



*Rapid mode scan parameters window with Pro+*

### 7.2.1. Alignment Conditions

- **Marker Alignment (Pro+ or R2 add-on)**

The surface of the object requires markers. When the scan starts the markers are required, otherwise “Track lost” will be displayed.

At least 4 markers captured previously need to be seen by the scanner in each current scanning frame to be aligned. If not, “Track Lost” will be displayed.

When scanning a large object, Marker Alignment is the best mode at mitigating the cumulative errors caused by large amounts of data. This results in a higher global accuracy of the complete scanned data and is the reason we recommend this alignment mode for large objects.

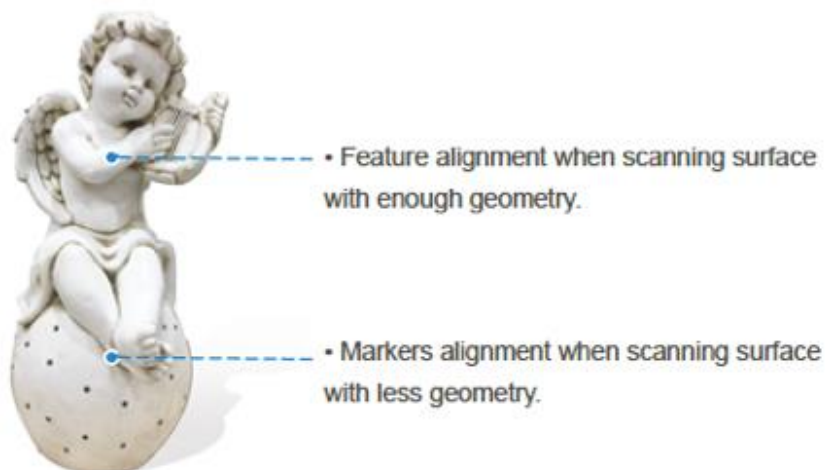
- **Feature Alignment**

The data currently captured is “best fit” and aligned to the previously captured data according to the geometric features of the object. “Track lost” will be displayed if there is not enough common area captured in neighboring scans or the scanned area has few geometric features to allow for the alignment. Rich features on the object are required for this mode.

- **Hybrid Alignment (Pro+ or R2 add-on)**

The software can switch between feature and marker alignment automatically during scanning according to whether the surface of the scanned object has markers or not. So you can put markers only on surfaces with little geometry. There is no need to stick markers all over the object. (See the example below)

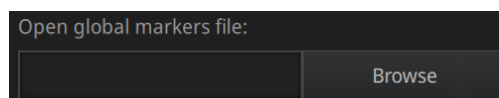
For some parts which are difficult for Feature Alignment, a reminder will show up to suggest you stick markers on the area with limited geometric features.



*Example of use of hybrid alignment*

- **GMF (Pro+ or R2 add-on)**

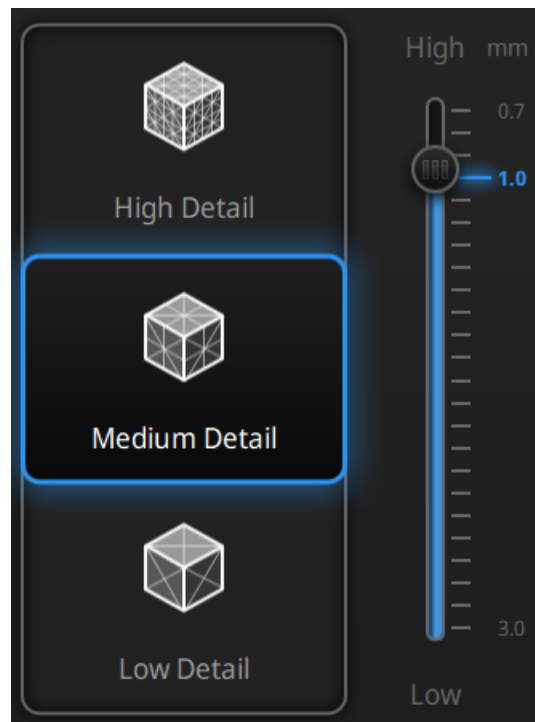
With Markers and Mixed alignment, you may click browse to import a previously created Global Marker File (GMF) as .ASC, .TCT or .P3.



*Browse to load a GMF*

## 7.2.2. Resolution

Select a resolution for the project. The higher the resolution, the better the details. Choose High (0.7mm Pro+, 0.5 for Pro), Medium (1.0mm) or Low (1.5mm) or drag the cursor to choose another point distance setting from 0.5mm (Pro) or 0.7 (Pro+) to 3.0mm



### Notes:

- A higher resolution takes more time to scan and consumes more graphics card memory.
- With high resolution, the size of the object to be scanned will be limited. In theory, the maximum size of scan = point distance\*8192/mm. In the actual process, the size of the object that can be scanned depends on the computer graphics card.
- When importing a project, and continuing to scan, the scanning resolution and alignment mode will be the same as the previous setting of the imported project.

## 7.2.3. Flat detection

Under feature align or hybrid align, you could choose whether to detect the plane or not.

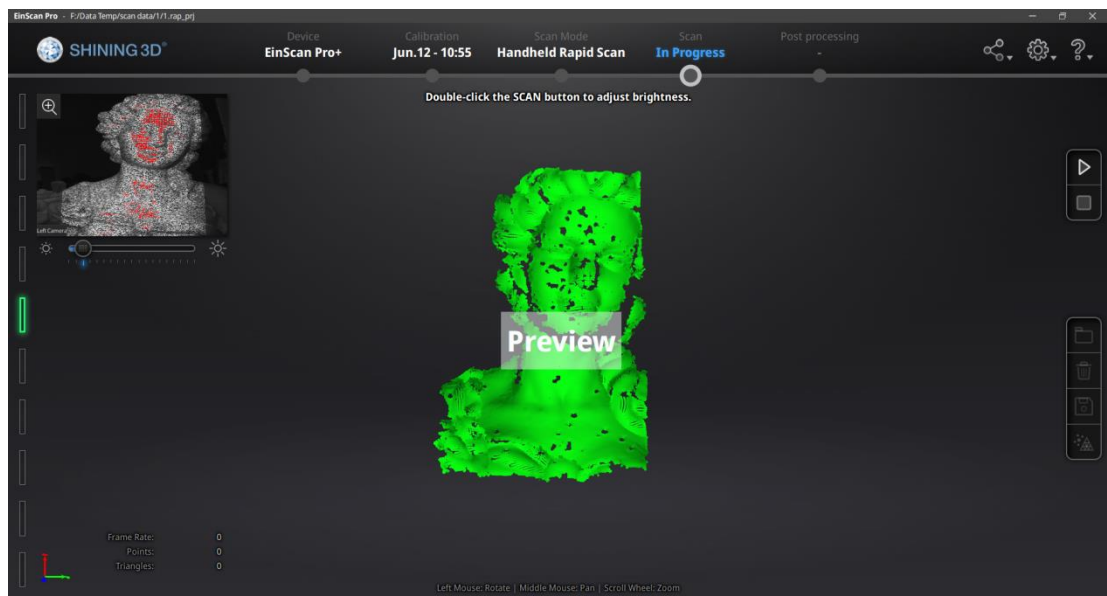
- If you do not choose the plane detection, you could still scan flat surface, but the misalignment will happen.
- Plane detection could reduce the possibility of misalignment, but it can not scan plane or surface with little features, the software will prompts “please scan the non-plane area”

## 7.3. Scan

### 7.3.1. Preview



Hold the scanner to face the object, Press the Play button or click Preview to run into Preview mode. In this mode, it will start to show data for preview, but not record this data.




*Preview mode on Rapid Mode*


In this mode, you can:

- Check the working distance
- Adjust the brightness sensitivity

- Ensure that the markers are captured well.



or press



Exit Preview mode and start the scan

Click Start in software or press the Play button to exit the preview mode and start the scan

**Notes:**

- Preview mode will start every time a new project is built or an existing project is imported.
- After exiting preview and starting the scan, the preview mode will not show again for this scanning project.
- To access preview mode on a current project, reopen it.

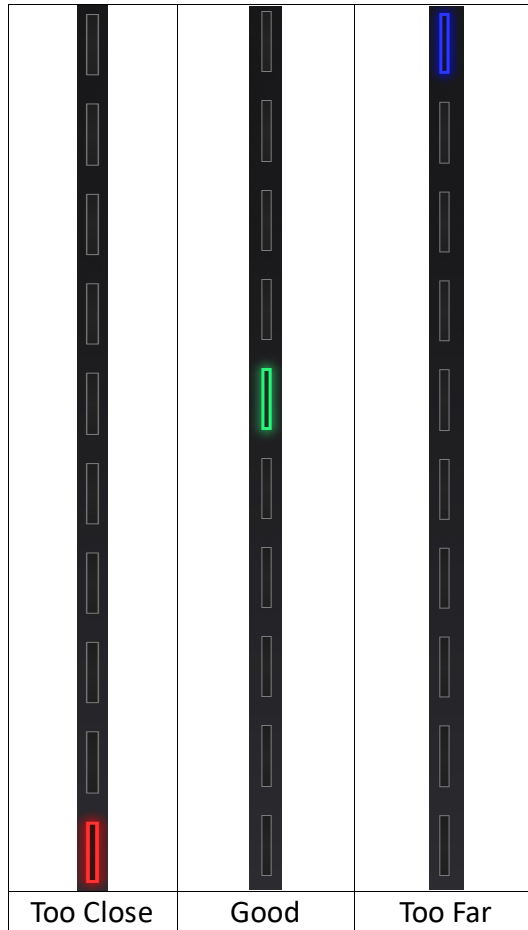
### 7.3.2. Scan Distance

The rangefinder on the left side reveals different colors based on the distance between the scanner and the object. At the correct distance, it will show green. It shows red if the distance is too close or blue if it is too far.


On the scanner, the information displays on the colored LED. If it is too close it will show red and if it is too far it will show blue. Green shows it is a good distance away from the object.

Adjust the scanner position until the rangefinder color turns green.

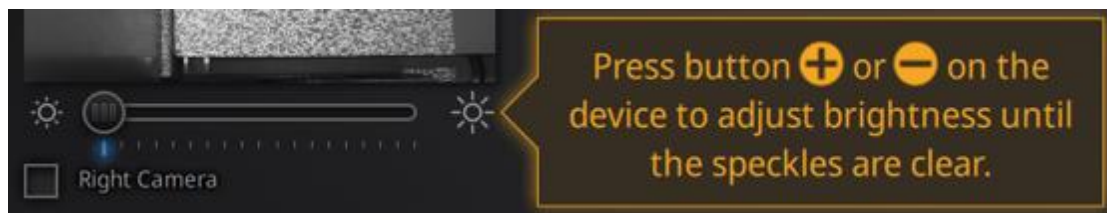
	Pro	Pro+
<b>Closer limit (mm)</b>	300	400
<b>Optimal distance (mm)</b>	400	500
<b>Upper limit (mm)</b>	500	600



### 7.3.3. Brightness

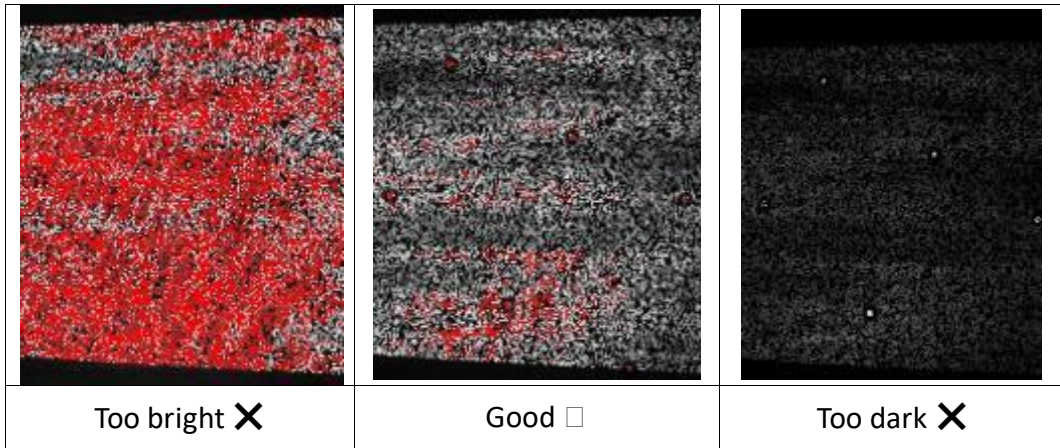
Double-click  Enter/Exit the exposure adjustment menu
--

When scanning or in Preview mode Press twice Play button, you can adjust the brightness by pressing “+” or “-” button on the scanner, or click and drag the cursor under the camera preview to left (-) or right (+).



*Exposure adjustment menu, Press +/- or drag the cursor*

Adjust the brightness according to the following illustration: Red means overexposed, Black is underexposed, white or light grey is good.



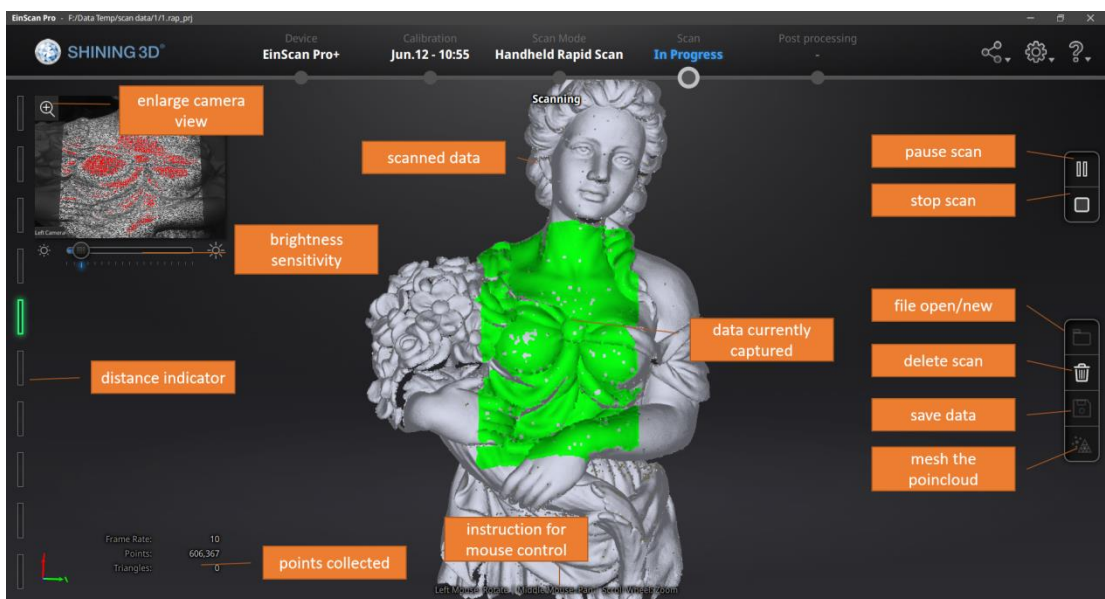
Press twice Play button to exit the brightness adjustment window.

### 7.3.4. Start Scan



Press the Play button or Click Start in software to start scanning and recording data.

During scanning, make sure to keep the scanner perpendicular to the surface, keep the distance in a proper range, and adjust the brightness depending on the ambient light and texture of the object.





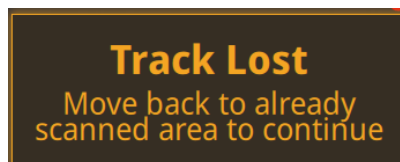
Press the Play button or click Pause in the software to pause the scan.

### 7.3.5. Alignment

#### Feature Alignment:

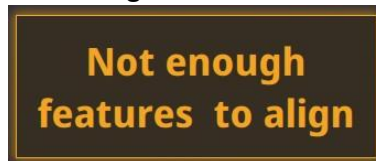
When you start scanning, shine the scanner on the object for around 3 seconds, and start to move when the scan data shows on the computer. The currently captured area is green, and previously captured data is grey. To improve the scan efficiency, the scanner movement should be continuous and uniform.

If the scan presents purple color and a “Track lost” alert appears, it indicates that the scan cannot match the current data with your previous data. You need to go back to any previously scanned area to recover the tracking again and continue scanning.



*Track lost alert*

The software will prevent from misalignment when scanning featureless surfaces

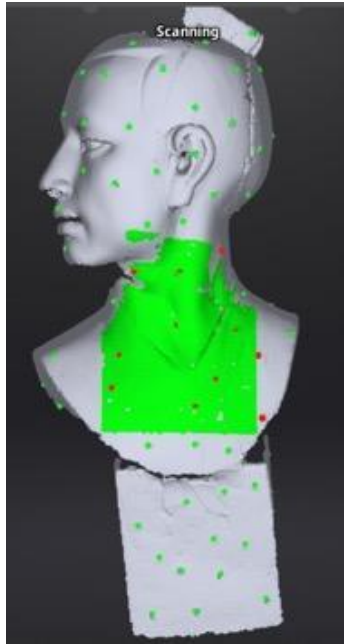


*Not enough feature alert*

#### Marker Alignment (Pro+ or R2 add-on):

If the surface of the object has markers, the software will recognize the markers (displayed in red), record data and align with previously collected markers (displayed in green). The green area is the current scan, as shown below. To record data a minimum of 4 markers (display in red) has to be captured.

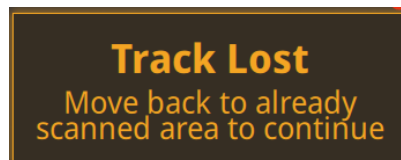




*Interface with markers*

Stick markers on the object in a random pattern, and avoiding sticking all markers in one line. You can check the rules of sticking markers by referring to section 4.2 Preparation.

If the position tracking fails, “Track lost” alert will appear, meaning you need to go back to an area with previously recorded markers to recover the tracking again and continue scan.



*Track lost alert*

**Note:** If you have imported a global marker file, new markers cannot be added during the scan

#### **Hybrid Alignment (Pro+ or R2 add-on):**

The software switches between features and marker alignment automatically if at least 4 markers are collected simultaneously. For objects with few geometric features which are difficult for feature alignment, an alert will suggest sticking markers on these areas.



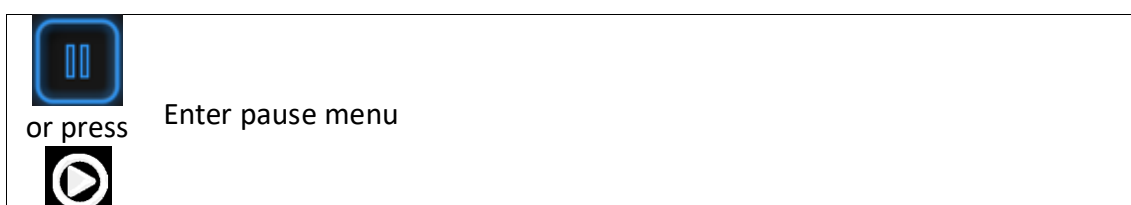
## Add-markers alert

Here the “**flat objects**” means areas with few geometric features.

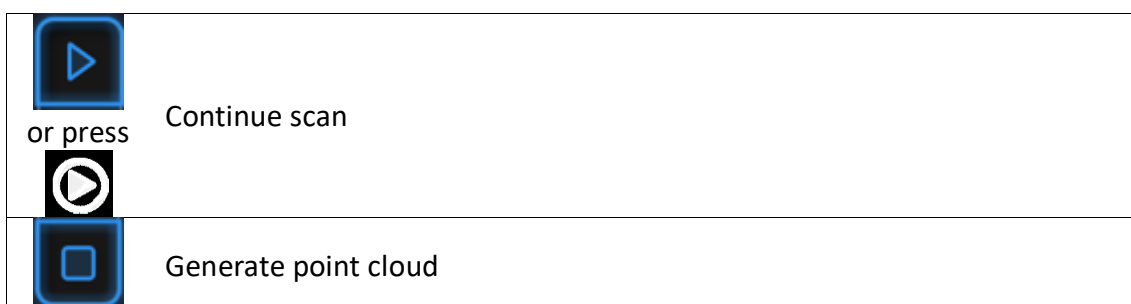
### 7.4. Pause Menu

In offline mode, the data can be loaded at this step for editing.

#### 7.4.1. Auto Save



Click Pause in the software or press Play button to enter the Pause menu. The data will be automatically saved in the project file.

