

BASE PACK FOR BOTTLE

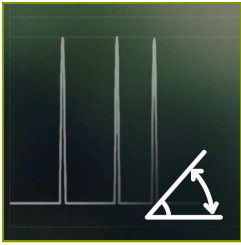
2026.1

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WHAT IS NEEDED?

Please make sure the PC where you want this module to be active have VAST.Rehab Patient Panel installed and that the following hardware requirements are met:

- Windows 10/11
- Intel Core i5 (8th gen or newer). Important: Avoid ultra-low-power versions (e.g., i5-8250U), as they may not meet performance requirements. Prefer standard or high-performance CPUs.
- Minimum: 8 GB RAM (16 GB or more recommended for optimal performance).

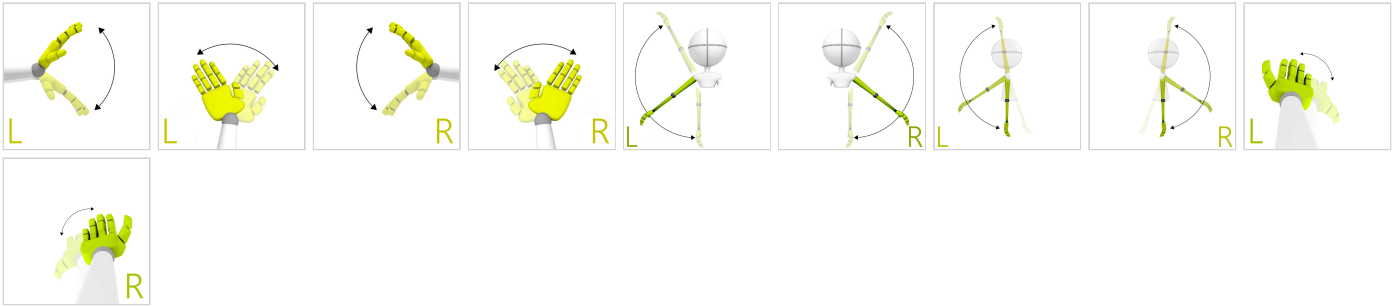


RANGE OF MOTION

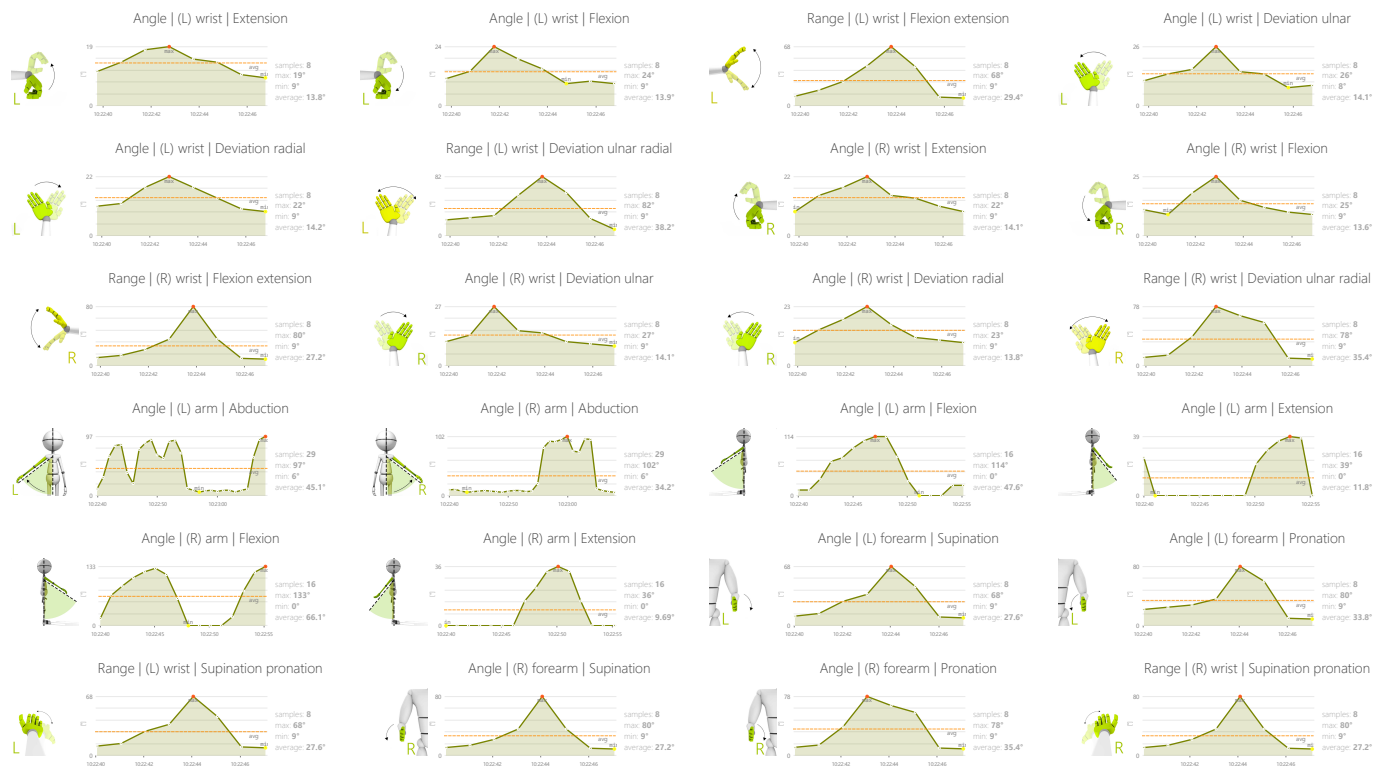
ANGLES EVALUATION

Measure and gently motivate to increase individual's range of motion in predefined movement patterns.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Time to complete action

OBJECTIVES

- Range of motion examination

INSTRUCTION FOR PATIENT

Try to achieve best result.

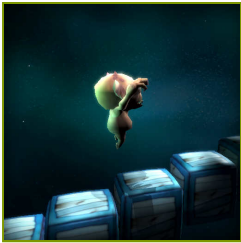


SAMPLE SETTINGS



Minitask duration

30s



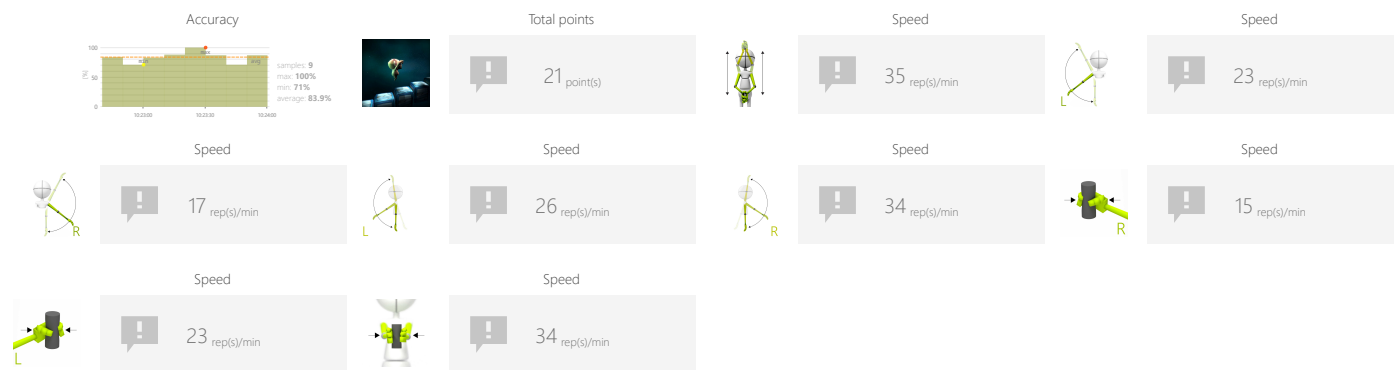
SPEED STAIRS

Measure number of repetitions of specific movement pattern an individual is able to perform within predefined time interval.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Max time per floor
- Number of stairs
- Pause length

OBJECTIVES

- Dynamics of planned movements

INSTRUCTION FOR PATIENT

Climb the stairs before they disappear.



