# Paintometer® ROI Report

# **Paintometer Views**

The **Paintometer** tool in **SimSpray**® and **SimSpray Go**<sup>™</sup> tracks time, monetary, material, and environmental savings that are realized through the use of all SimSpray products. The Paintometer can help users calculate the ROI of using SimSpray. Costs can be customized to reflect an organization's actual expenses.

To access the **Paintometer**, select the **SimSpray** menu and choose the **Paintometer** option.

### **Basic**



Select **Basic Mode** and choose a process group to view a summary of usage for those processes. Painting includes HVLP, airless, and air-assisted airless processes, while abrasive blasting and powder coating only include their named processes.

The **Paintometer** will provide details on time spent in the booth, material amounts used, environmental/VOC information, painted parts, and completed projects, as well as associated costs. The basic view offers an estimate of total saved costs.

## **Advanced**



**Advanced Mode** is an in-depth version of the **Paintometer**'s ROI information, showing specific part usage, material use per process, and more. Select different tabs on the advanced Info page to access more detailed information, including time totals, material used, parts used, and per part info. Use the arrows above the table to navigate through all available details.

# **Trip vs. Lifetime**

The **Paintometer** tracks both **Lifetime** and **Trip** information as part of the ROI calculator function; these views can be selected from the tabs on the right side of the **Paintometer**.

Select the **Lifetime** option to see overall savings for the unit, aggregated for all users.

The **Trip** function will track savings until the **Reset** option is selected. Select **Trip** and then choose the **Reset** option to clear tracking related to that product and start a new tracking period. This period will continue until the Paintometer is reset. The **Trip** setting is useful for tracking ROI during specific time periods, such as a class session, semester, or year-over-year.

#### **Time**

Time information is available on the **Advanced Mode**, and includes total time, time in UI, time in booth, time spent idle, painting, blasting, and powder coating. The metric is also broken down by overall totals, HVLP, Airless, and more.

#### **Paint**

Paint information is available in the **Advanced Mode**, and includes paint used, including paint wasted and properly applied; blasting particulate used, including sodium bicarbonate, garnet, and steel grit; powder used; and VOCs emitted. The ROI calculator will display total amounts used as well as total costs.

#### **Parts**

Part information is available on the **Advanced Mode**, and includes painted parts, blasted parts, powder coated parts, and projects completed, as well as associated total costs. Part information is available for specific parts and includes the number of parts used, time spent per part, and total costs.

## **Volatile Organic Compounds (VOCs)**

The **Paintometer** tracks the amount of volatile organic compounds (VOCs) for both **Lifetime** and **Trip** options. VOC information is available on the **Basic Mode** and on the **Advanced Mode**, and includes amounts used. VOC amounts are calculated from the amount of paint used and the amount of VOCs emitted by specific paint types, including default paint as well as any custom paint types that were created.

#### **Cost Customization**

**Paintometer** also allows users to customize cost amounts. Select the **Show Unit Costs** option. Enter a new value for the unit cost and click the green checkmark button. Select **Hide Unit Costs** to exit the menu. Custom paint types, blast media, and powder need to be changed with the **Paint Editor**.

**Paintometer** data can also be exported. Plug a USB flash drive into the SimSpray unit and click on **Export Data** to export the **Basic Mode** information summary. The information can be imported to a spreadsheet program on another computer.

To exit the **Paintometer**, select the red **Back** button.