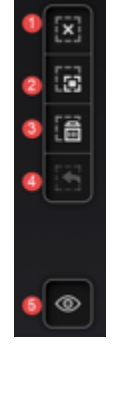
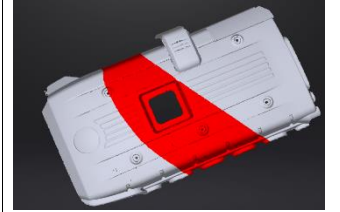





Press the Play button or click Start in the software to continue scanning.  
Click Stop to generate point cloud: an optimized 3D point cloud will be generated.  
Or select data to use editing tools.

#### 7.4.2. Edit Menu

**SHIFT + Left mouse:** Select unwanted data, the selected section will be displayed in red, as shown below.



**Ctrl + Left mouse:** Deselect the selected data

	<p><b>Edit buttons:</b></p> <ol style="list-style-type: none"> <li>① Deselect</li> <li>② Revert</li> <li>③ Delete</li> <li>④ Undo</li> <li>⑤ Show/Hide texture (when installed with a color pack)</li> <li>⑥ Shift + Left mouse: choose data</li> <li>⑦ Ctrl + Left mouse: deselect selected data</li> </ol>	
---	--	---

	<p><b>Delete selected data</b> Click the button or “DELETE” on the keyboard to delete selected data.</p>
	<p><b>Undo</b> You can only undo the most recently deleted data.</p>
	<p><b>Show/Hide texture (when Color Pack is attached)</b> Click the button to switch between displaying and hiding the texture.</p>

**Notes:**

- Handheld scan modes do not support the deletion of markers.
- In Rapid Mode using feature alignment, if you use the edit button to delete all the data, the most recently deleted data will be restored when you continue scanning.

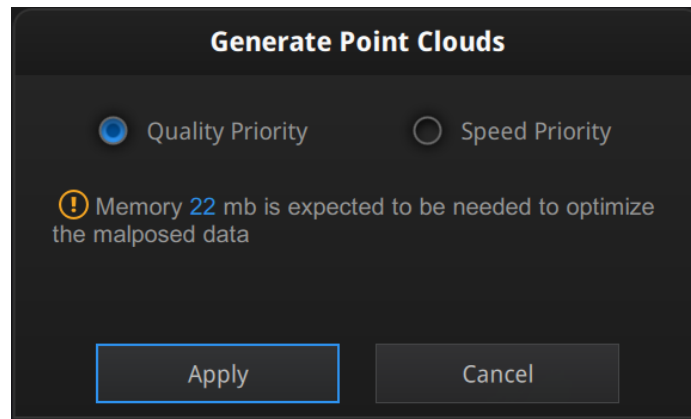
	<p>End the editing</p>
	<p>Revoke all and exit editing</p>

Click Check to End the editing and confirm to save the edition in the project file and go back to the Previous menu.

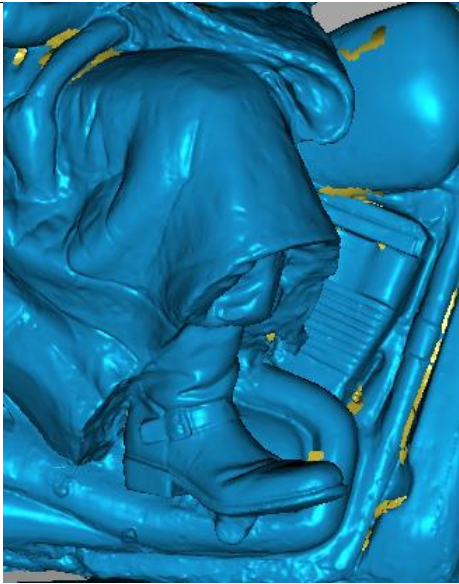
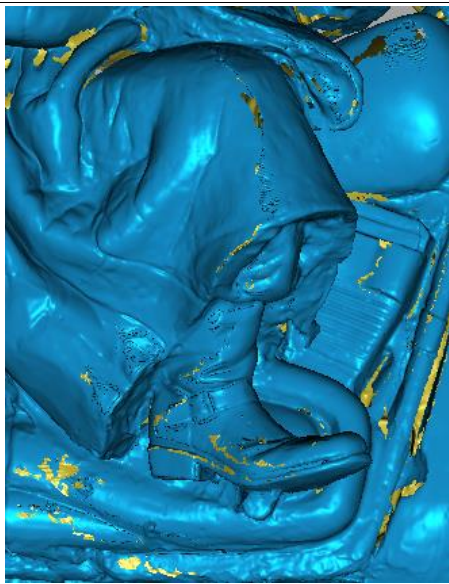
## 7.5. Generate Point-cloud

When finished editing, an optimized point-cloud will be generated. This step is accessible in Offline mode.

When scanning without markers, choose between Quality and Speed priority for the point-cloud optimization and click Apply.

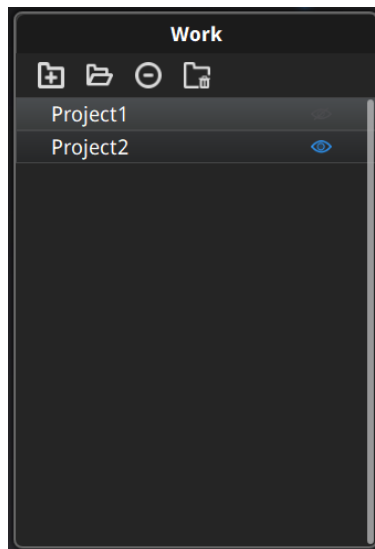


*Generate Point-Cloud options*

	
<p><b>Quality Priority</b> The misaligned data of the rigid object can be optimized. If the non-rigid body such as a human body is scanned, the degree of optimization depends on the degree of misalignment of the scanned data. This optimization process consumes memory and takes a long time.</p>	<p><b>Speed Priority</b> If the scanned data is not misaligned during the scan, you can select this option for a faster processing of point cloud data.</p>

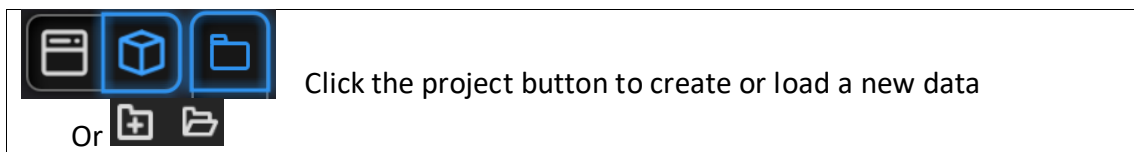
## 7.6. Projects

When the scan data is saved, you can manage projects on the project tree



*Project tree, handheld mode*

### 7.6.1. New project / Load project



On the project tree or on the **project button** create a new project or import a previous scan into the work.

**Note: Only projects from the same scan mode and with the same resolution can be imported.**

*Imported data will be copied in the work folder and appear on the project tree  
New project will create a new entry in the project tree and a new project file in the work folder*

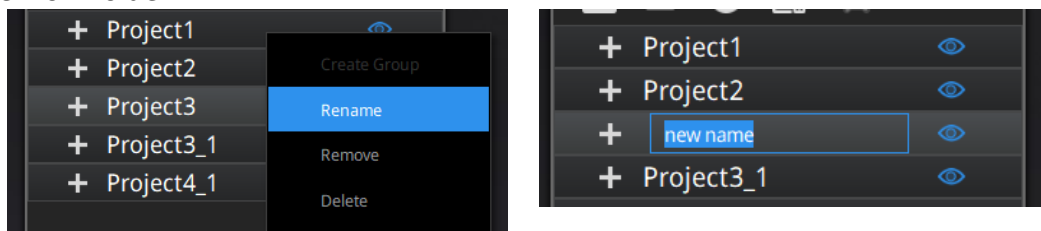
### 7.6.2. Current project

The last loaded project will appear as the current project listed in last on the project tree, so new data will be added and aligned to the last loaded project.

Reopen a previous project to make it as the current project.

### 7.6.3. Rename project



Right click on the project on the tree to rename it. The new name will be updated in the work folder



*Rename projects*

In case of name interference in the work folder when load a project, the loaded project will be automatically renamed: "Name" → "Name\_1"

### 7.6.4. Remove/Delete

	Remove the project
	Delete the selected project(s)

Select one or multiple projects by click remove to remove the project(s) from the project tree, but not from the work folder.

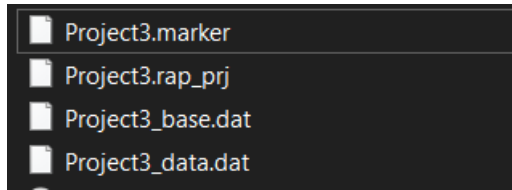
Click Delete or right click and delete to delete the selected project(s) from the project tree and the work folder.

If you remove or delete the current project the last project will reload and become the new current project.

**Note:** Delete only affects the data in the work. If the project is imported from other work, only the created copy is deleted.

### Tips: how to duplicate a project


To duplicate a project in the work folder, copy all the project file (.rap\_prj) an associated data file (.dat & .marker) into a separated folder without changing the name. Then import the file as a new project in the work.



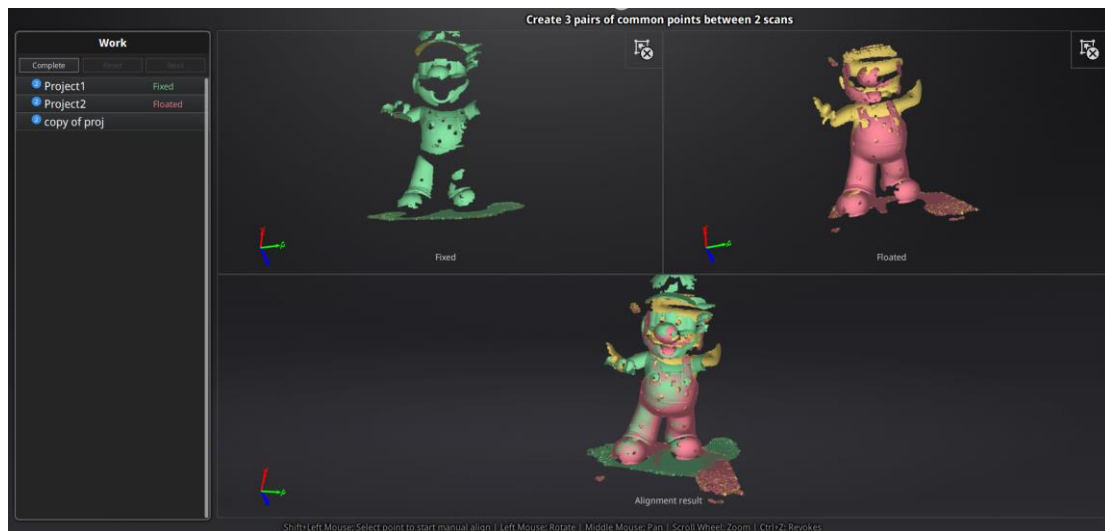
create a copy of the project files on a new folder

## 7.6.5. Alignment

When multiple projects are loaded, use align to best fit a project on the other(s).




Click the button to open the Manual Alignment interface




*Drag and drop a project to the float and fixed window*

Single project can be dropped into both windows.



click to remove the project from fixed or float window



Texture visible or invisible (when color pack applied)

**SHIFT + click left mouse button** to select at least 3 non-collinear corresponding points in the 3D preview windows for Manual Alignment, as shown below.

**Ctrl+Z:** cancel last point picked

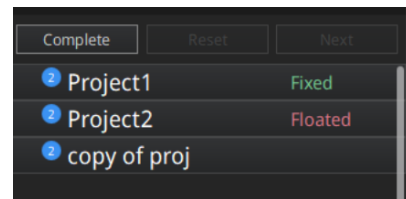


*Select 3 points to align the data*

*How it works: The software calculates the best fit alignment from the picked points, and refine the alignment by best fit of all the points of the floating to the points of the fixed.*

After data are aligned the blue number represent the alignment reference.

The floated data is transferred to the reference of the fixed



*Alignment reference*

Click **Complete** to validate and leave the Alignment interface

Click **Reset** to cancel all alignments done in this session

Click **Next** to validate the alignment and continue to use the Alignment interface








## 8. Post Processing

This step is accessible in Offline mode.

### 8.1. Edit Data

#### 8.1.1. Pause Menu

	or press	Continue scan
		
	Delete the scan	
	Save the data	
	Open/Create project	

Press the Play button or click Pause in software to continue the scan.

Click Delete to delete the whole scan.

At this step, only point-cloud (or separated point-cloud in fixed mode) can be exported Click Save to export the data as \*.ASC or the Global Marker File as \*.P3.

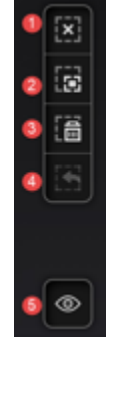
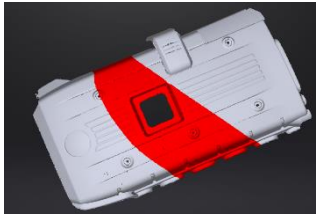
Open or create a new project in the same scan mode currently used.




Or select data to enter use Edit menu.

#### 8.1.2. Edit Menu



**SHIFT + Left mouse:** Select redundant area, the selected section will be displayed in red, as shown below.

**Ctrl + Left mouse:** Deselect selected data.

	<p><b>Edit buttons:</b></p> <ul style="list-style-type: none"> <li>① Deselect</li> <li>② Revert</li> <li>③ Delete</li> <li>④ Undo</li> <li>⑤ Show/Hide texture (when installed color pack)</li> <li>⑥ Shift + Left mouse: choose data</li> <li>⑦ Ctrl + Left mouse: deselect selected data</li> </ul>	
---	---	---

	<p><b>Delete selected data</b> Click this button or “DELETE” in the keyboard to delete selected data.</p>
	<p><b>Undo</b> You can only undo the last deleted data.</p>
	<p><b>Show/Hide texture (when installed with Color Pack)</b> Click the button to switch the texture display and hide.</p>

**Notes:** During post processing of the point cloud, markers are not displayed.

	<p>End the editing</p>
	<p>Revoke all and exit editing</p>

Click Check to End the editing and confirm to save the edition in the project file and go back to the Previous menu.

## 8.2. Create mesh







Generate the mesh model from the scanned point cloud data

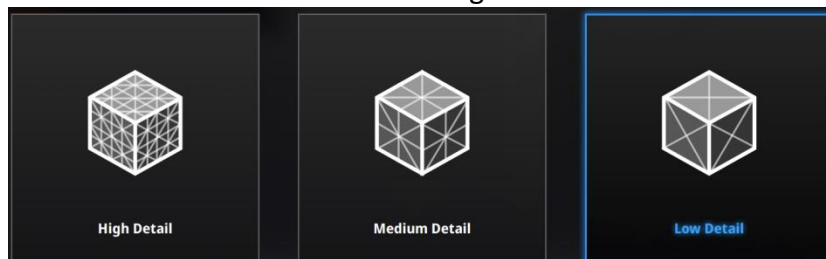
When the scan is completed, click Mesh Model.

### 8.2.1. Watertight / Unwatertight

2 types of mesh are available: Watertight and Unwatertight.

Watertight	Unwatertight
 	 
<p>Every hole will be filled automatically. The data can directly be 3D printed.</p>	<p>Unclosed model stays the way it is scanned. Processing time is quicker than Watertight.</p>

Select the resolution of the mesh for a watertight model.



*Choose mesh resolution*

**Note:** If some data are not connected. Watertight will keep only the biggest data.

*Possible error:*

The mesh displays without shade effect.

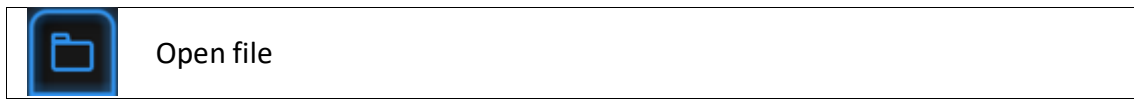


Make sure to disable other graphic card and/or your graphic card is compatible and reload the mesh file. (See 2.6.6 for incorrect configuration)

## 8.3. Mesh Editing

After meshing, the mesh edition menu will show.

Or edit a file without opening a project.



Click **Open file** and browse a mesh file to edit. STL and OBJ are supported. Non-EinScan native files are supported too.






Click **Multiview** to change the view of the data, from 6 orientation, normal to the original coordinates.

Once an edition is confirmed the old version can not be recovered, only by reload the file. EXScan Pro includes the following mesh editing tools.



### 8.3.1. Select and delete

Press **Shif+LMB** to select data and enter the selection menu

	<p><b>Edit buttons:</b></p> <ul style="list-style-type: none"> <li>① Deselect</li> <li>② Revert</li> <li>③ Delete</li> <li>④ Undo</li> <li>⑥ Shift + Left mouse: choose data</li> <li>⑦ Ctrl + Left mouse: deselect selected data</li> </ul>	
---	--	---

	Select Trough
	Select Visible


Select **Visible** to select data on the front view only

	End the editing
	Revoke all and exit editing

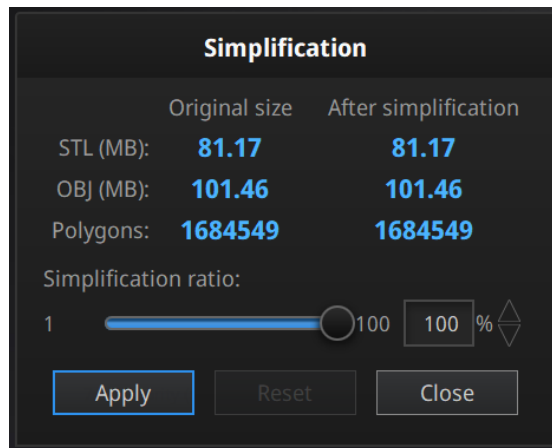
After deletion of the unwanted data, Click **End** button to return to the Post-processing menu

Click **Revoke**, to cancel and return to the Post processing menu

### 8.3.2. Data Simplification

	Enter/Exit the simplification menu
---	------------------------------------

Click the Data simplification button to display the simplification menu, click again to close the menu



*Simplification menu*

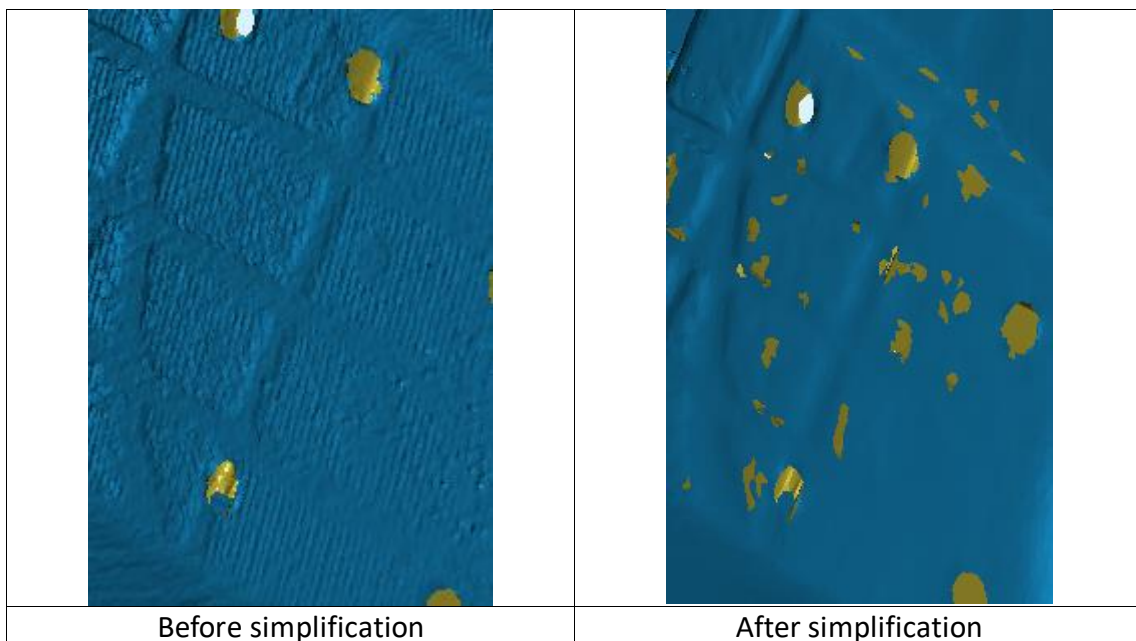
After simplification, the polygon numbers, file size and level of detail of data will be reduced accordingly. Set the ratio from 1 to 100, the default is 100%.