SAMPLE SETTINGS



Difficulty custom	
Duration 90s	Range 20% - 80%
Max time per floor 15s	Number of stairs 5
Pause length 3	

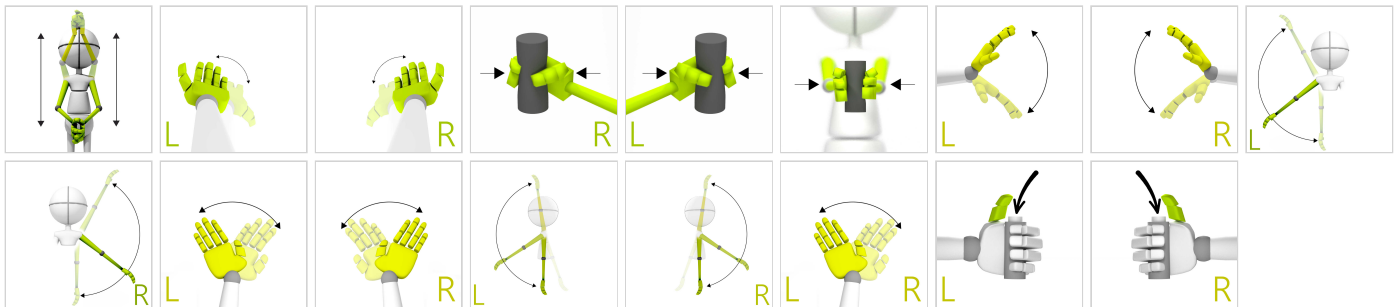


SPEED

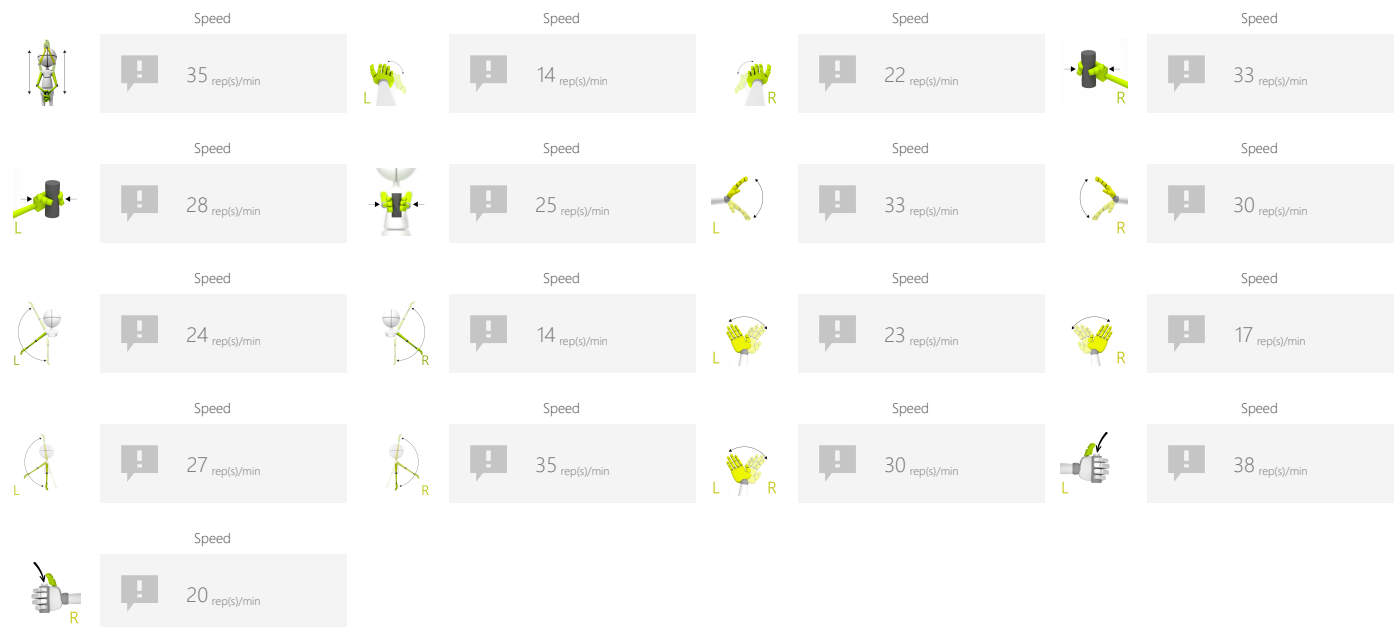
SPEED TEST

Measure number of repetitions of specific movement pattern an individual is able to perform within predefined time interval.

CONTROL MODES



RESULTS



ADJUSTMENTS

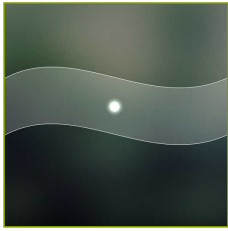
- Time to complete action
- Range

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Perform the specified movement pattern as many times as possible.



MOVEMENT PRECISION

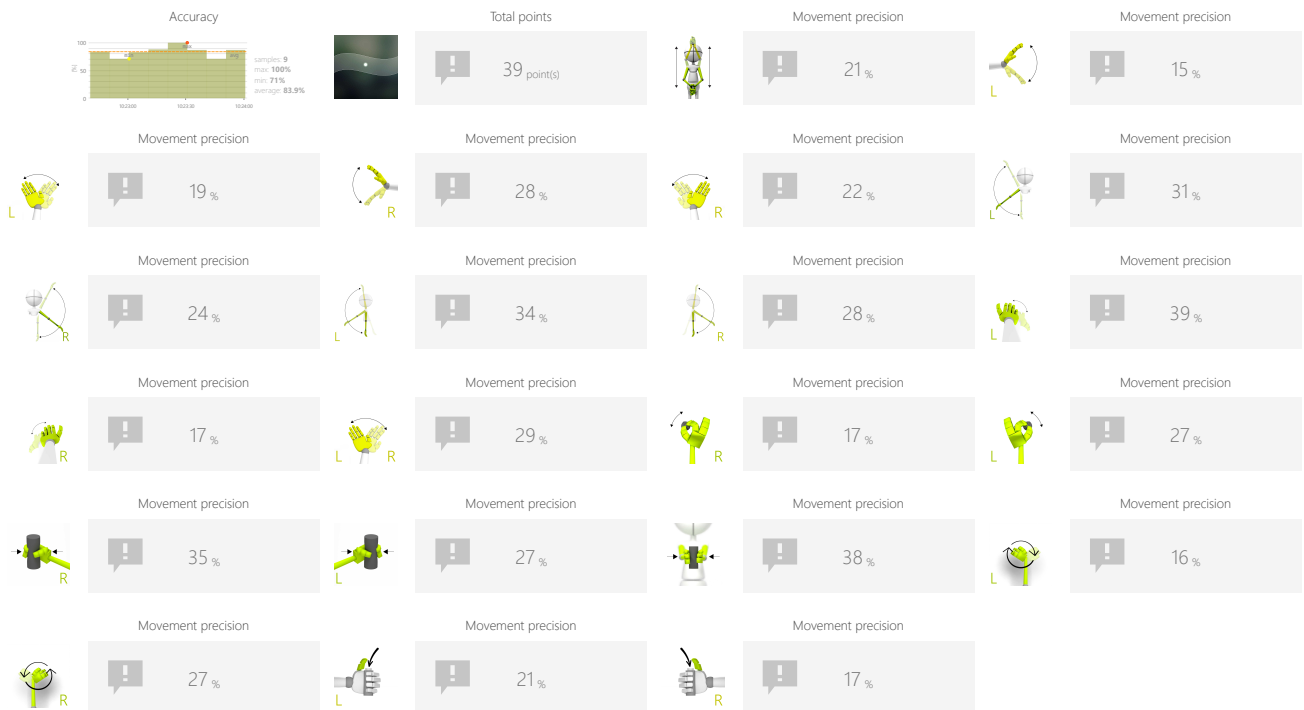
GRAPH

Measure and train individual's skills to perform specific movement patterns with predefined speed and range.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Graph shape (sinus or square, amplitude, border, etc.)
- Task duration
- Range

