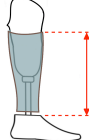


Prosthetic socket circumference at the very end of the cover in [mm]


To take the measurement correctly, please mark the height of the cover in several places and place a ruler below the marking. The measurement should be made very carefully because moving the ruler even by a few millimetres up or down causes an incorrect reading of the circumference even by several centimetres.



Height in [mm]


We measure from the level of the foot shell to the top of the knee. The gap between the cover and the foot will be taken into account by us, depending on the type of foot.


A [mm]

B [mm]

Foot manufacturer, type and size

For example : OB Talo 1C50 L29

The silicone sleeve - option

Cover below the silicone sleeve or without ☐



Cover over the silicone sleeve i.e. the sleeve is between the socket and the cover ☐


Adapter
☐ 30

☐ 34

Colour
☐ Skin Tone1

☐ Skin Tone3

☐ Skin Tone6

☐ Grey

☐ White

☐ Black

☐ Graphite

Finish
☐ Matt varnish
(charged extra)

Tattoo (charged extra)
☐ Catalog number from the our website.
e.g.: 08-1001

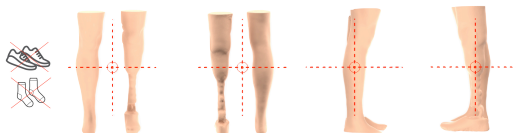
☐ Own

Check list :
☐
Photo of the foot or shell.

Both the outer and inner edges of the shell contour must be visible. The camera lens must be perpendicular to the pyramid.


☐

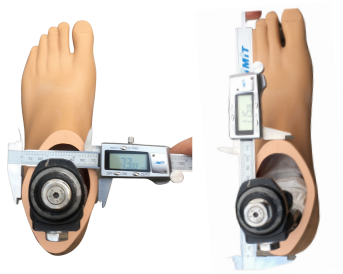
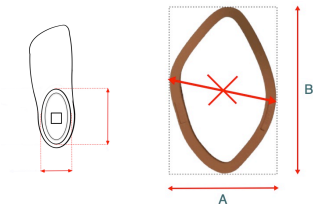
4 photos, as shown in the images above. The camera must be placed perpendicular to the legs, in a low position, and both legs must be centered on the photo. Please remember that all prosthetic components must be completely visible, including the socket. Please remove shoes, socks and any object that covers the prosthesis.


☐
Scan of the prosthesis and the patient's leg


Formats
.stl
.obj



NOTES



- All our covers can be shortened from the bottom by several mm.
- In the factory state, the lower part of the cover is flat.
- In the case of the foot as shown in the picture, the lower part of the cover can be ground to the shape of the foot.
- If something is incomprehensible, look at our videos on the website in the menu - "VIDEOS"