Click **Apply** to validate the modification

Click **Cancel** to undo the modification


Clicking **Apply** twice, the data will be simplified 2 times.

The comparison of detail before simplification and after simplification (at 30% simplify proportion).

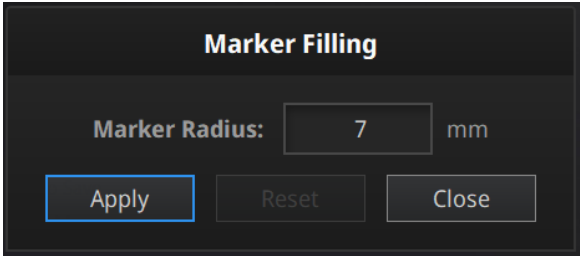


### 8.3.3. Hole Filling

- **Marker Filling**

 Enter/Exit the Marker Filling menu

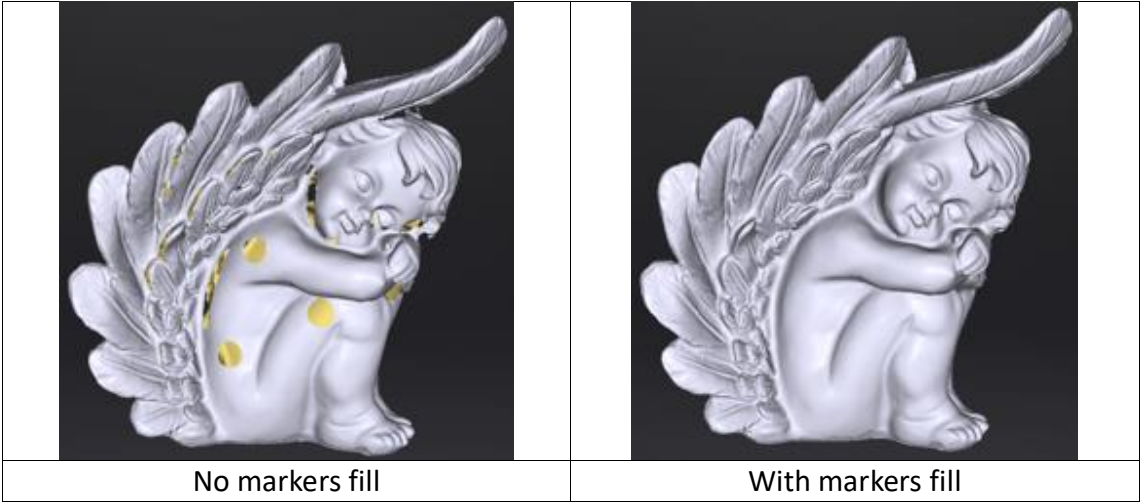
Click the Marker Filling button to display the marker filling menu, click again to close the menu




*Marker Hole Filling menu*

Input the radius of the marker used.  
All holes generated by markers will be automatically filled.

Click **Apply** to validate the modification  
Click **Cancel** to undo the modification



- **Manual Fill**

 Enter/Exit the Manual Fill menu

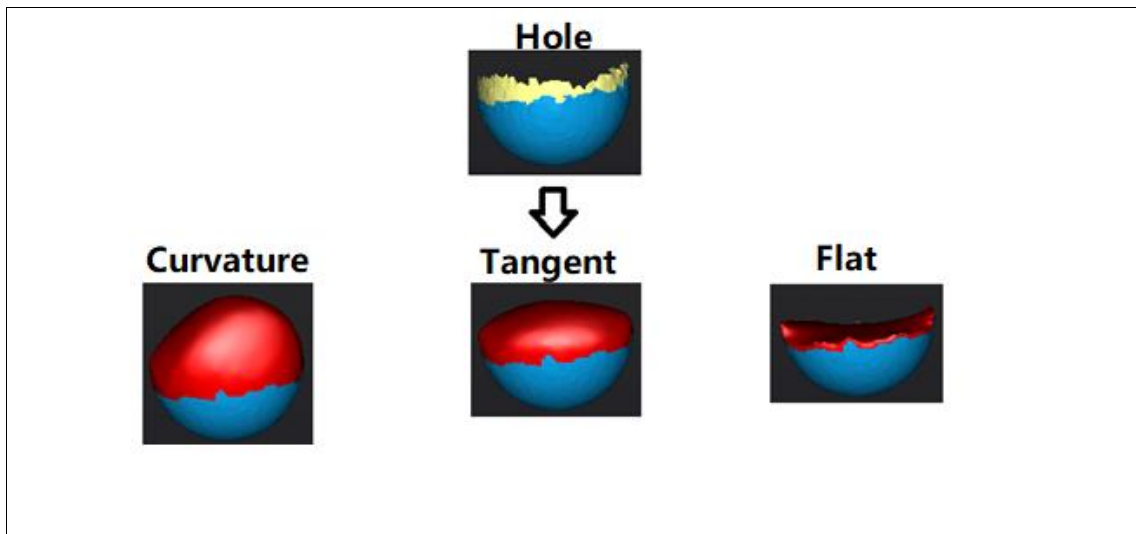
Click the Manual Fill button to display the Manual Fill menu, click again to close the menu.

In this mode the hole edges are displayed green. It will get red after selected

Choose Curvature, Tangent or Flat before picking a hole

Click the edge of the hole to fill it

Click **Cancel** to undo the last hole filling



*How it works:*

*Flat calculates the solution for the hole filling considering the point position on the boundary*

*Tangent calculates the solution considering the point position and the normal of the last row of triangles forming the boundary*

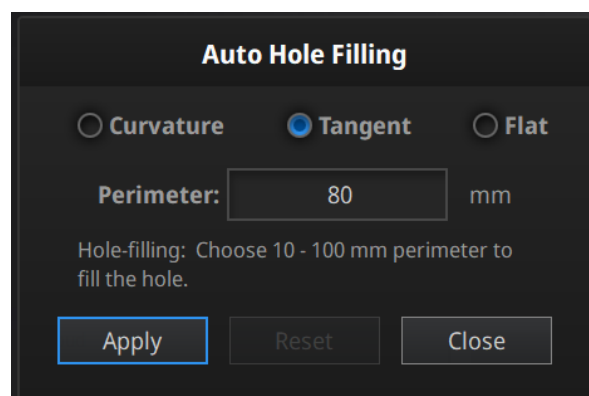
*Curvature calculates the solution considering the point position and the normal of the 2 last rows of triangles forming the boundary*

- **Auto fill**



Enter/Exit the Auto Fill menu

Click the Auto Fill button to display the Auto Fill menu, click again to close the menu



*Auto Hole Filling menu*



Choose the hole filling type: Curvature, Tangent or Flat  
Input the perimeter of the biggest hole to be filled. Less than 100mm is recommended

This function will fill every hole with a smaller perimeter than the number input

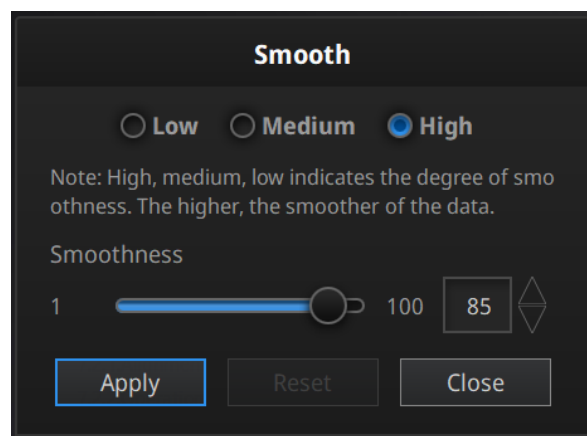
Click **Apply** to validate the modification

Click **Reset** to undo the modification

### 8.3.4. Smooth

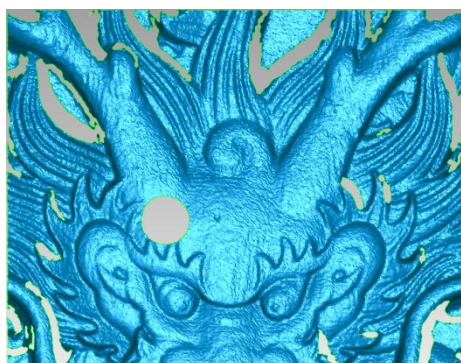


Click the Smooth button to display the smooth menu, click again to close the menu



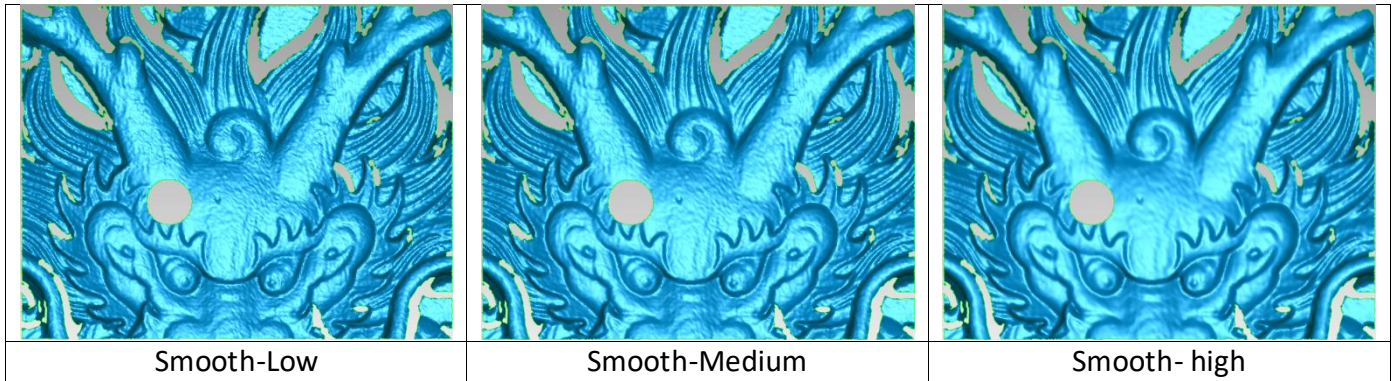
*Smooth menu*

Pick High (85%), Medium (50%) or Low (15%) or set the ratio from 1 to 100



Original



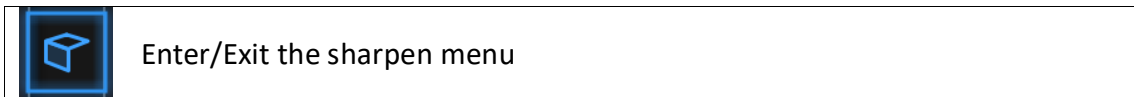


Click **Apply** to validate the modification  
 Click **Reset** to undo the modification

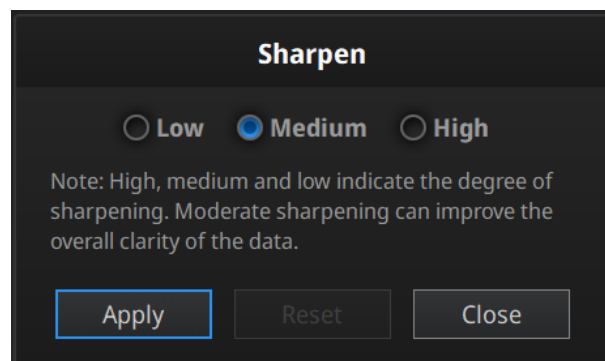
Click **Apply** twice, the data will be smoothed 2 times

Smooth the possible noise on the surface of the scan data. It might remove some small details or smooth some sharp edges at the same time. The example of before and after smoothing is shown below.

### 8.3.5. Sharpen

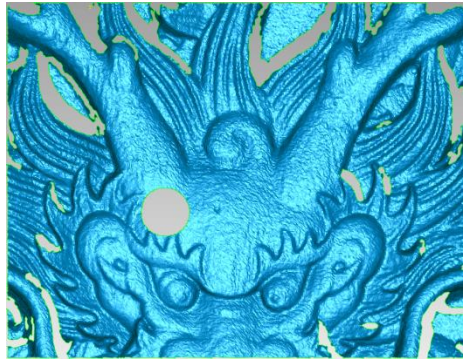


Click the Sharpen button to display the menu, click again to close the menu

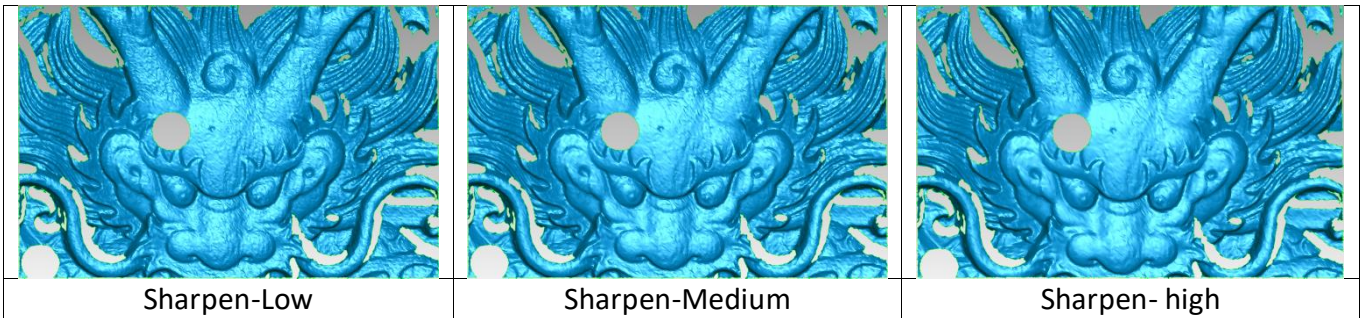


*Sharpen menu*

Pick High, Medium or Low



Original



Click **Apply** to validate the modification  
Click **Reset** to undo the modification

Click **Apply** twice, the data is sharpen 2 times

### 8.3.6. Go back to scan

Click Scan on the navigation bar to go back to scan interface and exit the post processing status, the mesh data will be discarded. You can do more scans, redo editions, or remesh.

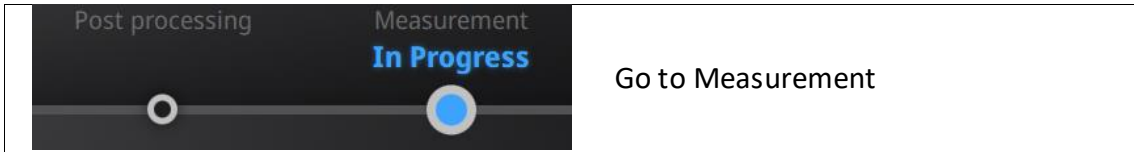
**Note:** The mesh data will NOT be saved automatically.



Click on the navigation bar to exit the edition mode

## 8.4. Measurement

After meshing, the Measurement menu will be available on the top.

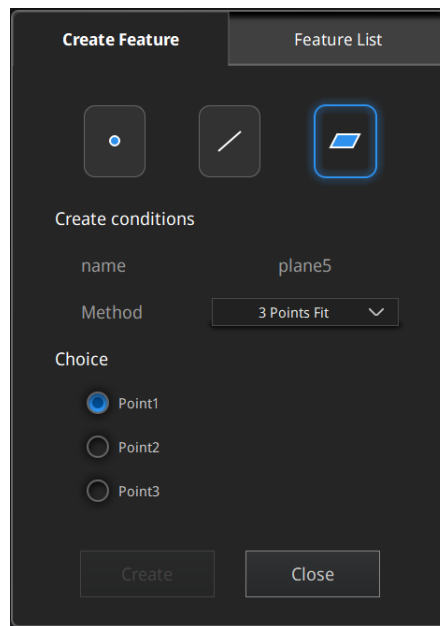


Click **Open file**, a STL or OBJ file can be import to edit.

### 8.4.1. Create feature

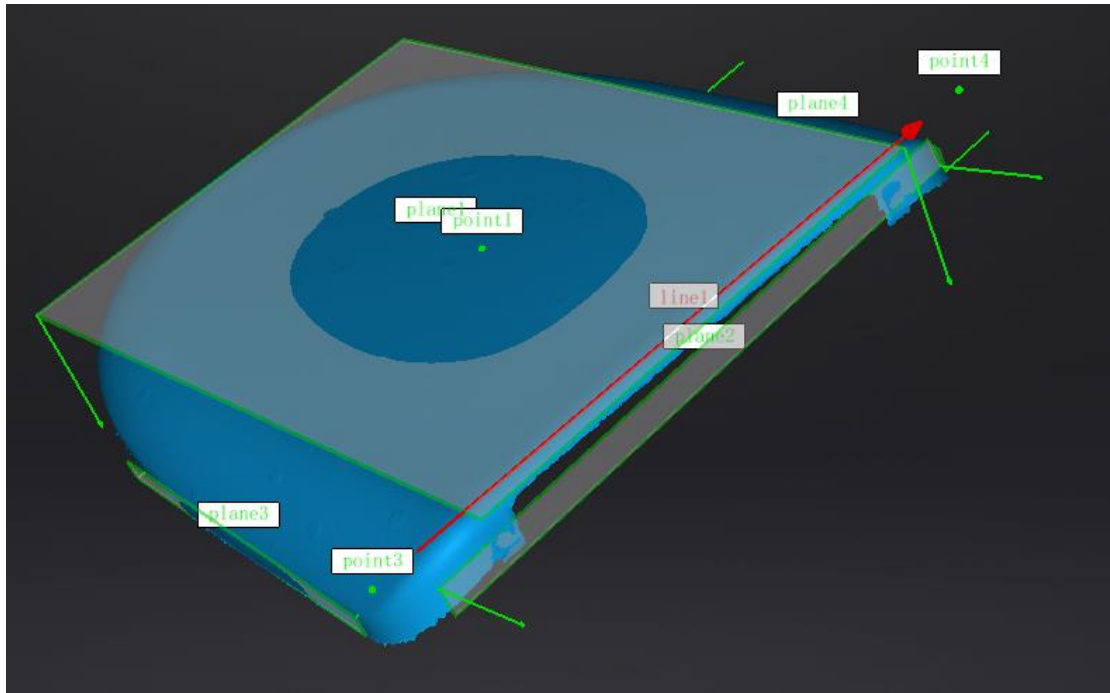


Click the Feature button to display the menu, click again to close the menu






*Feature menu*

Click on the corresponding icon to create points, lines, planes.  
Then select the creation method and follow the instructions, click “Create” to generate, or “Close” to cancel and close the window



*Display of Features*

The features created displaying in green, the selected feature are in Red. In the feature list, click “delete button” to remove (Delete action cannot undo).