OBJECTIVES

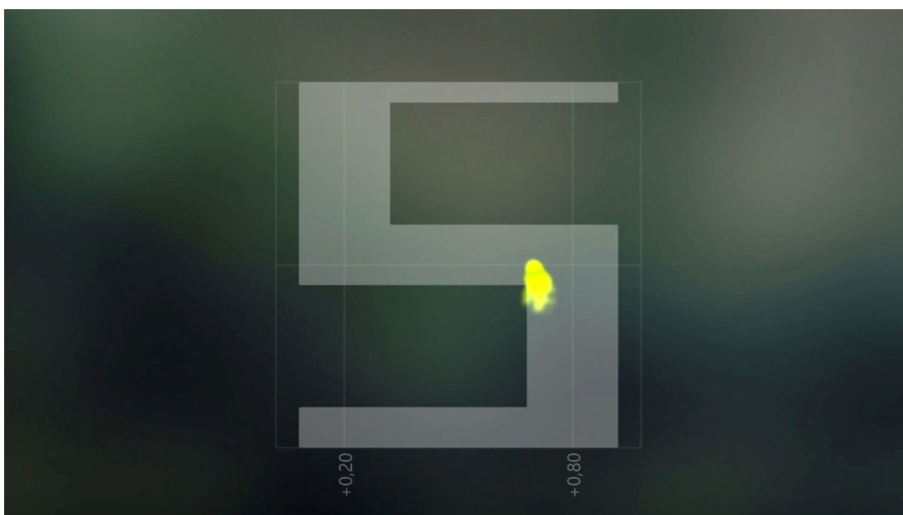
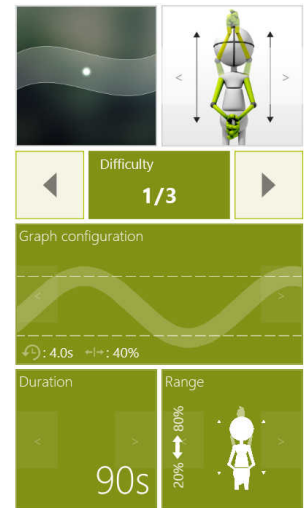
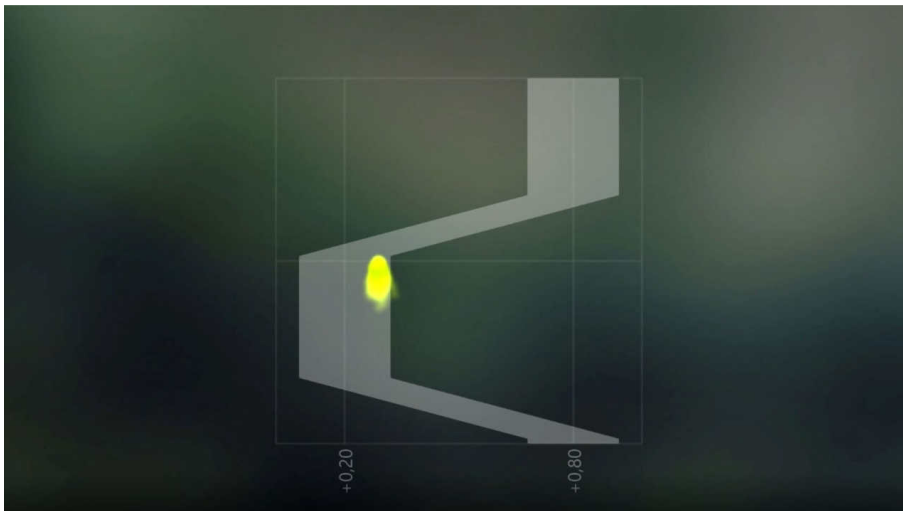
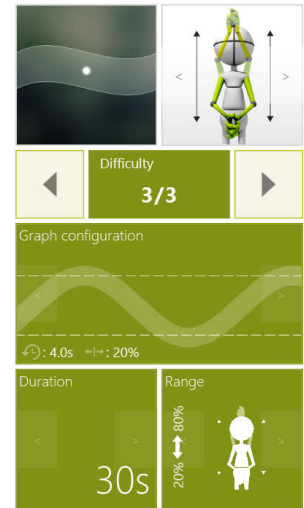
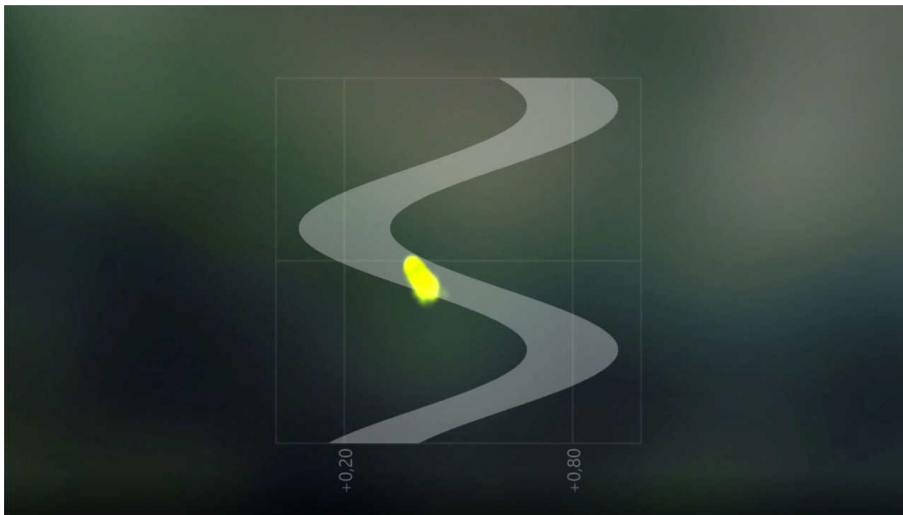
- Movement precision
- Activity in a given rhythm
- Repetitive movements

INSTRUCTION FOR PATIENT

Try to stay within the borders.



SAMPLE SETTINGS



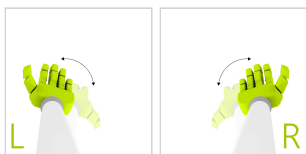


MOVEMENT PRECISION

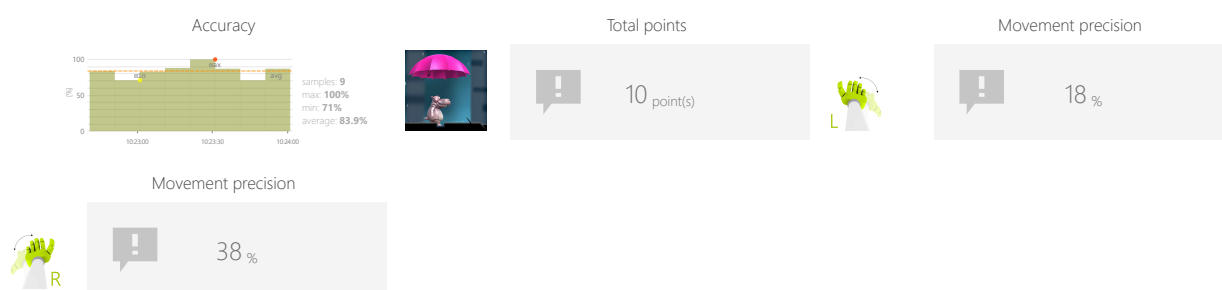
UMBRELLA

Measure and train individual's skills to perform specific movement patterns with predefined speed and range.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Path
- Range
- Umbrella size

OBJECTIVES

- Movement precision
- Visual motor coordination

INSTRUCTION FOR PATIENT

Don't let the hippo get wet - keep the umbrella above him!



