

## PROBLEM STATEMENT

- What problem or need does this technology solve?
- SpatialAnalyzer is the premier portable metrology software solution for large-scale applications. SA is an instrument-independent, traceable 3D graphical software platform that makes it easy for users to integrate data from multiple instruments and perform complex tasks simply, ultimately improving productivity.

## BENEFITS

- SA interfaces to all Hexagon Metrology portable instruments like Laser Trackers, Laser Stations, Theodolites and its accessories. A clear history of all data from start to finish is logged, providing 100% traceability.
- Align instruments to known coordinate systems using a variety of techniques. Unique Relationship Fitting enables simultaneous feature-based fitting to organic surfaces in addition to traditional iterative fitting.
- Build & assemble virtually – digital assembly options in SA enable users to see how parts will virtually fit in final assembly. SA includes an entire suite of tools for real-time building, helping to build most complex parts based on nominal data from numerical lists, drawings or CAD.
- Evaluate & analyze – SA user-friendly interface permits graphical and numerical depiction of measurement uncertainty, enhancing the user's perspective of measurement quality.
- SA includes a variety of exchange and native CAD formats. Supported formats include CATIA, SolidWorks, Pro/ENGINEER, Inventor, VDA FS, IGES, STEP, STL, and more.
- View and interact with your dimensional data in a modern and simple new reporting format. Use data-driven insights to focus on what's most important.

## TECHNOLOGY SOLUTION

- **Full Support for Multiple Portable Metrology Instruments**
- Powerful, versatile, and user-friendly, SA can simultaneously communicate with virtually any number and type of portable metrology instruments. This includes laser trackers, arms, laser radars, scanners, projectors, theodolites, total stations, and photogrammetric devices—all featuring a common interface for each instrument class.

## GRAPHIC