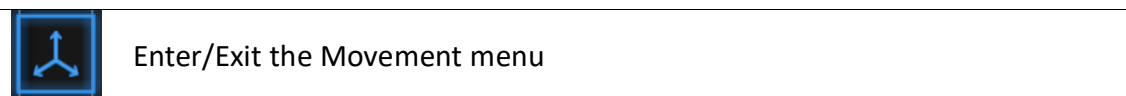
Feature	Creation method	Requirement	description
Plane 	3 Points Fit		<p>The plane is generated by 3 points not co-linear.</p> <p>Click on the data to select one point or click on a previous created feature point; In the Choice list select one of the point to reselect it</p> <p><i>Feature creation failed! Error code 6= the points selected are co-linear</i></p>
	Point-Line Fit	Line should be created in advanced	<p>The plane generated includes the point and the line (The line should be created in advanced)</p> <p>Click on the line previously created, or select it from the drop-down Click on the data to select a point or click on a feature point previously created In the Choice list select one of the element to reselect it</p> <p><i>Feature creation failed! Error code 6= the point selected belongs to the line</i></p>
	Best Fit		<p>Press Shift+ LMB to select an area, press ctrl+ LMB to unselect</p> <p>The plane generated is the position with the smallest deviation from the selected area</p> <p>Recommend method to create plane</p>
Line 	Point-Point		<p>Pick 2 points.</p> <p>Click on the data to select a point or click on a feature point previously created In the Choice list select one of the point to redo it</p> <p>The line generated is define as point From to point To</p>
	Plane-Plane Intersection	2 Planes should be created in advanced	<p>Click on the plane previously created, or select it on the dropdown, repeat for the second plane.</p> <p>The line generated is the intersection between the 2 non-parallel planes</p> <p><i>Feature creation failed! Error code 1: the planes are parallel</i></p>
Point 	Selected Points		Click on the data to select a point
	Line-Plane Interface	Line and Plane should be created in	Click on the line previously created, or select it on the dropdown, repeat for the plane.

		advanced	The point generated is the intersection between the non-parallel line and plane <i>Feature creation failed! Error code 9: the line is parallel to the plane</i>
--	--	----------	--

## 8.4.2. Movement

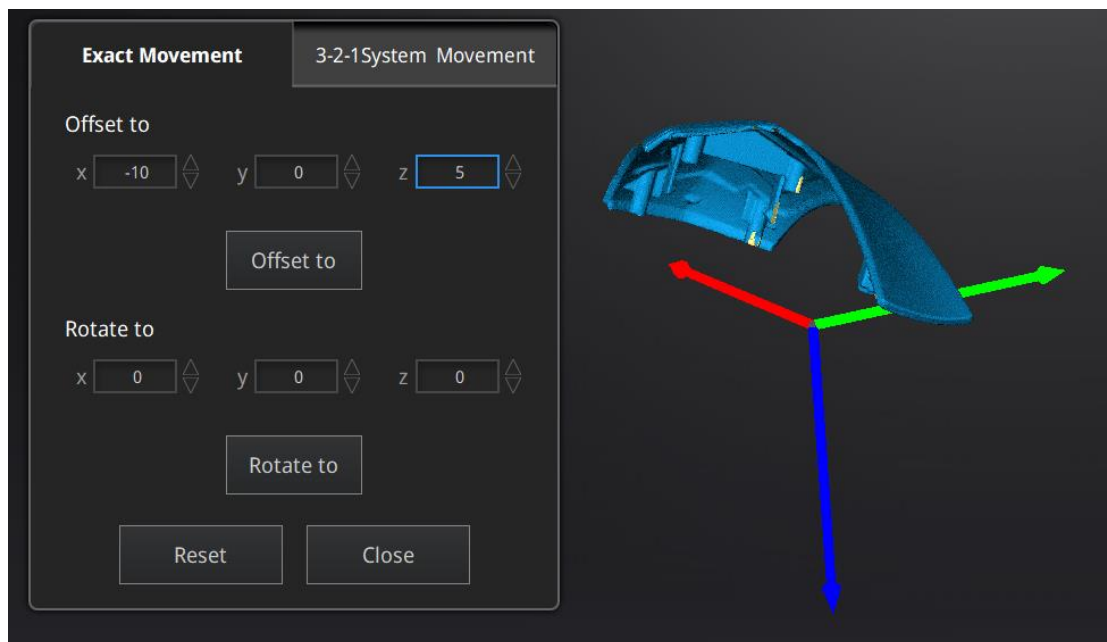
Use this mode to modify the alignment of the data to the global coordinate. This action is useful for post processing or reverse engineering.

The transformations do not affect the shape and size.



Click the Movement button to display the menu, click again to close the menu

### Exact movement



*Exact Movement Menu*

Enter the value in mm and degrees, click **Apply** to match the data origin to the input coordinate and orientation

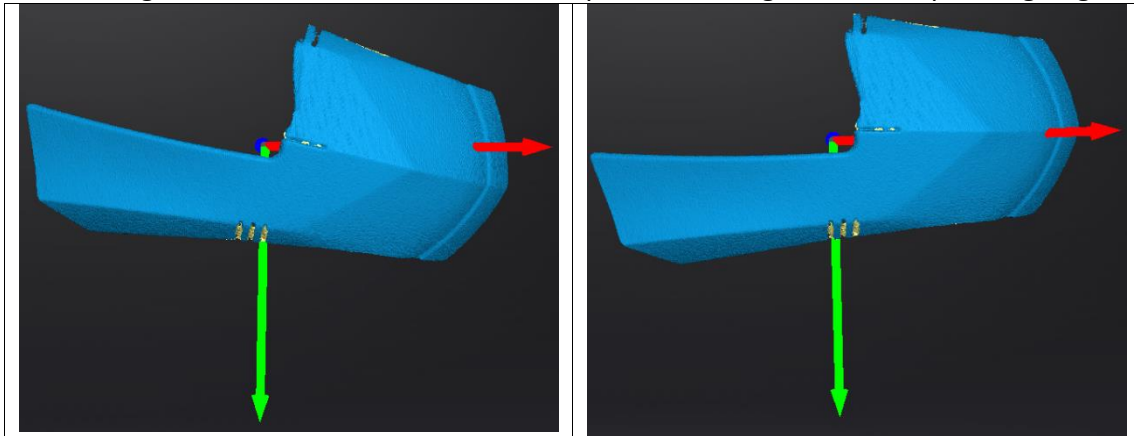
The arrows represent the global coordinate system, Red=X+, Green=Y+, Blue=Z+

Click **Reset** to cancel the transformation to original position

Click **OK** to confirm the transformation

Tips:

- Start from data reposition (offset to 0,0,0)
- Edit rotations prior to transformation
- Change the view normal to a reference plane to change the corresponding angle

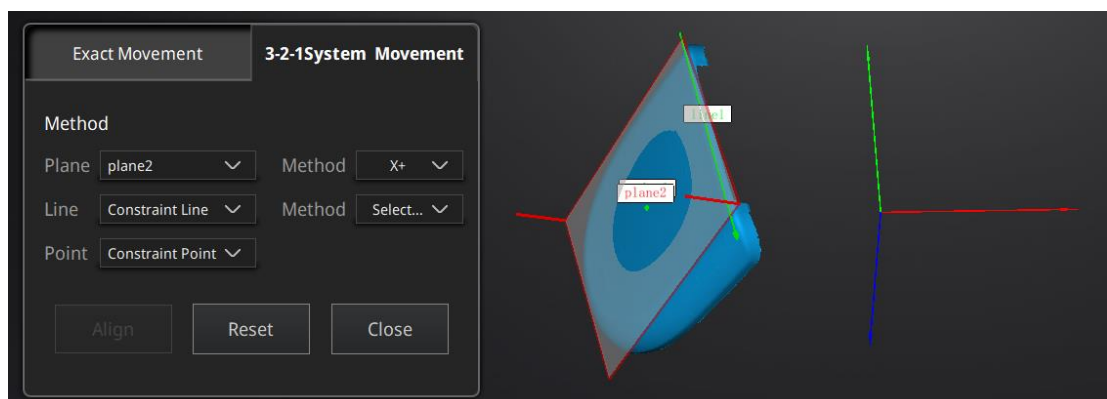


### 3-2-1 Movement

Prior to 3-2-1 movement, the creation of a plane, line not normal to the plane and point are required.

3-2-1 movement (plane-line-point alignment) aligns the data by deletion of the Degrees of Freedom.

The arrows represent the global coordinate system, Red=X+, Green=Y+, Blue=Z+



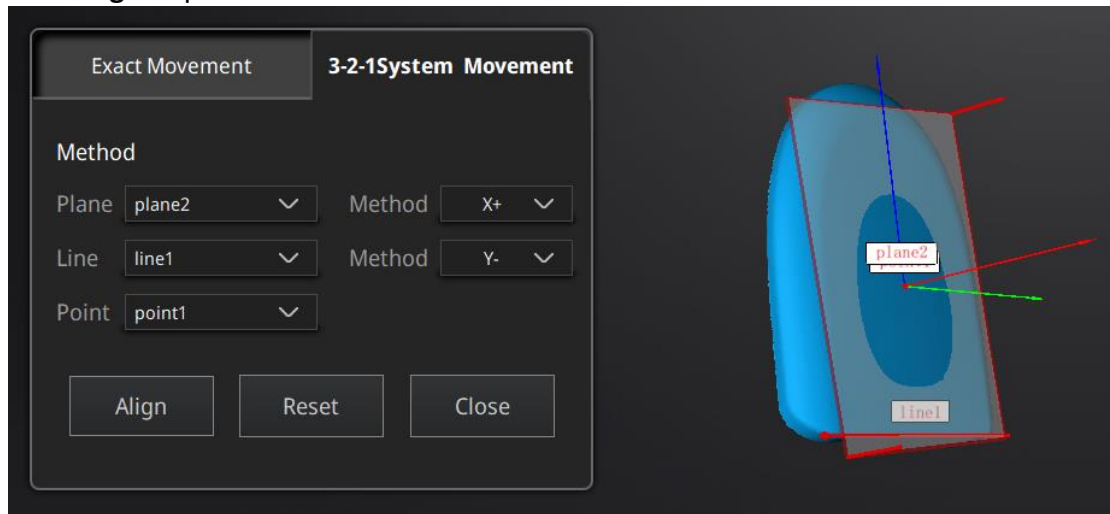
3-2-1 Movement menu

- Select a Plane in the drop-down menu, match it to the first axis in the Method drop-down. The arrows on the corners of the plane represent the plane positive direction. The normal vector of the plane will match the axis direction.
- Select a Line in the drop-down menu, match it to the first axis in the Method drop-down. Beware the direction of the line to match it to the + or - axis. The projection of the line to the first plane will be parallel to the corresponding axis



- Select a Point in the drop-down menu. The data will be translated to match the point with the origin point (coordinate 0,0,0)

Click **Align** to perform the transformation



*Data after 3-2-1 movement*

Click **Reset** to cancel

Click **Apply** to confirm the transformation.

### 8.4.3. Measurement



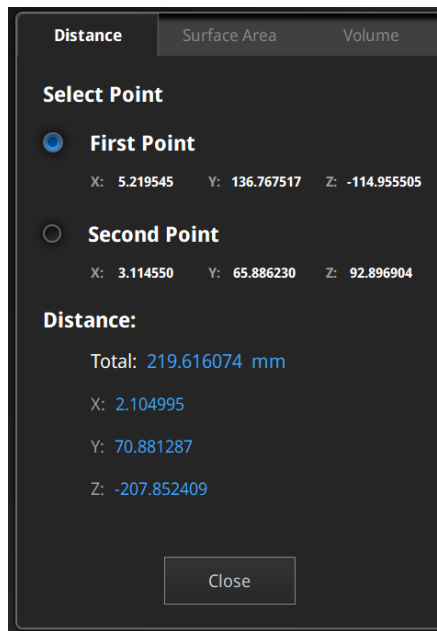
Enter/Exit the Measurement menu

Click the Measurement button to display the menu, click again to close the menu

#### **Distance**

This tool calculates the distance between two points belonging to the surface of the data

Click on the data to pick the first and second point, select one of the two points to redo it.



*Distance menu*

Total is the 3D distance, X, Y and Z are the projection of the segment to the respective planes.

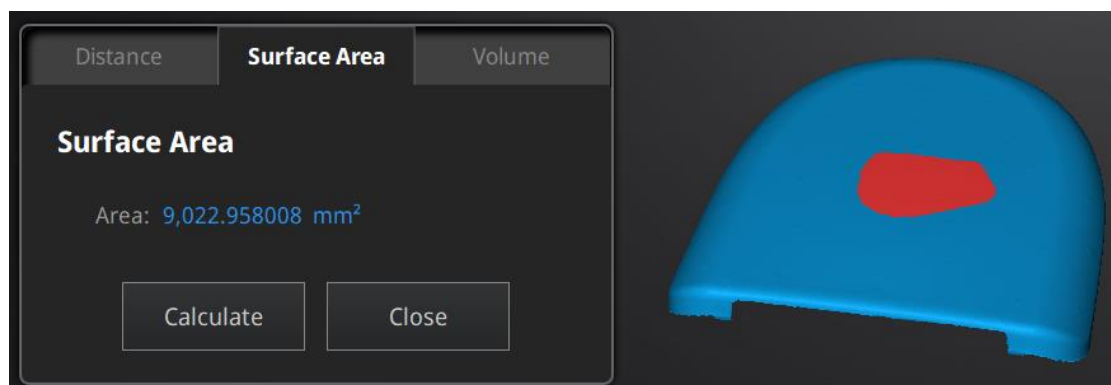
### Surface Area

Press **Shift+ LMB** to select an area, press **ctrl+LMB** to unselect.

**Ctrl+A** to select all.

Click **Calculate** to display the Area value of the selected data in mm<sup>2</sup>

Redo the selection and click calculate again to update

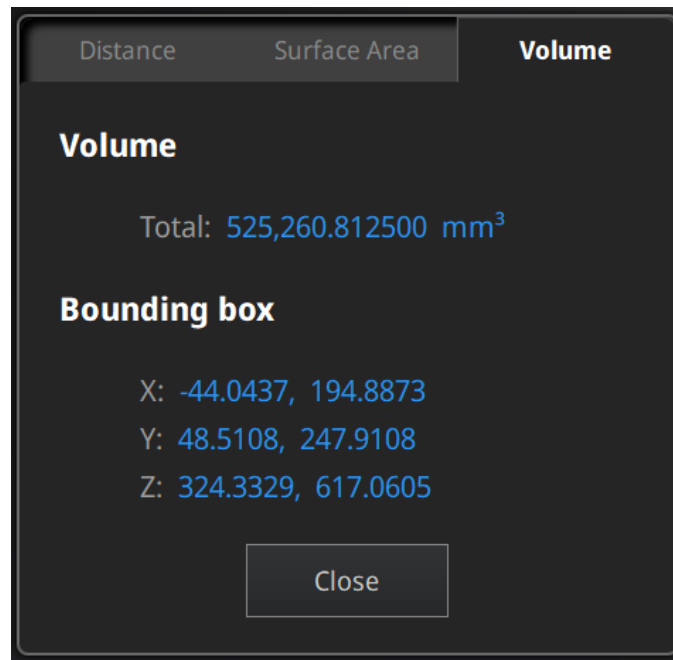


*Surface Area menu*

### Volume

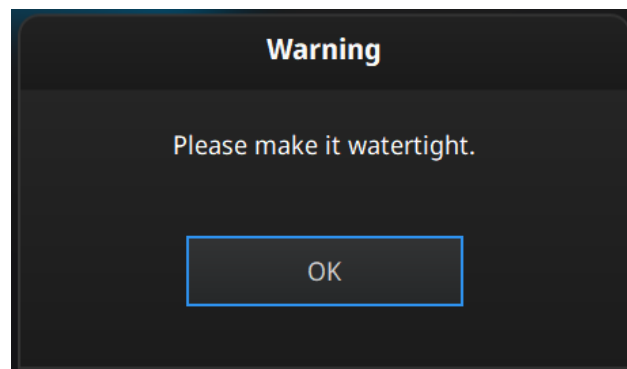
This tool calculates the volume contains in a watertight mesh.

It returns the volume in mm<sup>3</sup> and the coordinates of the smallest box, parallel to the global coordinates, containing all the data.



*Volume menu*

Prior to the calculation make sure the file is watertight (no holes).  
See [8.3.3] to fill holes on your data



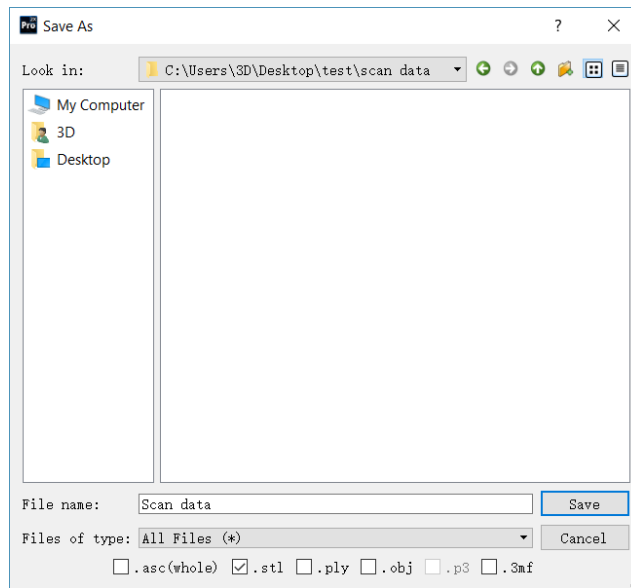
*File not watertight alert*

## 8.5. Save

### 8.5.1. Export Data



Click Save to export the data.



*Export data*

Navigate to choose a save folder.

Input the file name.

Choose at least one file format as listed.

By default, the saving path is the project folder, the file name is “Scan data”, and the format is .stl.

Format	Texture	Data type	Saves as	Recommended for
<b>ASC (separated) (fixed mode only)</b>	No	Separated point-clouds, with calculated alignment	scan_0.asc scan_1.asc scan_2.asc etc...	<ul style="list-style-type: none"> <li>◆ Inspection</li> <li>◆ Fast export (no post-processing needed)</li> <li>◆ Complex data to post process in another software</li> </ul>
<b>ASC (whole)</b>	No	optimized point-cloud	scan.asc	<ul style="list-style-type: none"> <li>◆ Inspection</li> <li>◆ Fast export (no post-processing needed in hand-held mode)</li> <li>◆ Large data to post process in another software</li> <li>◆ Complex data to post process in another software</li> </ul>
<b>STL</b>	No	Mesh	scan.stl	<ul style="list-style-type: none"> <li>◆ 3D printing (watertight mesh data)</li> <li>◆ Reverse Engineering</li> <li>◆ Compatibility with most mesh editing software</li> </ul>

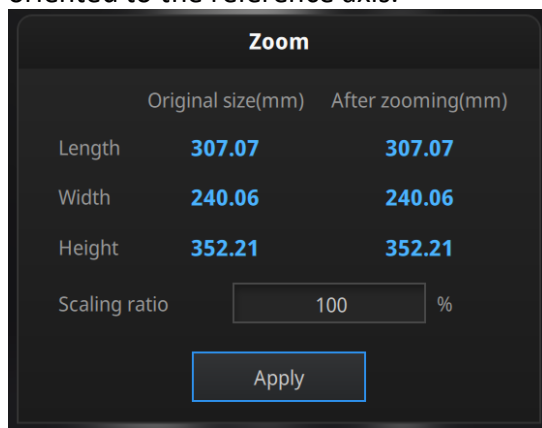
<b>OBJ</b>	Yes (separated)	Mesh, Texture & Matching file	scan.obj scan.jpg scan.mtl	<ul style="list-style-type: none"> <li>◆ Artistic applications</li> <li>◆ 3D rendering</li> <li>◆ Compatibility with most mesh editing software</li> </ul>
<b>PLY</b>	Yes	Mesh	scan.ply	<ul style="list-style-type: none"> <li>◆ Low storage</li> <li>◆ Easy texture editing</li> </ul>
<b>3MF</b>	Yes	Mesh	scan.3mf	<ul style="list-style-type: none"> <li>◆ Low storage</li> <li>◆ Compatibility with Microsoft paint3d</li> </ul>
<b>P3</b>	No	Marker position	scan.p3	<ul style="list-style-type: none"> <li>◆ Global Marker File in EinScan software</li> <li>◆ Measurement of the marker position</li> </ul>

### 8.5.2. Scale Data

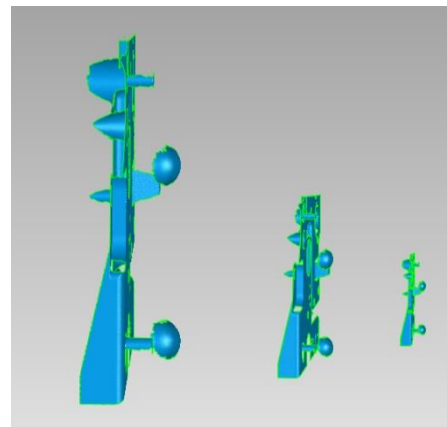
Scaling the volume of scanned data, while the number of triangles, the level of detail of the scan and size of data will not be actually changed.

By default, the scale is 100% and will be exported with millimeters for reference.

The value display represents the dimensions of the smallest box containing the data oriented to the reference axis.



*Scale window*



*Scale result*

### 8.5.3. Share Data



Upload the data to Sketchfab.com directly, which is a famous online 3D data store.

Click Upload after mesh to share data, it will show the dialog as below.

**Sketchfab Upload**

Share the current model to Sketchfab.com.  
All fields marked with an \* are mandatory.  
[Click here to register a free Sketchfab account.](#)

Model Title: \*

Description:

Tags (separated by space):

Make models private:  PRO account required

Password:

Sketchfab username: \*

Sketchfab password: \*

*Sketchfab uploader window*

You can share your model on Sketchfab. A model title, username and user password are required. Register and view the shared model at <http://sketchfab.com>.