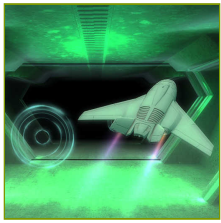
MOVEMENT PRECISION

UMBRELLA

SAMPLE SETTINGS



Difficulty 1/3	
Duration 60s	Path 8.0s
Range 80% ↔ 20%	Umbrella size 150%

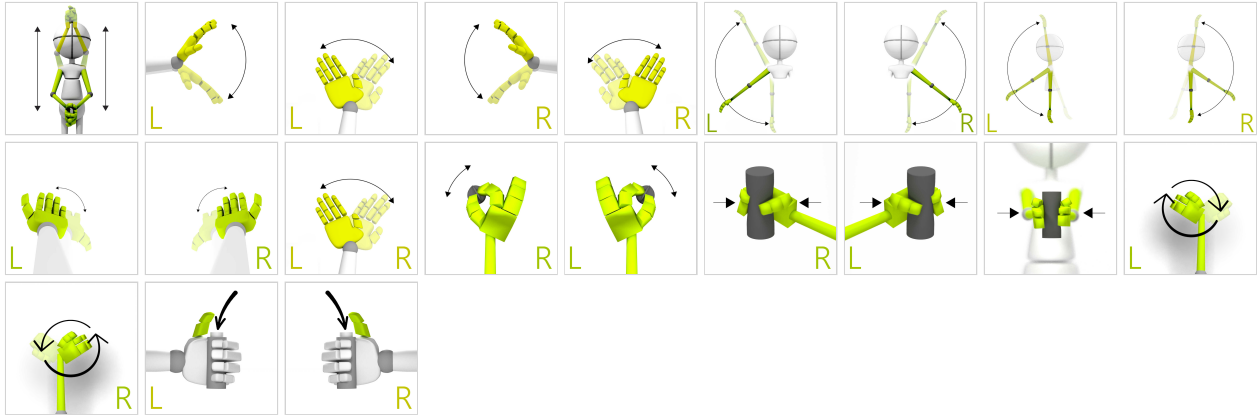


FUNCTIONAL MOVEMENTS

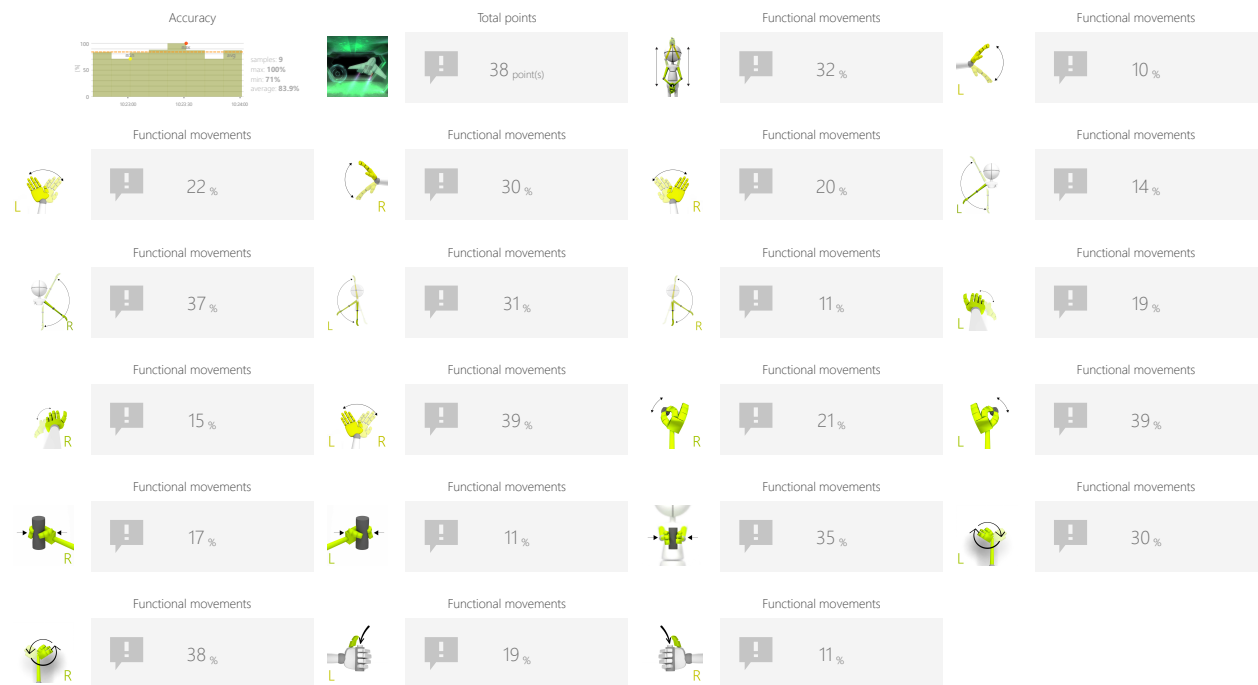
AIRPLANE

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Speed
- Task duration
- Range

OBJECTIVES

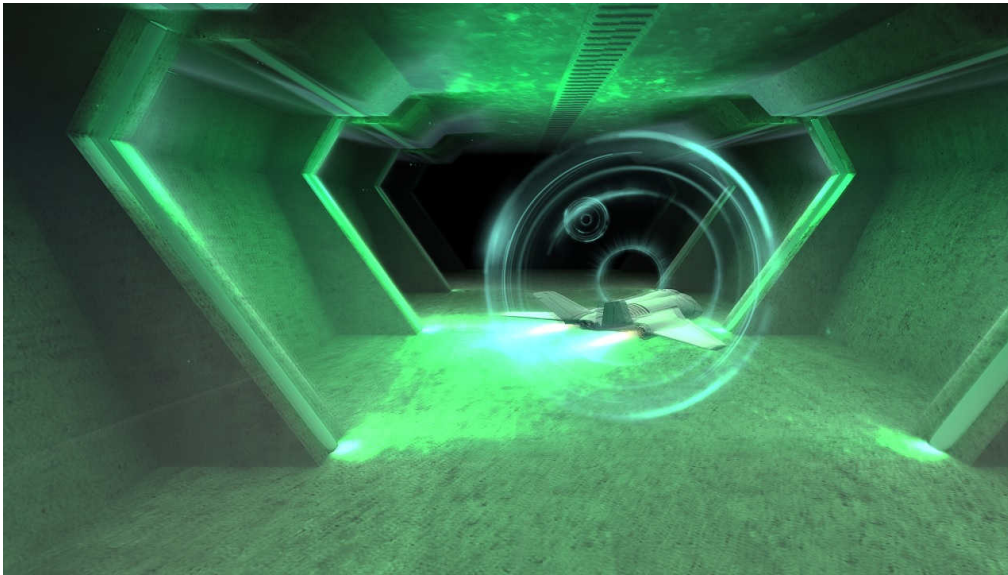
- Focusing
- Perceptivity
- Movement precision
- Predicting the trajectory of objects in 3D space

INSTRUCTION FOR PATIENT

Make the airplane fly through the circles. The closer to the center it flies the more points you get.



