dicomConverter for nextViewer

1. Python installation

It's important to use Python 3.10.

Check if Python 3.10 is installed

a) Windows

Open your cmd and type in "py -3.10 --version"

If Python 3.10 is installed cmd will tell you your Python version and you can continue with 2. Program installation.

```
C:\Users\guent>py -3.10 --version
Python 3.10.10
```

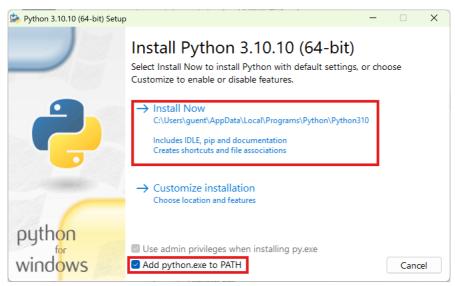
1 Python 3.10 is installed Windows

If Python 3.10 is not installed the following will appear and you have to install it.

```
C:\Users\guent>py -3.10 --version
Python 3.10 not found!
```

2 Python 3.10 is not installed Windows

Download Python 3.10.10 from https://www.python.org/ftp/python/3.10.10/python-3.10.10-amd64.exe and install it. It's important to check "Add python.exe to PATH". Press "Install Now" to use the default installation.



3 Python installation WIndows

b) MacSO

Open your terminal and type in "python3.10 --version"

If Python 3.10 is installed the terminal will tell you your Python version and you can continue with 2. Program installation.

```
(base) next3d@MacBook-Pro-von-Next ~ % python3.10 --version
Python 3.10.11
```

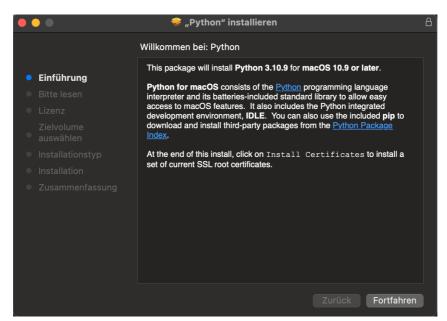
4 Python 3.10 is installed MacOS

If Python 3.10 is not installed the following will appear and you have to install it.

```
(base) next3d@MacBook-Pro-von-Next ~ % python3.9 --version zsh: command not found: python3.9
```

5 Python 3.9 is not installed MacOS (would be the same for 3.10)

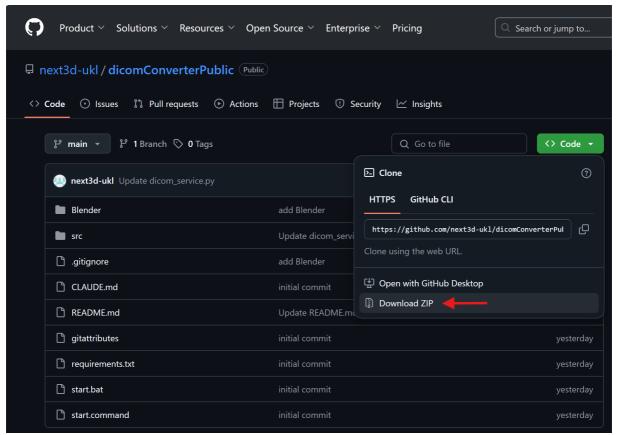
Download Python 3.10.9 from https://www.python.org/ftp/python/3.10.9/python-3.10.9- macos11.pkg and install it. Just click through the installation.



6 Python installation MacOS

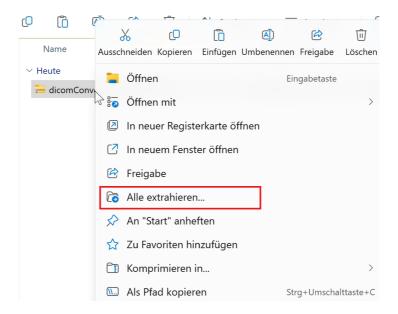
2. Program installation

Go to https://github.com/next3d-ukl/dicomConverterPublic and download the project as zip.



7 Download project

Move the folder where you want to and extract it.

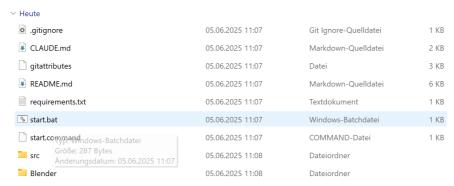


8 Extract the folder

Now you can start the program. The first start of the program will install everything, that can take a moment.

a) Windows

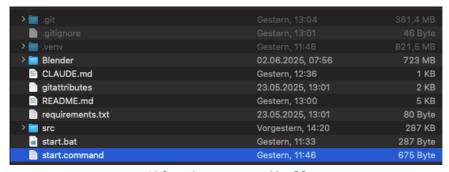
Double click the start.bat in the folder.



9 Start the program on WIndows

b) MacOS

Double click the start.command in the folder.



10 Start the program on MacOS

If this doesn't work you have to activate the script in the terminal. Therefore open your terminal and navigate to your directory via "cd [Path/to/your/project/folder]" and type in "chmod +x start.command".

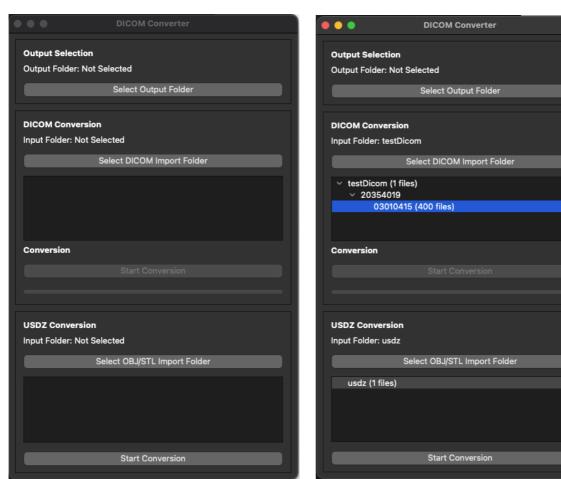
(base) next3d@MacBook-Pro-von-Next ~ % cd Documents/GitHub/UKL/dicomConverterPublic (base) next3d@MacBook-Pro-von-Next dicomConverterPublic % chmod +x start.command

11 activate start.command MacOS

3. Program usage

There are 3 main sections.

- The Output selection is there to select a folder where you want to save your results. This folder has tob e empty!
- At the DICOM Conversion you can select an folder as input which contains
 DICOM files you want to convert for nextViewer. In the box under the button you
 can see the folder structure you selected. Make sure to select the right folder
 which contains the DICOM files (by default the folder with the most files is
 selected).
- 3. The USDZ Conversion works similar to the DICOM Conversion. You select the folder which contains you STL/OBJ files. The selected folder structure shows up belwo. Make sure to select the right folder (by default the folder with the most files is selected).



12 dicomConverter application by start and with selected folders