**Notes:**

- Sketchfab basic plan accounts can only upload data less than 50M, while Pro plan account can share with a maximum of 200M.
- Data is saved as .STL does NOT contain texture.

### 8.5.4. Third-party Software

It contains Geomagic and Solid Edge, you can import the data into the third-party software.


- **Geomagic**



Import the scanned 3D data to Geomagic SHINING 3D Edition from EinScan Pro series software

Geomagic is mainly used in reverse design of grid data. If the Geomagic software has been installed, click this button to open the Geomagic and import the merged stl data into the Geomagic.

- **Solid Edge SHINING 3D Edition**

	Import the scanned 3D data to Solid Edge SHINING 3D Edition from EinScan Pro series software
---	--

Solid Edge SHINING 3D Edition is an OEM design software by SIEMENS PLM, specially tailored for SHINING 3D's customers. Solid Edge SHINING 3D Edition is an innovative 3D Digital Design platform, including Reverse Engineering, Convergent Modeling, Synchronous Modeling, Generative Design, Simulation, as well as powerful 3D/2D CAD functions.

If Solid Edge SHINING 3D Edition software is already installed, click Solid Edge logo from EinScan Pro series software to open Solid Edge SHINING 3D Edition. The meshed STL data will also be imported to Solid Edge SHINING 3D Edition in a new part project directly. In the USB drive, there are videos for reverse engineering cases of EinScan scan data processed by Solid Edge SHINING 3D Edition. For more information about Solid Edge, please refer to following links:

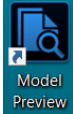
[Siemens Solid Edge Global Forum](#)

[See What's new in Solid Edge 2019](#)

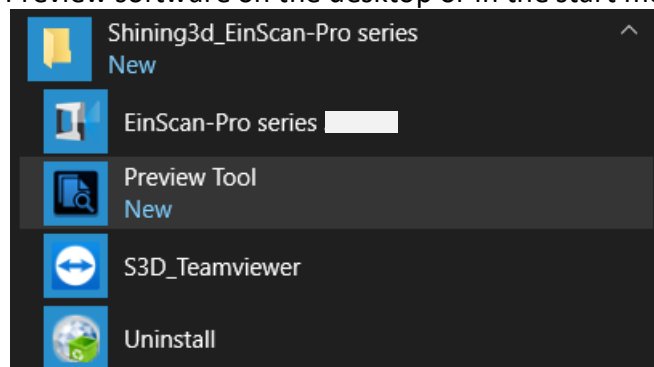
[Find Solid Edge related tutorial video on YouTube channel](#)

**Note:** Make sure the above software are well installed if you want to import the scan data from EXScan Pro to Geomagic Essentials or Solid Edge directly.

### 8.5.5. Model Preview

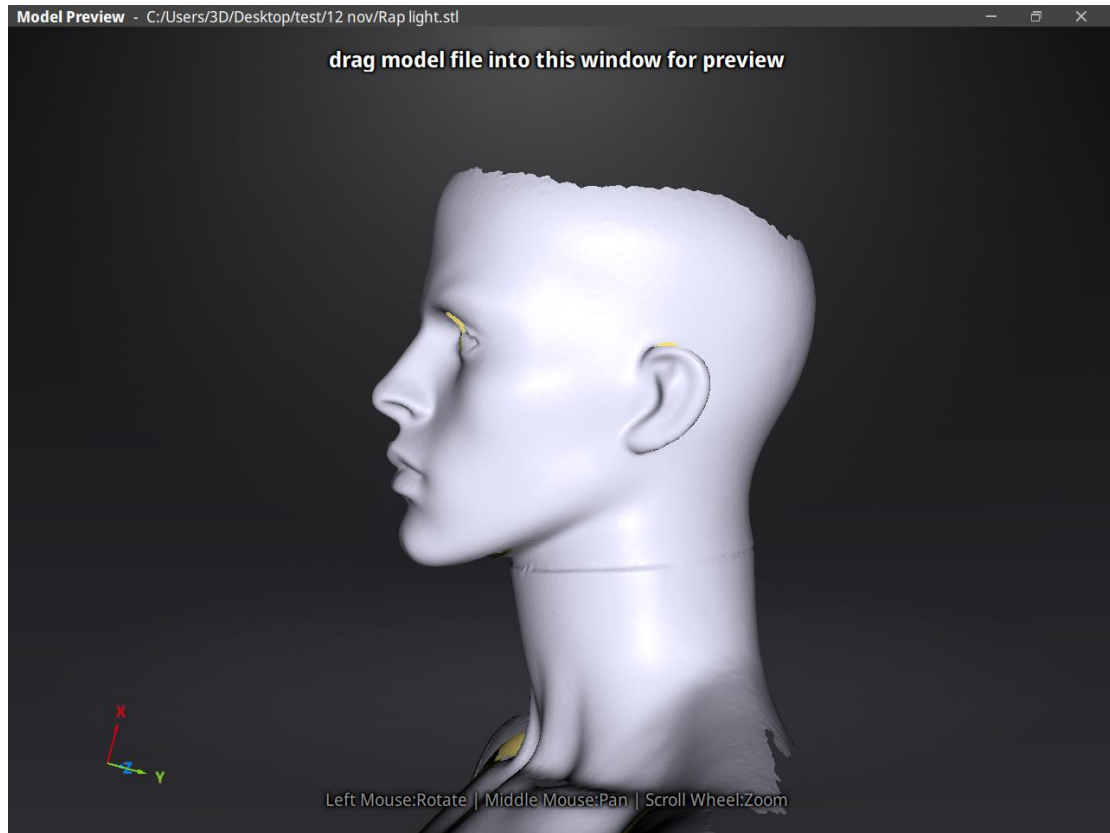
	Double click on the Model Preview short-cut on the desktop
---	--

Open the Model Preview software on the desktop or in the start menu



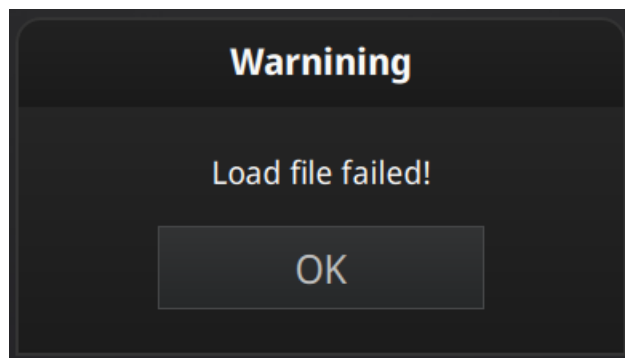
*start menu > Shining3d\_EinScan-Pro series> Model Preview*

Drag files into the window for preview. Manipulate the data with the same control as EXScan software



*Model Preview*

STL, OBJ, PLY, ASC, or 3MF can be loaded, files from 3<sup>rd</sup> party software might fail to be loaded. In this case we recommend Meshlab, a free mesh software editor, or upload to sketchfab.



*Fail to load the mesh data*

**⚠Note:** To load a OBJ textured file make sure to have the MTL and JPG files with the same name and in the same folder than the OBJ

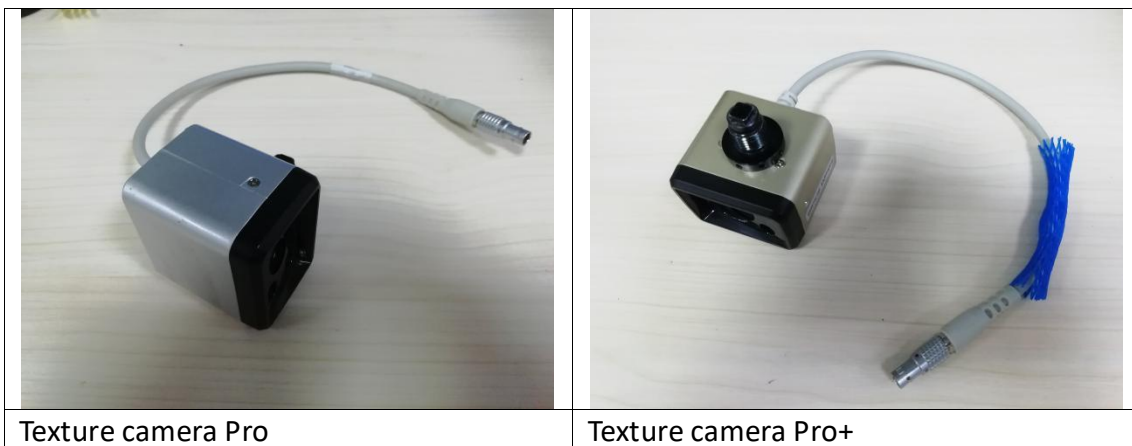




## 9. Color pack

### 9.1. Hardware

#### 9.1.1. Content



Allen Key \*1

**△Note:** Pro and Pro+ texture cameras are different. Make sure to use the corresponding camera compatible with the scanner.

#### 9.1.2. Installation

Before installation, make sure the device is powered off.

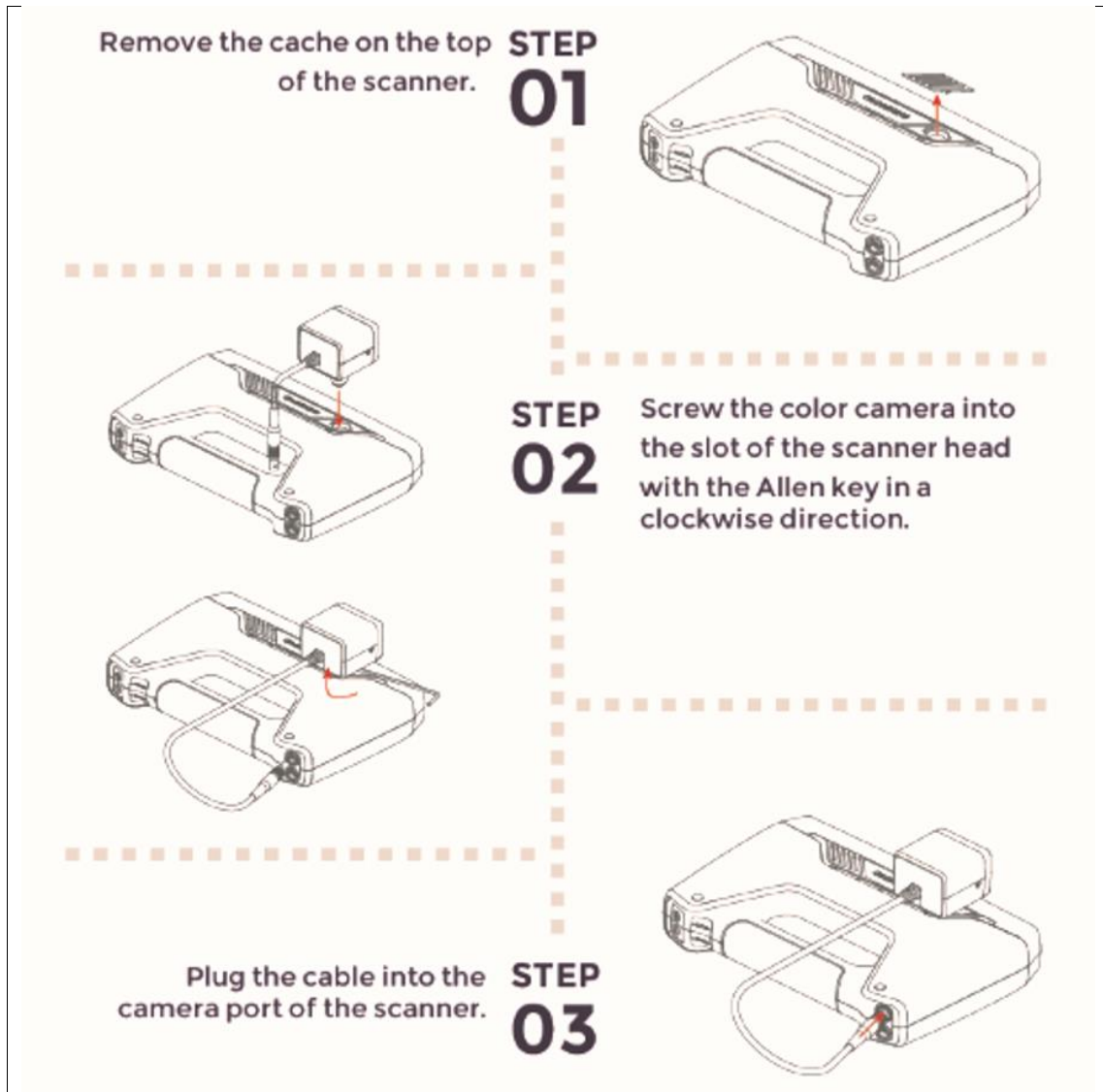
Remove the add-on port cover on the top of the scanner. (1)

Screw the color camera into the slot, using the Allen key in clockwise direction (2)

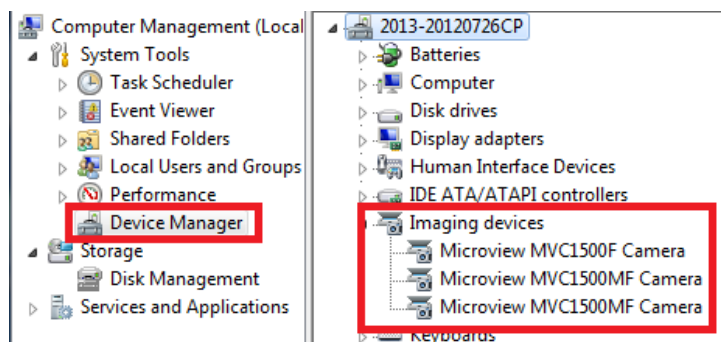
Plug the cable into the Camera port of the scanner, the red dot facing up. (3)

Power on the scanner and the camera driver will start by itself.





Check the device manager to see if the texture camera will show the following

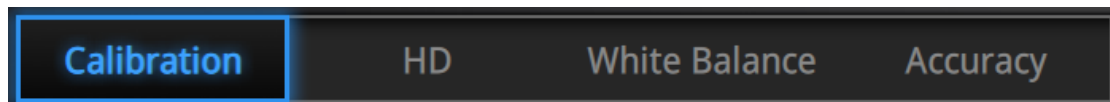


*Device manager with EinScan and texture camera connected*

## 9.2. Calibration

### 9.2.1. Normal Calibration

In order to ensure the matching between the texture and the 3D data, calibration should be performed when the texture camera is plugged in.



*Calibration steps with Texture camera plugged.*

Use the front side (black) of the calibration board for texture camera calibration. In the calibration interface, run the Calibration with the normal method (see “camera calibration”). The LED rings of EinScan and the texture camera will blink synchronously.

If the calibration keeps failing, check whether the texture camera is well locked in position.

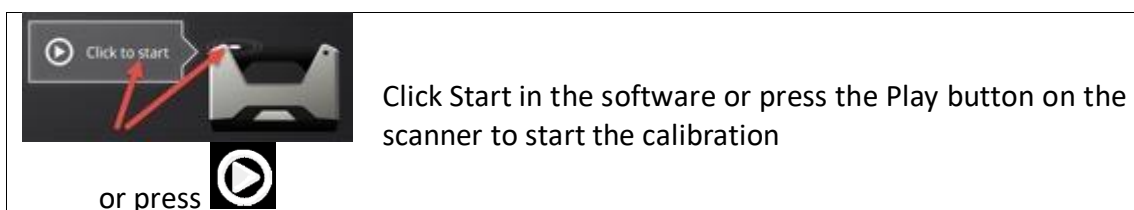
HD calibration can be skipped if the scanner is already calibrated. (full calibration is recommended).

After HD calibration, White Balance is suggested.

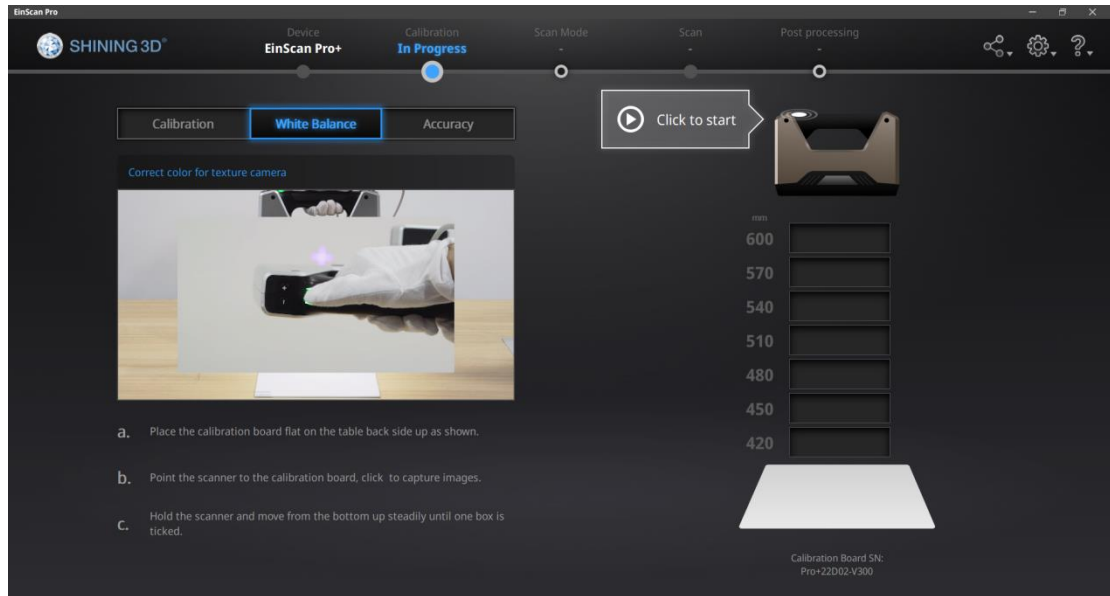
If the texture is misaligned to the 3d data during the scan, check whether the camera is well locked, and redo the calibration.

### 9.2.2. White Balance

To capture an accurate color texture, White Balance calibration should be done every time when you plug the texture camera, or when the lighting environment is changed. The White balance can be done separately without running the full calibration.



On the White side of the calibration board, under the same working lighting environment. Click Start or Press Play, move up and down until you find the optimal distance position. Stay still. While LED and white light are projected



*White Balance calibration interface*

To guarantee a good texture, the calibration board must be kept clean. If needed, wipe with clear water only. Do not use alcohol or chemical liquid to clean the calibration board.

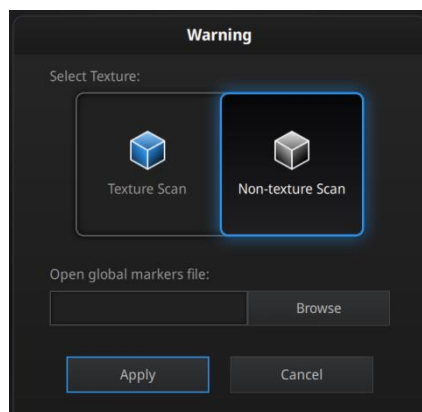
Similar to taking high-quality picture in the photo studio, the professional lighting environment setting is key to achieve high-quality texture data.

If the texture doesn't give you satisfaction, please optimize the lighting environment and redo White balance.

## 9.3. Fixed Mode

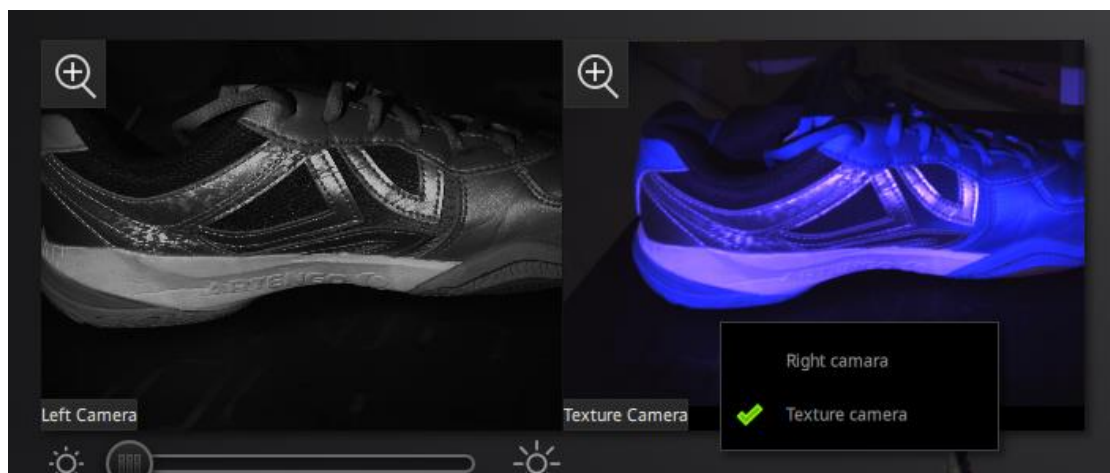
### 9.3.1. Scan

Create a project and choose “Texture scan”. Non-texture is selected by default, click Apply to continue.