SAMPLE SETTINGS

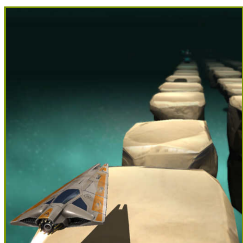


Difficulty: 2/4

Speed: 100%
speed set automatically

Duration: 90s

Range: 20% to 80%

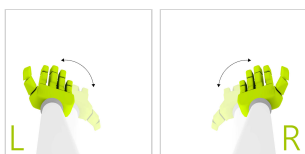


FUNCTIONAL MOVEMENTS

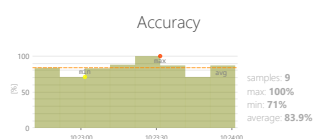
STONES

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

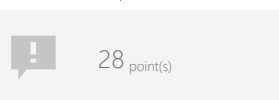
CONTROL MODES



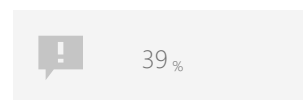
RESULTS



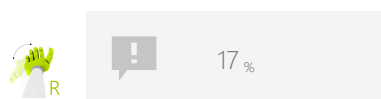
Total points



Functional movements



Functional movements



ADJUSTMENTS

- Speed
- Task duration
- Range

OBJECTIVES

- Perceptivity
- Dynamics of planned movements
- Reaction to the positive visual stimuli
- Response to negative visual stimuli

INSTRUCTION FOR PATIENT

Make the the spaceship collect the colorful creatures and avoid the rocks.



SAMPLE SETTINGS



Difficulty	1/3
Speed	100%
speed set automatically	
Duration	90s
Range	L 80% → 20%

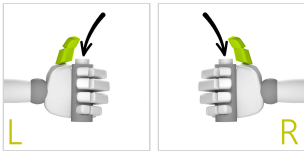


FUNCTIONAL MOVEMENTS

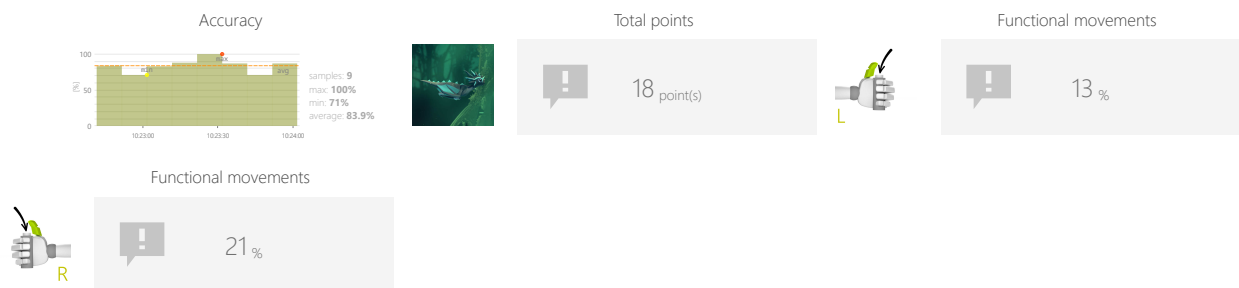
DRAGON

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Coins group size
- Distance between coins
- Gravity force

OBJECTIVES

- Predicting the trajectory of objects
- Improve range of motion
- Visual motor coordination
- Muscle strengthening
- Planning and Strategy

INSTRUCTION FOR PATIENT

Fly and collect the coins.



FUNCTIONAL MOVEMENTS

DRAGON

SAMPLE SETTINGS



Difficulty: custom	
Duration: 90s	Range: 0% - 50%
Coins group size: 3	Distance between coins: 250%
Gravity force: 100%	



Difficulty: 1/3	
Duration: 90s	Range: 0% - 50%
Coins group size: 5	Distance between coins: 250%
Gravity force: 100%	

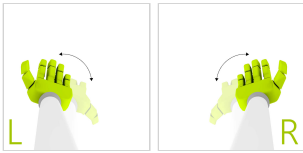


FUNCTIONAL MOVEMENTS

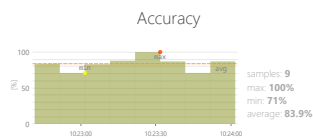
AMBULANCE

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



Total points

36 point(s)



Functional movements

33 %

Functional movements

11 %

ADJUSTMENTS

- Speed
- Task duration
- Range
- Distance between cars

OBJECTIVES

- Dynamics of planned movements
- Focusing
- Speed of decision making
- Visual motor coordination

INSTRUCTION FOR PATIENT

Go as fast as you can and avoid hitting other cars.



FUNCTIONAL MOVEMENTS

AMBULANCE

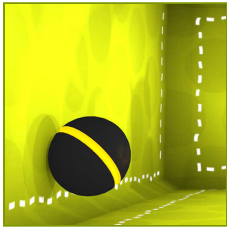
SAMPLE SETTINGS



Difficulty	2/3
Speed	50%
speed set automatically	
Duration	90s
Range	80% ← 20%
Distance between cars	50%



Difficulty	custom
Speed	50%
speed set automatically	
Duration	90s
Range	80% ← 20%
Distance between cars	200%