*Texture/Non-texture scan option*

During scanning, display the texture camera view by **Right click** “Texture Camera”.



*Display Cameras*

Run the same way that described above. After every single scan, the LED of the texture camera will flash and the texture camera will record one frame data.

### **9.3.2. Alignment**

The texture is not used during automatic alignment. However, it can be helpful to select corresponding points in manual alignment.

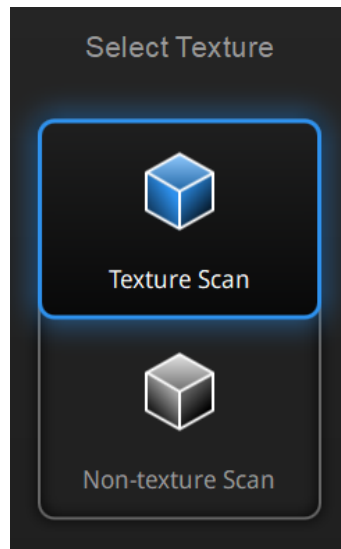
Data and texture are captured from a different angle. In case of sharp edges, texture-data can be misaligned, try to scan from a different angle.

If the texture is misaligned to the data, check that the camera is well placed and locked. And redo the calibration.

## 9.4. Rapid Mode

### 9.4.1. Scan

Create a project and choose “Texture scan”. By default, Non-texture is selected, Click Apply to continue.

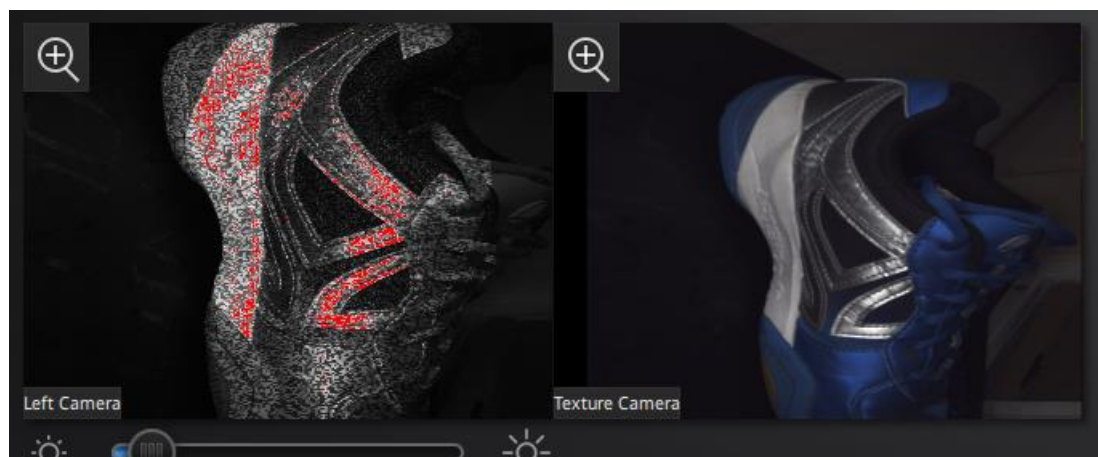


*Texture/Non-texture scan option*

Run the same way that described above.

During the preview, the texture will not show.

During the scan, display the texture camera view by checking the “Texture Camera” box



*Display Cameras*

#### **Notes:**

- The texture is not used to calculate the data alignment.



- Data and texture are captured from a different angle. In case of sharp edges, texture-data can be misaligned, try to scan from a different angle.

## 9.4.2. Alignment

If the texture is misaligned to the data, check whether the texture camera is well placed and locked. And redo the calibration.

If blue areas appear on the data (usually on the edge of the scan frame), it means the texture information is missing at these areas, do another scan on the same area from a different path.



*An area with texture missing*

## 9.5. Post Processing

### 9.5.1. Point-cloud Editing



#### **Show/Hide texture**

Click this button to switch the texture between display and hide.

During data editing, click texture to display or hide the texture.

### 9.5.2. Create Mesh



Generate the mesh model from the scanned point cloud data


Click Mesh Model to generate the Mesh (watertight or unwatertight). The texture capture is separate from the 3d data capture. If the texture has been captured, it will

still be displayed on areas where holes are filled in the mesh processing. If the texture is missing, the corresponding mesh data will be in black.



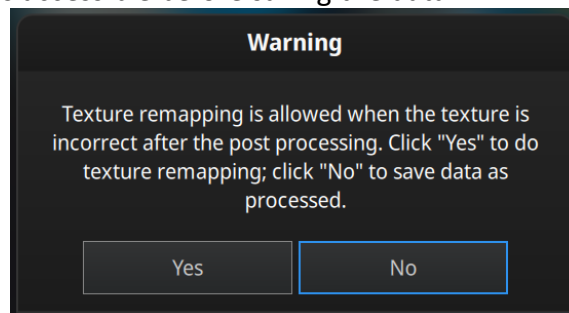
*Example of a watertight model with texture*

### 9.5.3. Texture remapping

 Enter the texture remapping menu

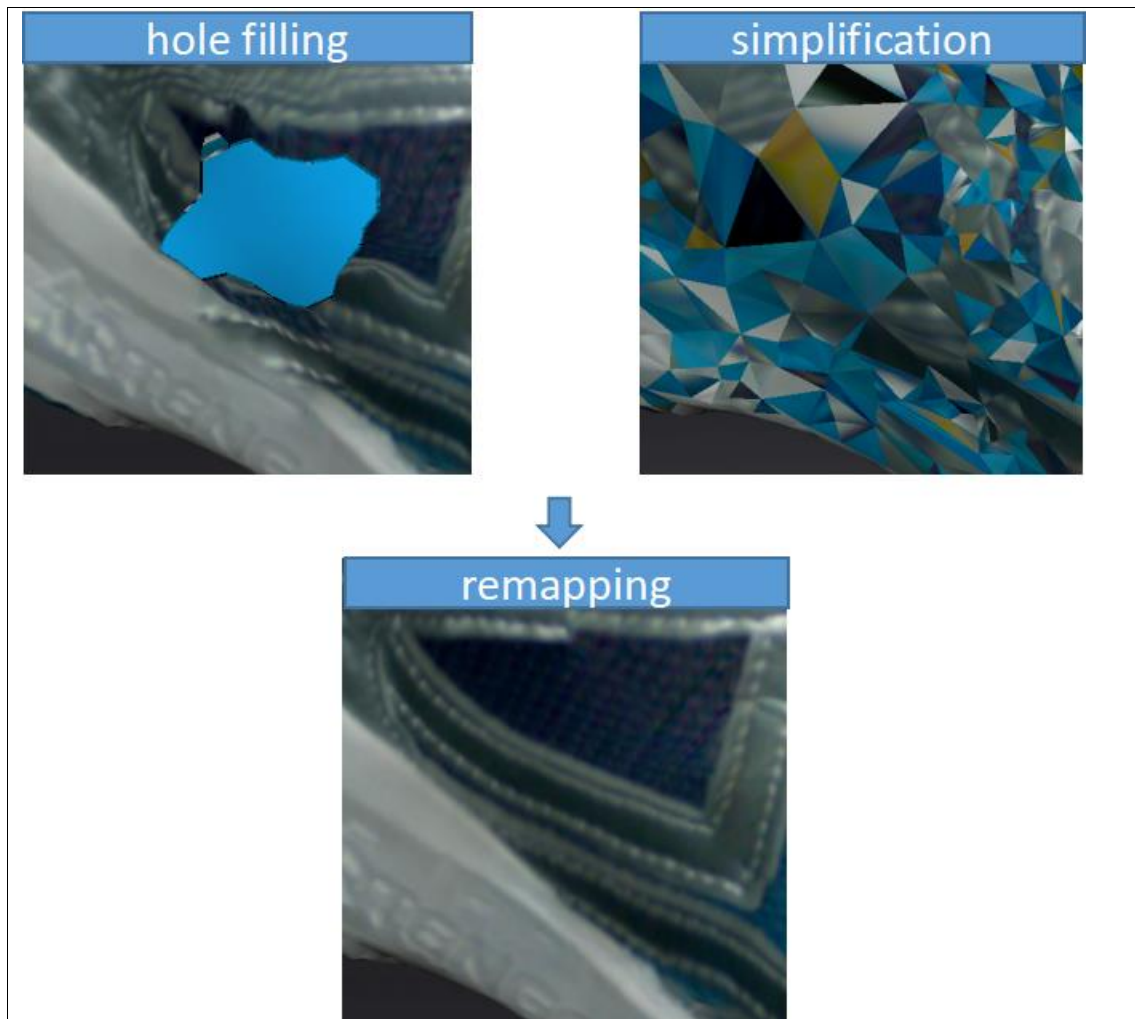
Click the Texture Remapping to display the Texture menu, click again to close the menu

Texture remapping is accessible before saving the data



*Confirm texture remapping before saving*

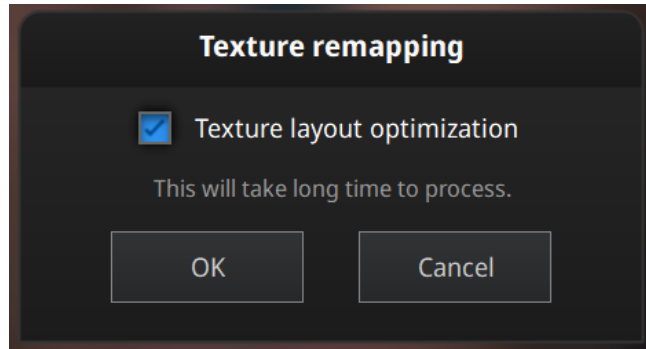
Edition on the mesh (simplification, hole filling) will affect the texture rendering. By doing the texture remapping, the texture information will be reappplied on the mesh.



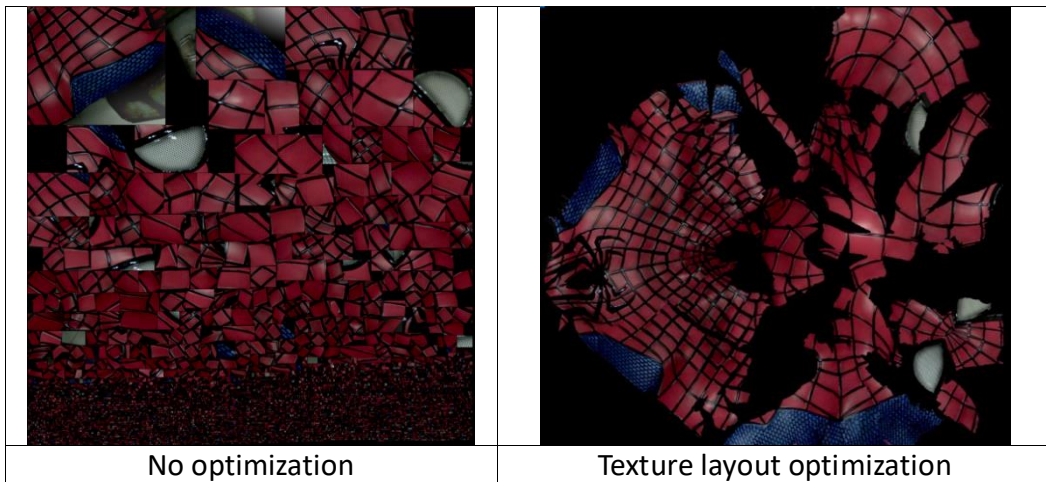
#### 9.5.4. Texture Layout Optimization

When generating the mesh model (watertight or unwatertight), choose “Texture Layout Optimization” (TLO) to create an optimized arrangement for the texture file. It will make the texture manual editing much more convenient if you are going to process the texture in a 3<sup>rd</sup> party software.

This option has no effect on the texture itself. Click Apply to continue.



*TLO option in texture remapping*

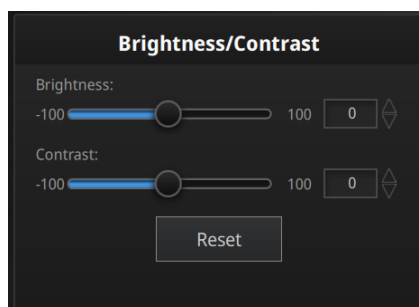


**Notes:**

- TLO requires a longer time to compute
- In Fixed Mode for one single scan, TLO is the same as normal texture file.
- TLO is used only with OBJ output

### 9.5.5. Brightness & Contrast

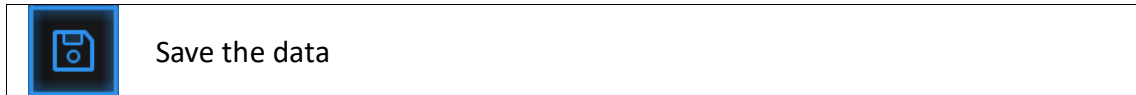
When the mesh model has been generated, use the cursors to change the Brightness and/or contrast of the texture from -100 to +100. Click Reset to return to 0. The default value is 0 for both.



*Modify texture*

This modification is not saved in the project file. Export the data to save the texture editing.

### 9.5.6. Export Data



Click Save to export the data. Navigate to choose a save folder. And input the file name. Select one of the formats below.

Format	Texture	Data type	Saves as	Recommended for
<b>OBJ</b>	Yes (separated)	Mesh, Texture & Matching file	scan.obj scan.jpg scan.mtl	<ul style="list-style-type: none"> <li>◆ Artistic applications</li> <li>◆ 3D rendering</li> <li>◆ Compatibility with most mesh editing software</li> </ul>
<b>PLY</b>	Yes	Mesh	scan.ply	<ul style="list-style-type: none"> <li>◆ Low storage</li> <li>◆ Easy texture editing</li> </ul>
<b>3MF</b>	Yes	Mesh	scan.3mf	<ul style="list-style-type: none"> <li>◆ Low storage</li> <li>◆ Compatibility with Microsoft paint3d</li> </ul>

## 9.6. Best Practice

How to avoid light halo with reflective texture?

Place the scanner at around 30 degrees from the normal. And avoid the reflection from light sources in the room.

How to edit or remove markers on the texture?

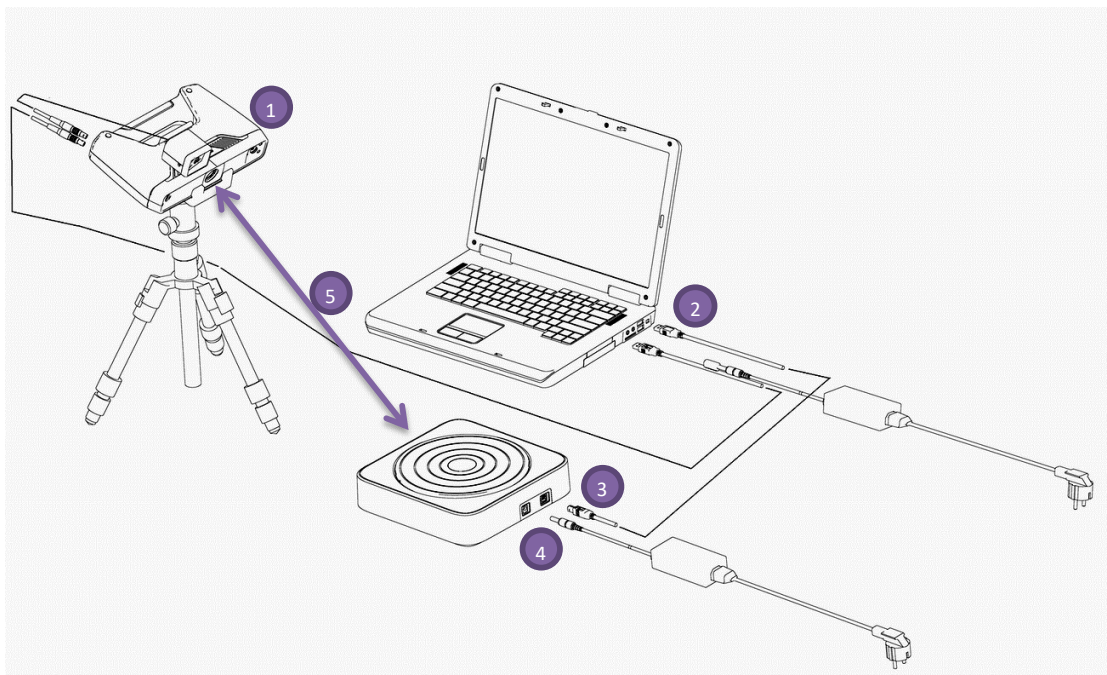
Use a 3<sup>rd</sup> party software like Photoshop or Gimp, save as OBJ and erase the markers on the matching JPG file.

## 10. Industrial Pack

### 10.1. Content

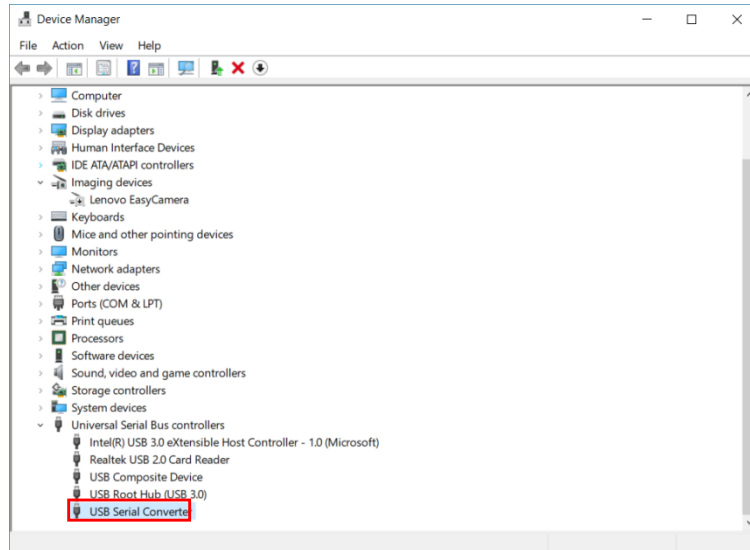
Turntable	1	piece
Tripod	1	piece
Scanner tray (Cradle switch stand)	1	piece
USB cable	1	piece
Power adapter	1	piece
Power cable	1	piece

### 10.2. Installation



*Industrial pack set up*

Put the scanner on the tripod after the installation is finished (1). Connect the flat end of USB cable to the computer (USB 2.0 or USB 3.0) (2), the square-opening end to the turntable (3). Then connect the power cable and the power adapter (4) to the turntable and adjust the position of scanner body and turntable (5). Make sure to check the advice for **Fixed Mode** when using the turntable [see 5.1]. Check the Device manager. The turntable will be displayed as below.



*Device manager with turntable*



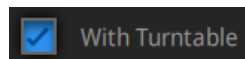
*Turntable set up*

## 10.3. Scan

### 10.3.1. With/Without Turntable

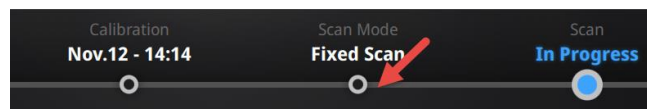
Create or Import a fixed scan project.

In scan setting, on the top right, Check the box to use the turntable, or Uncheck to disable it.



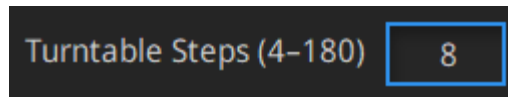
*Fixed scan with turntable*

If you plug-in the turntable during a fixed scan project, click Scan Mode selection in the navigation bar, and reopen the project.



*Go back to Scan mode selection menu*

## 10.4. Turntable Steps

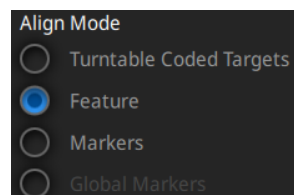


*Turntable step input*

Before scanning, set the turntable steps between 4 and 180. The number shows the times of steps that the turntable will stop and data will be captured during the 360° full rotation. The default setting, 8 steps, is recommended. You can change the number of steps according to the features of the objects.

**Note:** Using more turntable steps will help scan more complete data in some angles, but NOT more accurate.

## 10.5. Alignment Condition



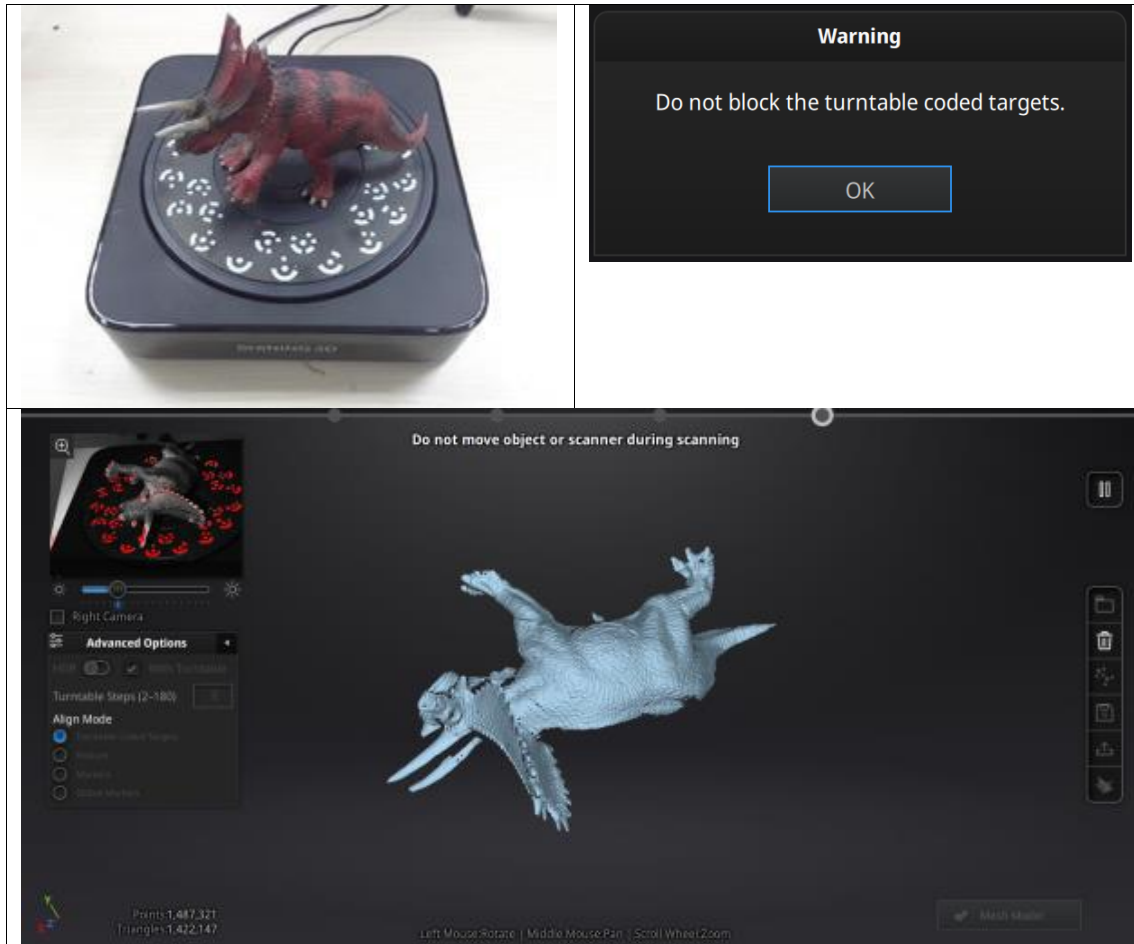
*Alignment mode selection with the turntable*

Select an alignment mode condition for the turntable scan.

### 10.5.1. Turntable Coded Target Alignment

It is the easiest mode among the four modes for scanning small sized objects. It is highly recommended to use in cases requiring high accuracy and high resolution. The turntable coded target alignment works as follows: on every step of the turntable, the scanner recognizes common coded targets on the turntable to calculate the new position of the object. At least 4 common targets need to be recognized between 2 neighboring scans.





If the object's diameter is smaller than 150mm, it will not cover most coded targets on the turntable surface. Place the object on the middle of the turntable and make sure it will not shake or move during the rotation.

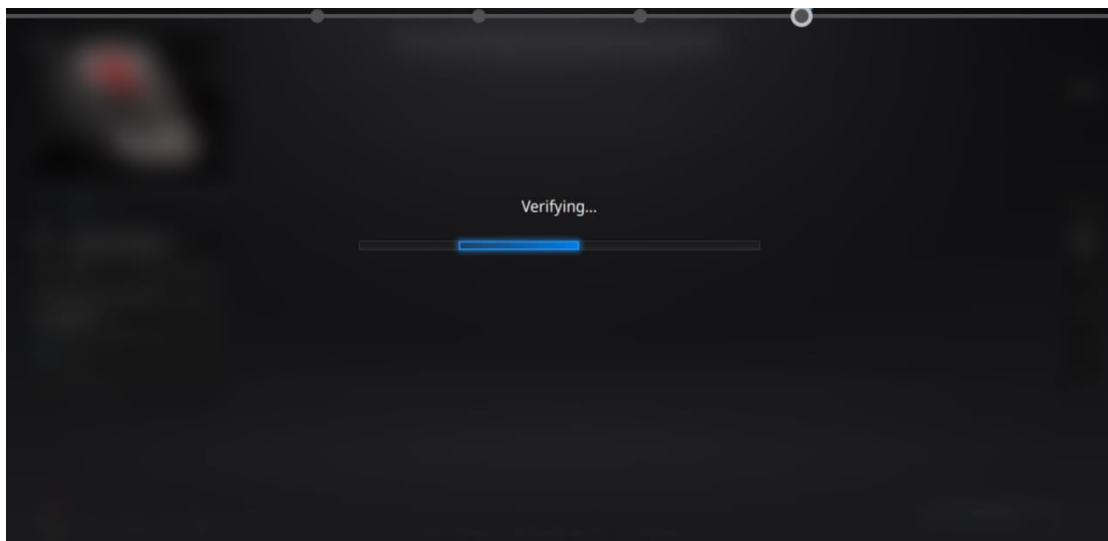
### 10.5.2. Feature Alignment

When the object you need to scan is big and will cover most coded targets on the turntable, and you do not want to or cannot stick markers on it, then feature alignment will be helpful. With feature alignment, the software recognizes geometry features on three successive preliminary scans and then calculates the position of the turntable. The scans are matched by knowing the center and angle of rotation between successive captures.

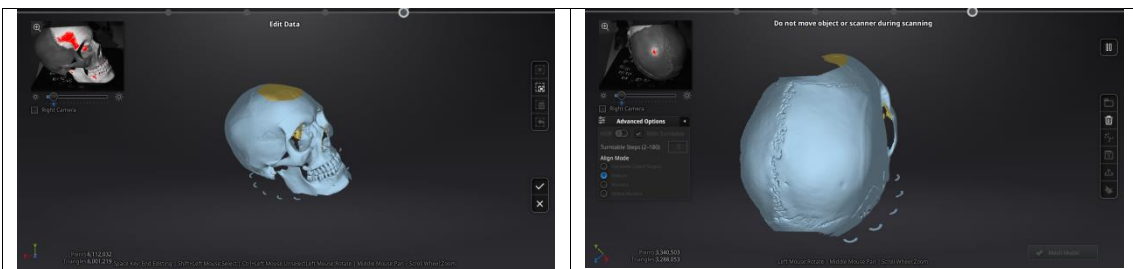
An object with simple features like plain, symmetric surface such as a sphere or cylinder is not recommended for this mode. It is better to use markers to facilitate the alignment for an object with few geometry features.



Using feature alignment, make sure that the object is kept still on the turntable, and the first view should contain enough features to allow the initialization.

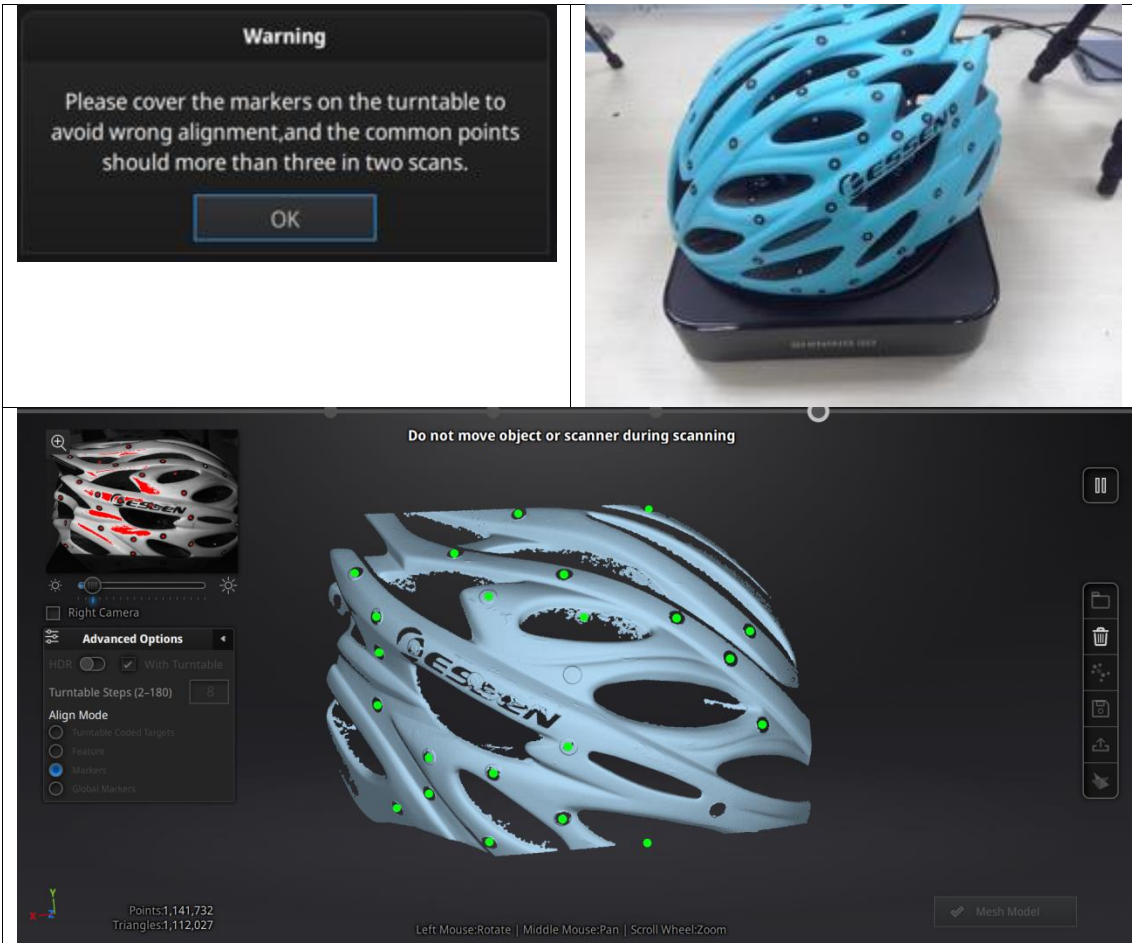


*During the “verifying” steps, the software calculates the position of the turntable*



### 10.5.3. Markers Alignment and Global Markers Alignment

Markers alignment is used when the scanner cannot see enough coded targets on the turntable for auto alignment. Markers alignment works in a similar way as turntable coded target alignment; the software matches 2 neighboring scans by recognizing at least 4 common markers.



Global Markers is accessible if a Global Marker File has been loaded during the project creation.

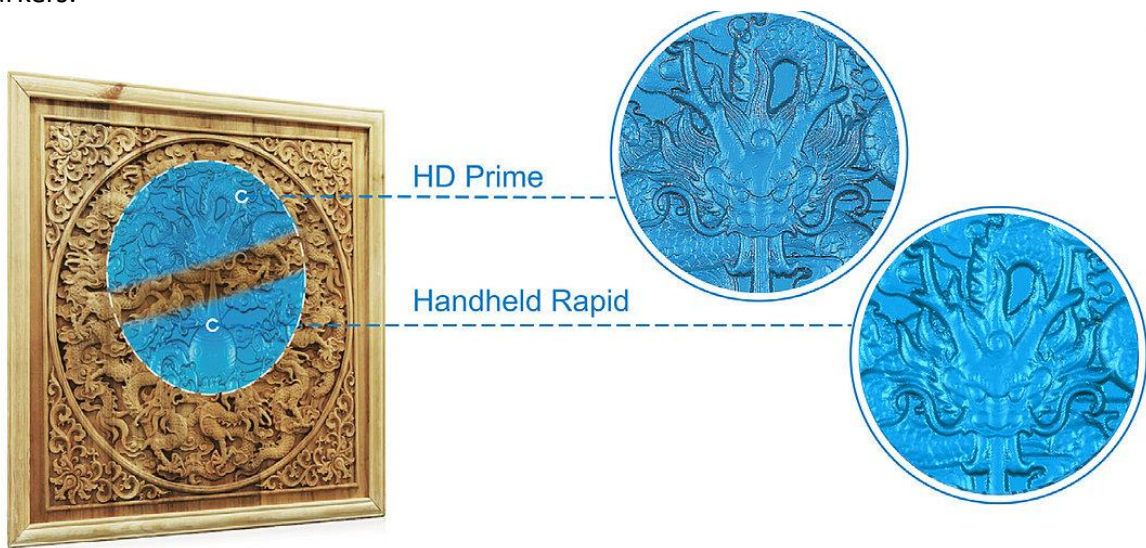
## 11. HD Prime Pack

Prime accelerates the scan speed in Handheld HD Scan Mode and captures rich details of the scanned objects. It is ideal for cultural heritage preservation, archiving, restoration, etc.

It enables feature alignment without markers or marker alignment in Handheld HD Scan Mode.

The scanning speed is increased by 30% from normal HD mode, capturing high-accuracy and high-resolution scan data more rapidly.

It captures more details than handheld rapid scan mode under HD prime without markers.



*comparison of scan details captured by Pro Rapid mode and HD Prime*

### 11.1 Hardware

#### 11.1.1. Content



HD prime

+Allen Key \*1

**⚠Note:** HD prime is available only for EinScan Pro+

### 11.1.2. Specifications

Frame Rate	10 fps
Use Distance	400-600mm
Supported OS	Windows 7, 8.1, 10, 64bit
Operating Environment	Indoor
Sensor Size	110mm*34mm*51mm (L×W×H)

**⚠Warning:** Prime uses Class 1 infrared laser. Class 1 laser is safe under normal use. It means the maximum permissible exposure is not exceeded when viewing with naked eye. But we suggest to avoid direct exposure to the eyes while scanning. HD Prime is not suggested to use for face scanning.

### 11.1.3. Installation

Before installation, make sure the device is powered off.

Remove the add-on port cover on the top of the scanner. (1)

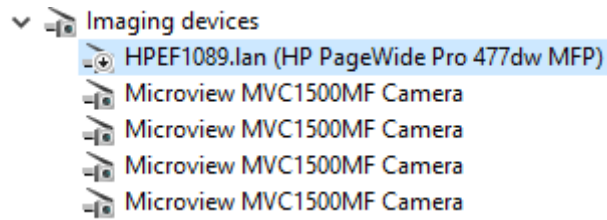
Screw the color camera into the slot, using the Allen key in clockwise direction (2)

Plug the cable into the Camera port of the scanner, the red dot facing up. (3)

Power on the scanner and the camera driver will start by itself.



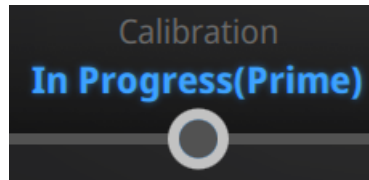
Check the device manager to see if the Prime will show as the following



*Device manager with EinScan and HD Prime connected*

#### **11.1.4. Calibration**

Calibration should be performed every time you plug in the HD Prime Pack to insure the correct matching with EinScan.



*Calibration with Prime*

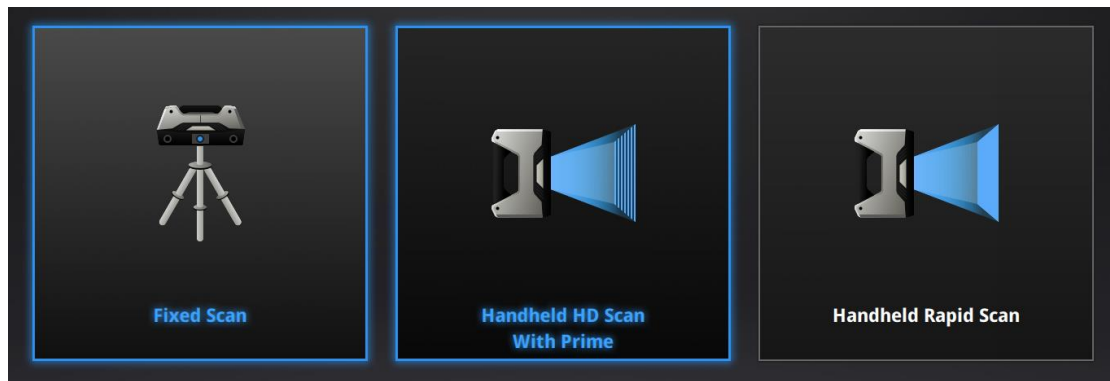
Use the front side (Black) of the calibration board for Prime calibration. In the calibration interface, run the Calibration with the normal method (see “camera calibration”)

If the calibration keeps failing, check whether the Prime is well locked in position.

After calibration, perform the Accuracy test or click Next to go back to the Mode selection menu.

#### **11.2. Before scan**

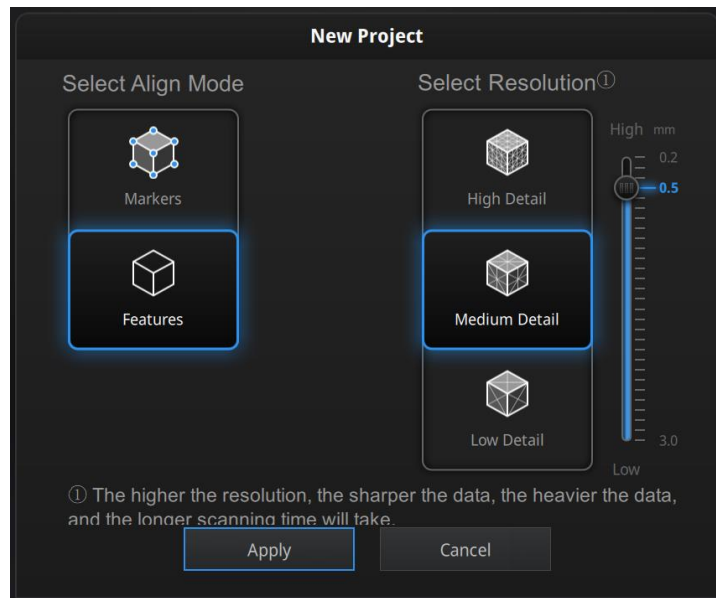
When prime is plugged, “HD Scan” becomes “HD Scan with Prime”. Other modes are not using Prime (refer to previous sections for Fixed and Rapid mode).



Mode selection with Prime

Create a new project, to enter the scan settings window

### 11.2.1. Align Mode



Settings for HD Prime mode

- **Marker Alignment**

the surface of the object requires markers. When the scan starts the markers are required, otherwise “Track lost” will be displayed. At least 4 markers captured previously need to be seen by the scanner in each current scanning frame to be aligned. If not, “Track Lost” will be displayed. When scanning a large object, Marker Alignment is the best mode at mitigating the cumulative errors caused by large amounts of data. This results in a higher global accuracy of the complete scanned data and is the reason we recommend this alignment mode for large objects. The project will be saved with the extension .hd\_prj  
 Prime with markers projects can be open under HD scan mode (without Prime)

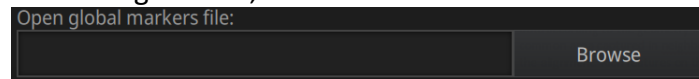
- **Feature Alignment**

the data currently captured is “best fit” and aligned to the previously captured data according to the geometric features of the object. “Track lost” will be displayed if there is not enough common area captured in neighbouring scans or the scanned area has few geometric features to allow for the alignment. Rich geometric features on the object are required for this mode.