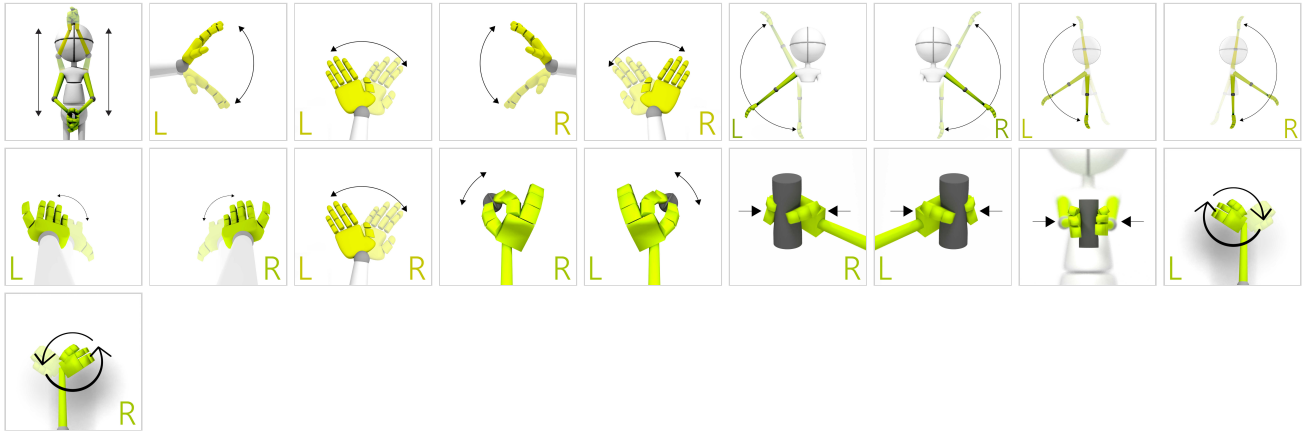


FUNCTIONAL MOVEMENTS

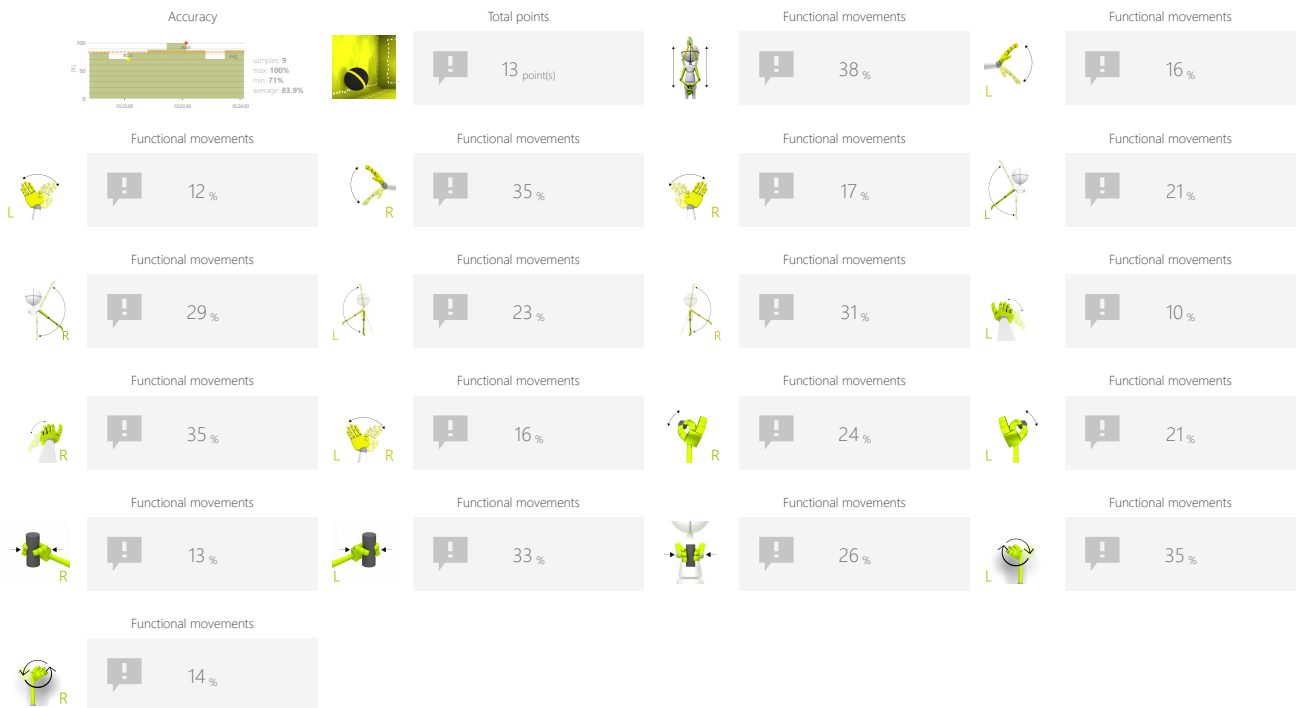
ARCANOID

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Reticle size
- Speed of objects

OBJECTIVES

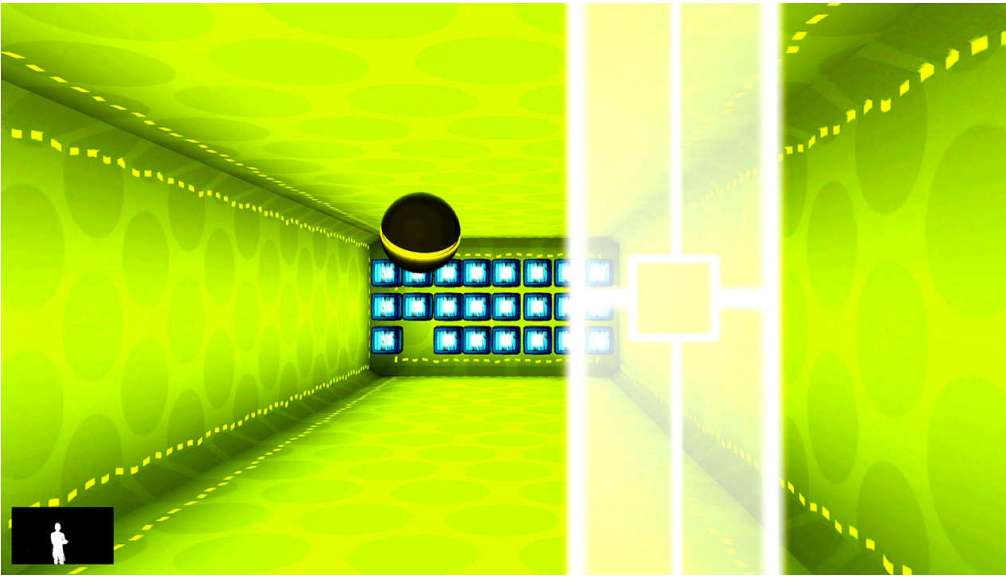
- Dynamics of planned movements
- Predicting the trajectory of objects in 3D space
- Visual motor coordination

INSTRUCTION FOR PATIENT

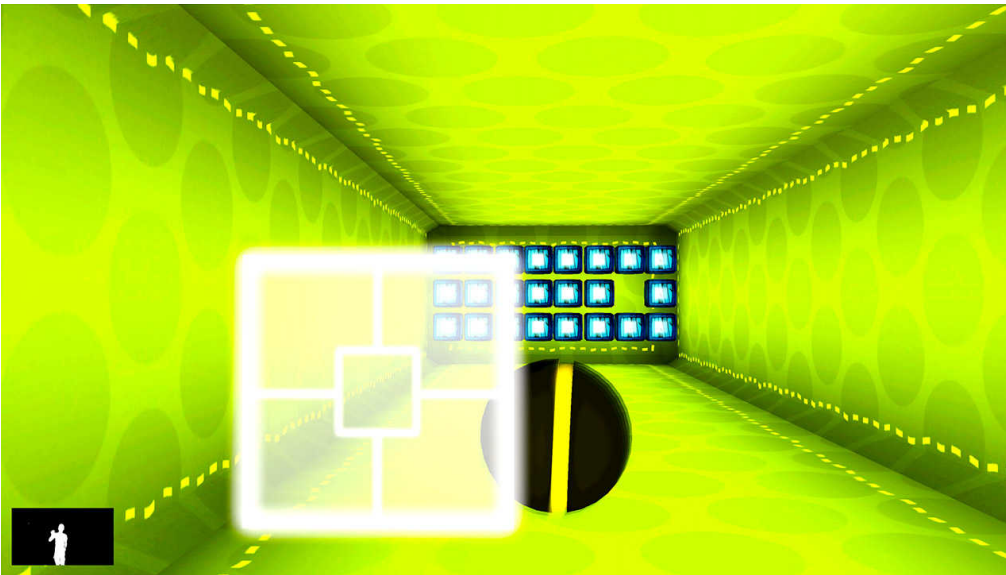
Destroy as many boxes as you can.



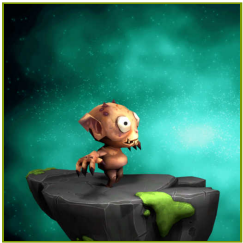
SAMPLE SETTINGS



Difficulty custom	
Duration 90s	Range 20% - 80%
Reticle size 100%	Speed of objects 70%



Difficulty custom	
Duration 90s	Range 20% - 80%
Reticle size 75%	Speed of objects 70%