The project will be saved with the extension .pri\_prj

- **GMF**

If you choose Markers Align Mode, GMF is available

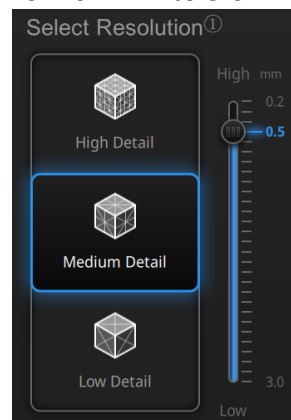


*Import GMF*

Click Browse to import the GMF as .P3 .TXT or .ASC

## 11.2.2. Resolution

Select a resolution for the project. The higher the resolution, the better the details. Choose High (0.2mm), Medium (0.5mm) or Low (1mm) or drag the cursor to choose another point-distance setting from 0.2mm to 3.0mm



*Resolution for HD Prime mode*

**⚠Notes:**

- Higher resolution takes more time to scan and consumes more memory of graphic card.
- With high resolution the size of the object to be scanned will be limited. In theory, the maximum size of scan = point distance\*8192/mm. In actual process, the size of the object can be scanned depending on computer graphic card.
- When import project, and continue the scan, the scanning resolution and align mode will be in accordance with the previous setting of imported project.

Click Apply to validate and enter the Scanning interface



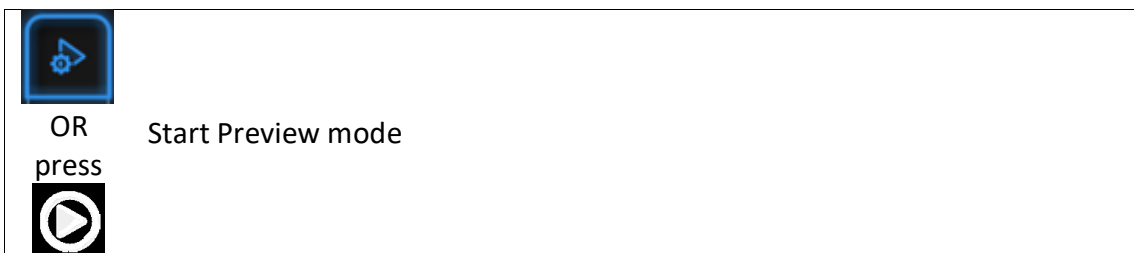
### 11.2.3. Flat Detection

Under feature align, you could choose whether to detect the plane or not.

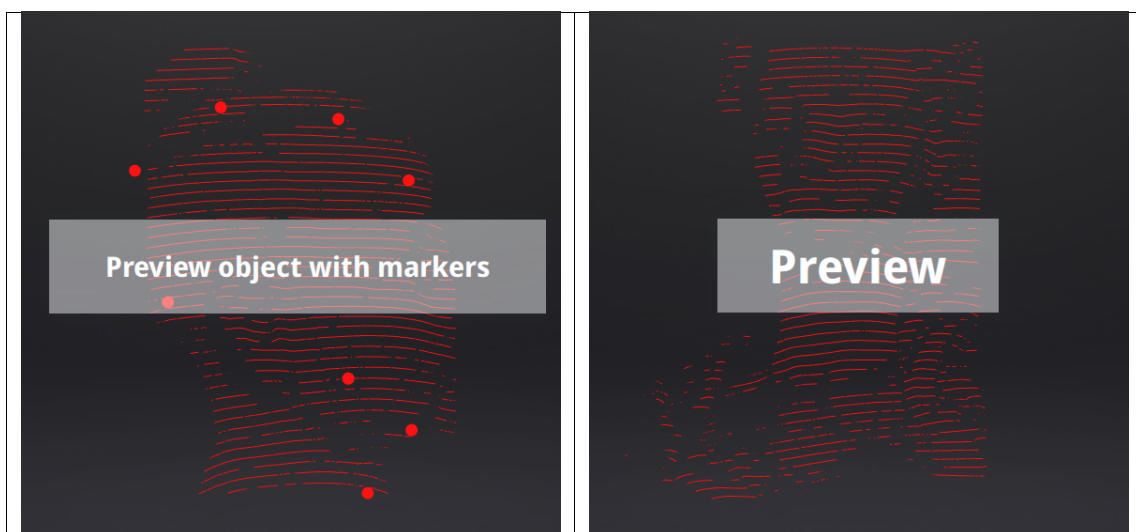
- If you do not choose the plane detection, you could still scan flat surface, but the misalignment will happen.
- Plane detection could reduce the possibility of misalignment, but it can not scan plane or surface with little features, the software will prompts “please scan the non-plane area”

## 11.3. HD Prime scan

### 11.3.1. Preview

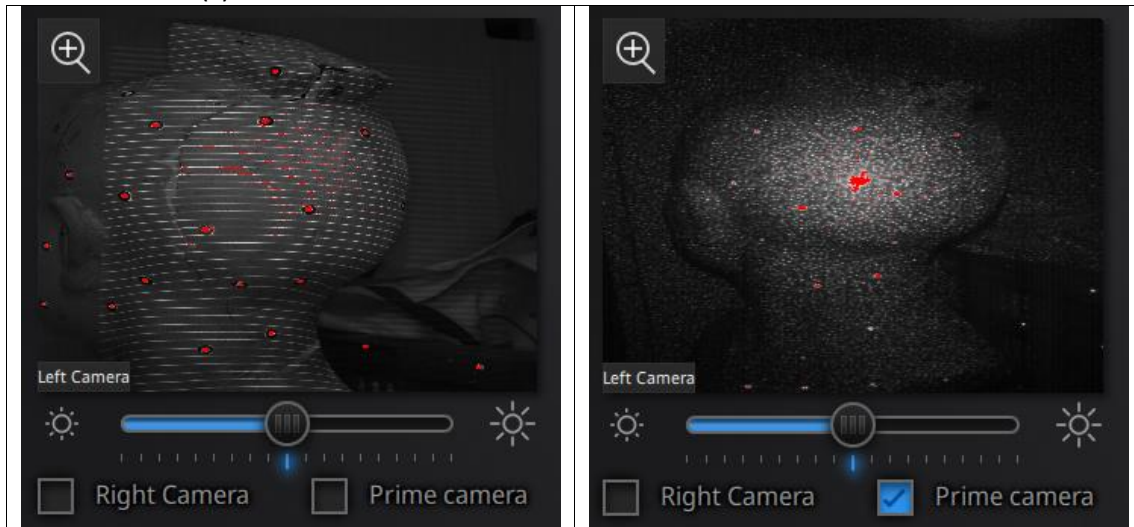


Hold the scanner to face the object (there must be enough markers or enough geometry features on surface), press the Play button or click Preview to run into Preview mode. In this mode, it will start to show data for preview, but not yet record.



*Preview with or without markers*

Check the box “Prime camera” to replace the display of the normal camera(s) with Prime camera(s).



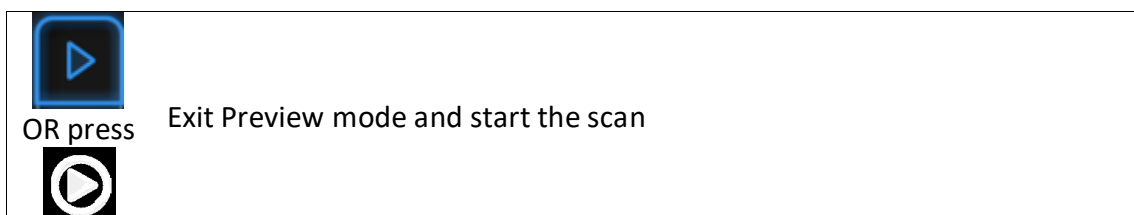
In this mode, you can:

Check the working distance

Adjust the brightness sensitivity

Insure that the markers are well captured.

Insure that the object has enough geometry features if you do not use markers.



Click Start in software or press the Play button to exit the preview mode and start the scan

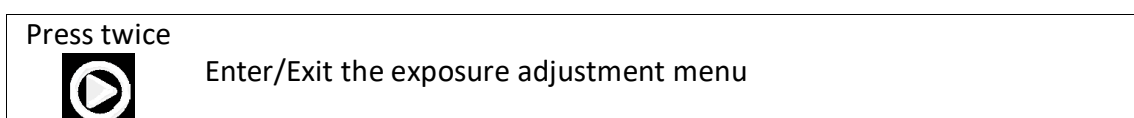
**Notes:**

Preview mode will start in every new project or when an existing project is imported

After exit preview and start scan, the preview mode is not necessary to show again in this scanning project.

To access preview mode on a current project, re-open it.

### 11.3.2. Brightness



When scanning or in Preview mode Press twice Play button, adjust the brightness by pressing “+/-” buttons on the scanner, or drag the cursor under the camera preview to left (-) or the right (+).



*exposure adjustment menu, Press +/- or drag the cursor*

To set the proper exposure, first make sure you are in a good working environment. Hold the scanner at the optimal working distance (check the Rangefinder color bar)

Changing the exposure adjustment will automatically change both EinScan and Prime exposure. Check or Uncheck the Prime camera box to insure the good setting for both.

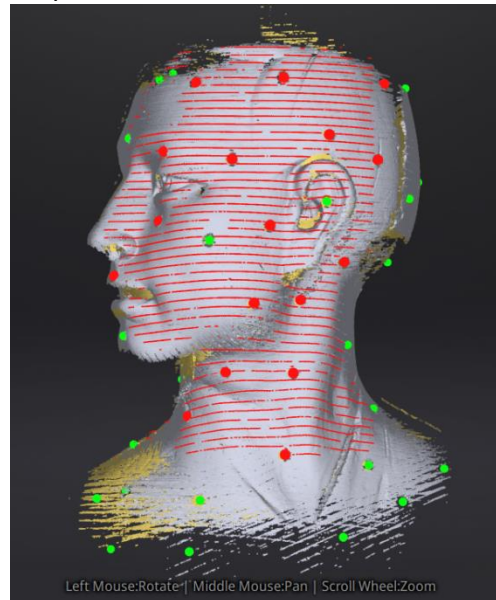
Too bright ✘	Good ✔	Too dark ✘
EinScan camera view		
Prime camera view		

Press twice Play button to exit the brightness adjustment window

### 11.3.3. Scan with markers

The software will recognize the markers (display in red), record data and align with previously collected markers (display in green). The data is captured along the lines, as shown below

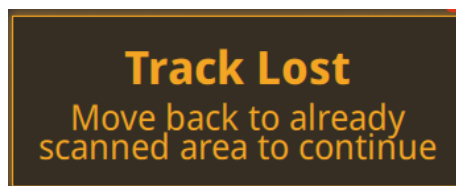
To record the data, minimum 4 markers (display in red) in one frame (each scanning field of view) have to be captured.



*Interface with markers*

Stick markers on the object in random pattern, avoiding sticking all markers in one line. To check the rules of sticking markers, refer to [4.24.2.Preparation] .

If the position tracking fails, “Track lost” alert will appear, you need to go back to an area with previously recorded markers to recover the track again and continue scan.

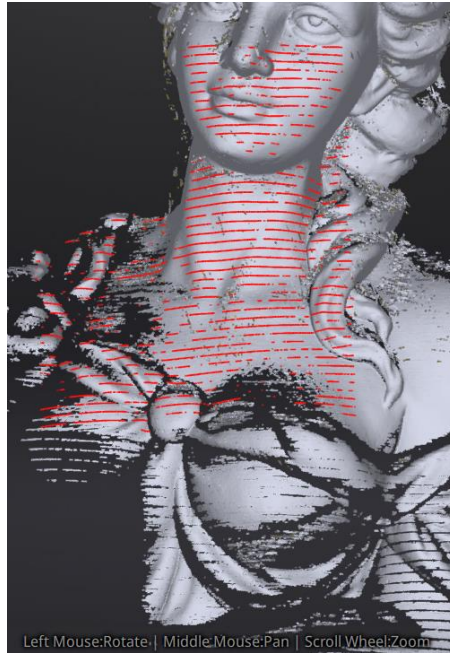


*Track lost alert*

**⚠Note:** If you have imported a global marker file, new markers cannot be added during the scan

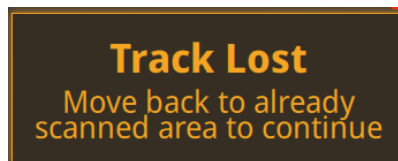
#### **11.3.4. Scan without Features**

When start scanning, the data is captured along the lines, previously captured data shows gray as below. To improve the scan efficiency, the movement should be continuous and uniform.



*Interface without markers*

If the scan freeze and “Track lost” alert appears, it indicates that the scan cannot match the current data. You need to go back to any previously scanned area to recover the track again and continue scan.



*Track lost alert*




## 11.4. Pause menu

In Off-line mode the data can be loaded at this step for editing.

### 11.4.1. Auto-save

	Enter pause menu
OR press 	

Press play button or click Pause in the software to enter the Pause menu. The data will be Auto-saved in the project file.

	Continue scan
OR press 	
	Generate point cloud


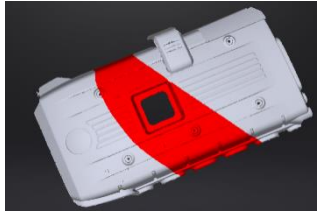
Press Play button or click Start in the software to continue the scan,  
Click Stop to generate point-cloud: an optimized point-cloud 3D data will be generated.



Or select data to use Edit tools

## 11.5. Edit menu



**SHIFT + Left mouse:** Select redundant area, the selected section will be displayed in red, as shown below.

**Ctrl + Left mouse:** deselect the selected data

	<p><b>Edit buttons:</b></p> <ul style="list-style-type: none"> <li>① Deselect</li> <li>② Revert</li> <li>③ Delete</li> <li>④ Undo</li> <li>⑤ Show/Hide texture (color pack only)</li> <li>⑥ Shift + Left mouse: choose data</li> <li>⑦ Ctrl + Left mouse: deselect selected data</li> </ul>	
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	<p><b>Delete selected data</b> Click the button or “DELETE” in the keyboard to delete selected data.</p>
	<p><b>Undo</b> You can only undo the last deleted data.</p>

**⚠Note:** Handheld scan mode does not support the deletion of markers.

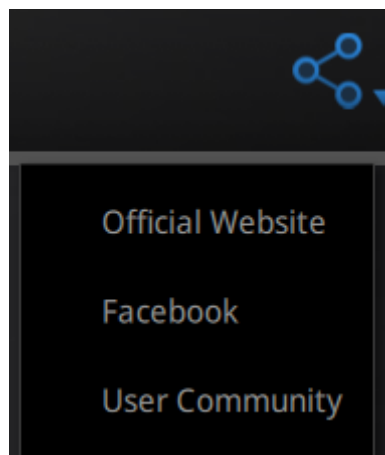
	End the editing
	Cancel editions on the data

Click Check to End the editing and confirm to save the edition in the project file and go back to the Previous menu.

## 12. Support and Contact

### 12.1. User Community


Find the User Community tab in [www.einscan.com](http://www.einscan.com), or from the Community menu. Register your EinScan at [community.shining3d.com](http://community.shining3d.com) to validate your warranty and get more service for software updates, manual, video, and submit request.



#### 12.1.1. Log In

To register a user account, please enter the serial number of the scanner and your contact information including a valid email.






**SHINING 3D®**  
Welcome to SHINING 3D USER COMMUNITY

[Register](#) [Sign In >>](#)

Email


Password

Confirm Password  

Serial Number


[Privacy Policy & Cookie Policy](#)


*Register*



**SHINING 3D®**  
Welcome to SHINING 3D USER COMMUNITY

[Sign In](#) [Register >>](#)

 Email

 Password

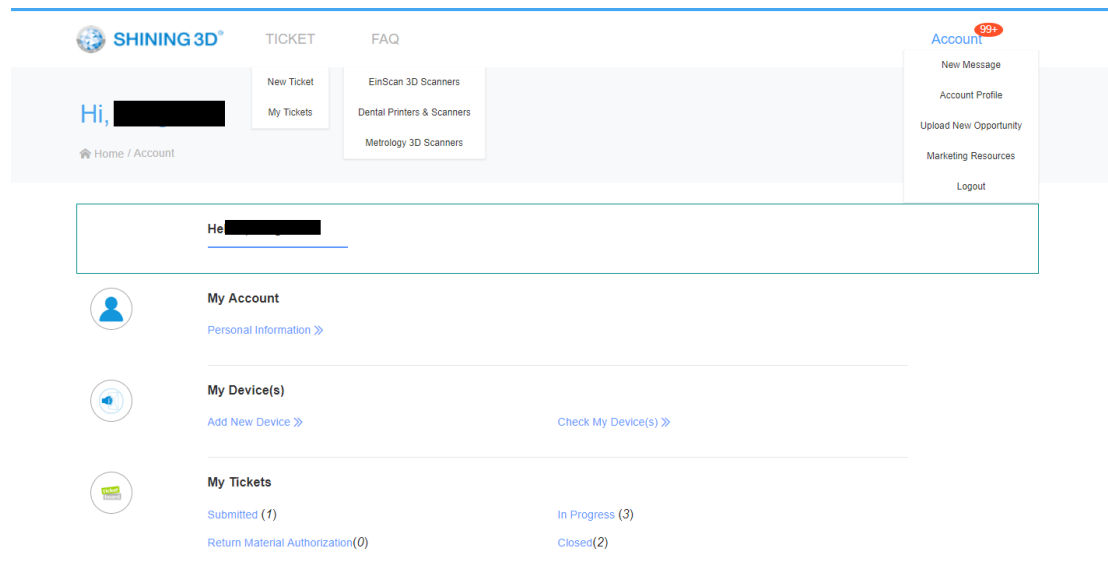
[Forgot Password ?](#)

[Help](#)

*Log-in*

## 12.1.2. Validate Your Warranty

To validate the warranty of your device, click add new device in My Account.



*Account page*

Input the serial number, input the date of purchase and upload the copy of the invoice.

**Add Device**

Serial Number \*

Please input your serial number to add the device

Activate Warranty  
If you need to submit a RMA ticket (Return Material Authorization), please activate warranty.

Choose your purchased date

**Save**

### Add device page

Repeat the operation for all add-ons with the corresponding serial number.  
Without warranty activation the default warranty starts on the shipping date.

## 12.1.3. Submit a Ticket

Log in with your Community account. Click New Ticket on the tab bar.  
Select the serial number among the registered accounts and describe your problem.

SHINING 3D® TICKET FAQ

## Submit A New Ticket

Home/ Ticket Center / Submit A New Ticket

Owner : [REDACTED] [ SHINING3D ]

\*Email : [REDACTED]

\*If your device is not on the selected list, please forward to Device Manager to [bind your device](#)

\*Serial Number: Choose Your device

APAC  EMEA  AMERICAS

\*Please tell us about your project or application, so that we can analyze it, target your needs and provide valuable, customized information for your ticket

\*Subject: Project Name

\*Description: Detailed description... /400

Files :

**Submit**

## Submit a ticket

Check your submitted tickets under the account page or the Ticket > My tickets.

[Home](#) > [Account](#) > [Ticket List](#) > T201807170001100031

**Ticket Number** : T201807170001100031

**Serial Number** : ██████████

**Model** : EinScan-Pro

**Created Date** : 2018-07-17 10:00:31

**Full Name** : ██████████

**Owner** : Individual

**Engineer** :

**No Return Material Authorization Service**

gaoming  
2018-07-17 10:00:31

**Subject**: my scanner doesn't work

**Description**: can't start software. please help

2018-07-19 18:08:26

Hello, How can I help you?

2018-07-19 18:10:28

Are you using the latest software version?

*Opened ticket*

## 12.2. Contact Us

By email

[einscan\\_support@shining3d.com](mailto:einscan_support@shining3d.com)

[sales@shining3d.com](mailto:sales@shining3d.com)

Skype: Einscan\_support

Facebook Group: EinScanexpert

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