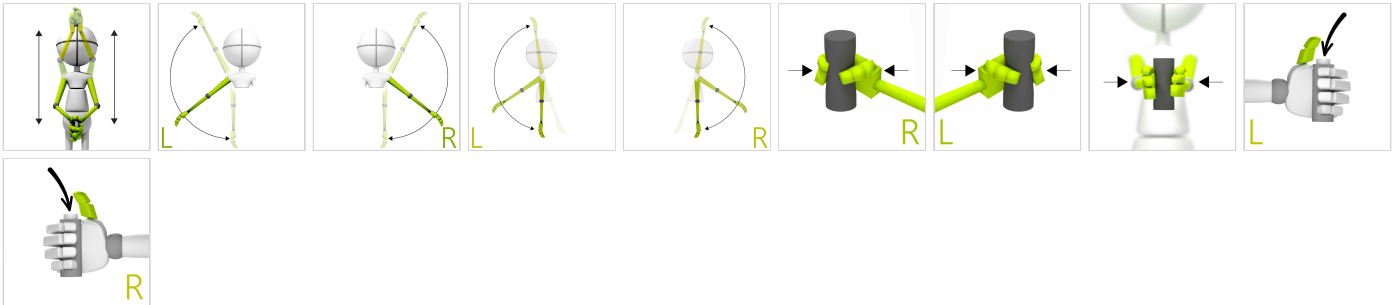


FUNCTIONAL MOVEMENTS

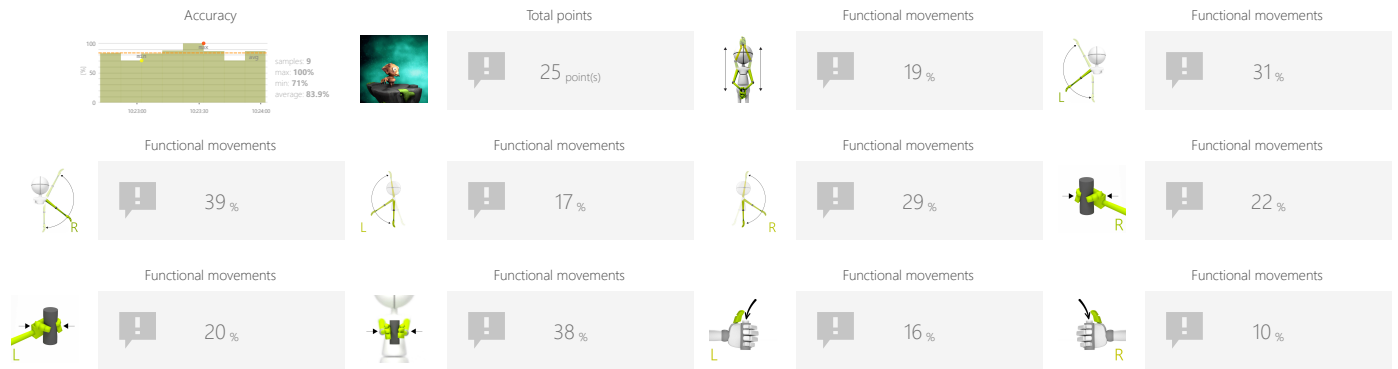
ROCKET JUMPING

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Time between objects
- Bomb format
- Speed of objects

OBJECTIVES

- Spontaneous movements
- Dynamic responses to emerging moving targets
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

Help the creature jump over incoming rockets and avoid being hit.



FUNCTIONAL MOVEMENTS

ROCKET JUMPING

SAMPLE SETTINGS



	Difficulty 1/3
Duration 90s	Range 20% 80%
Time between objects 5s	Bomb format 1
Speed of objects 100%	

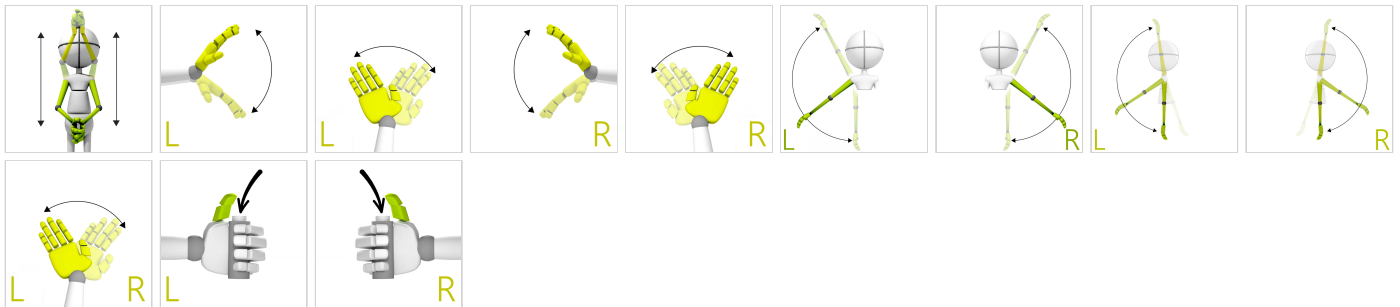


FUNCTIONAL MOVEMENTS

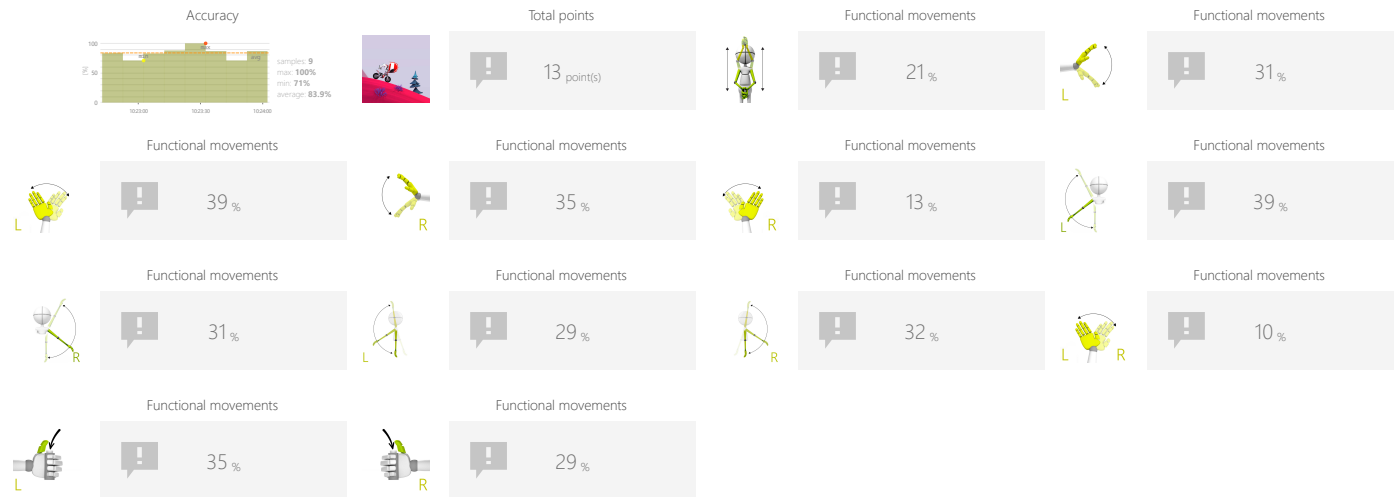
MOTOCROSS

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Route shape

OBJECTIVES

- Dynamics of planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

Accelerate and brake to cover the entire route as quickly as possible without tipping.



SAMPLE SETTINGS



Settings menu for MOTOCROSS:

- Difficulty: 1/3
- Duration: 90s
- Range: 20% to 80%
- Route shape: Easy

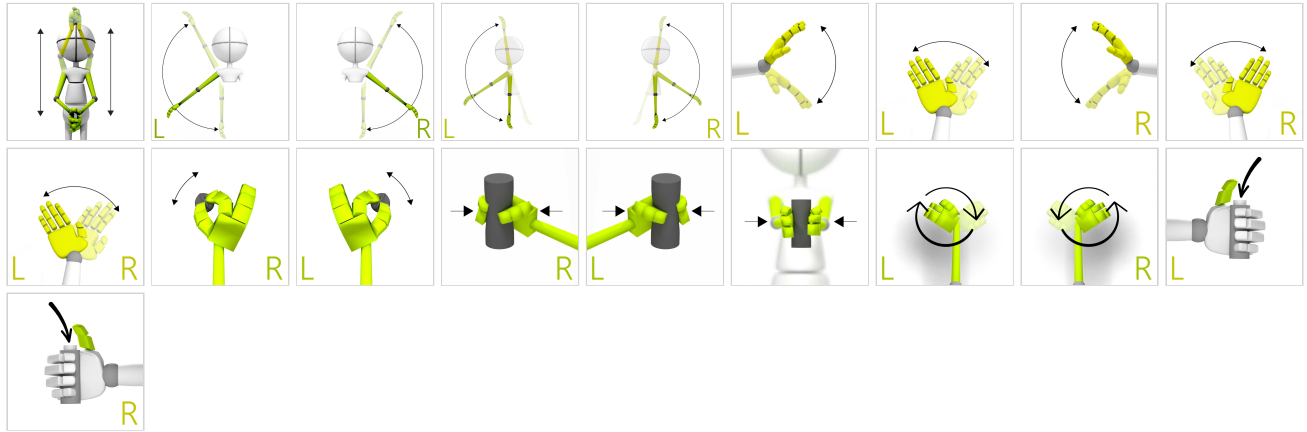


FUNCTIONAL MOVEMENTS

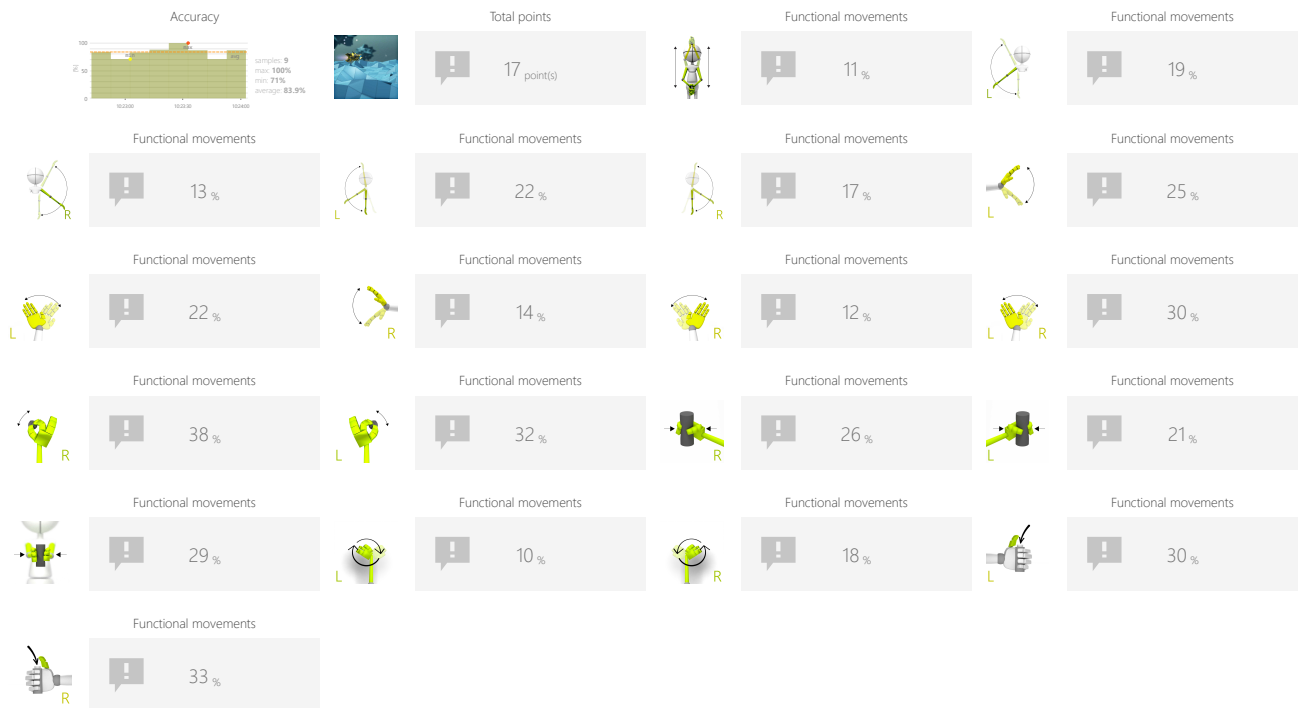
GEOMETRY FLIER

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Speed
- Task duration
- Range

OBJECTIVES

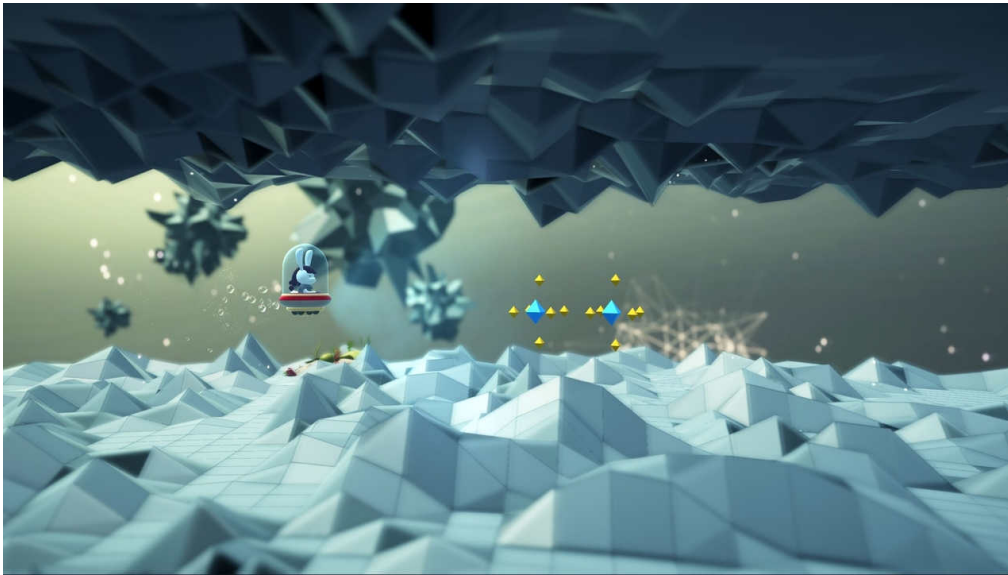
- Dynamics of planned movements
- Activity in a given rhythm
- Visual motor coordination

INSTRUCTION FOR PATIENT

Control the vehicle to avoid the obstacles.



SAMPLE SETTINGS

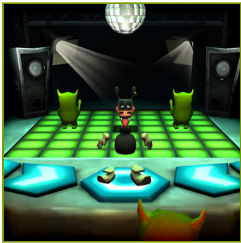


Difficulty
1/3

Speed
100%
speed set automatically

Duration
90s

Range
80%

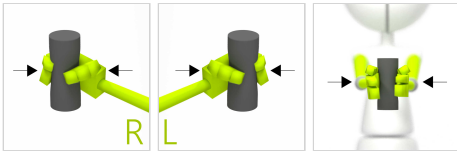


FUNCTIONAL MOVEMENTS

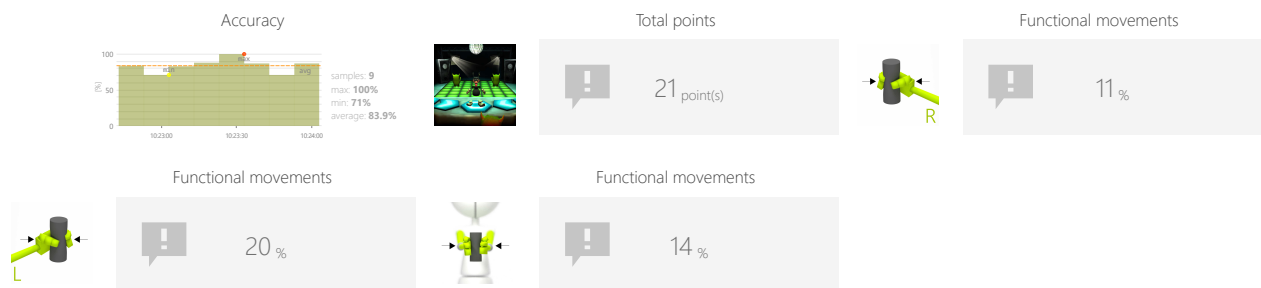
DANCEMAN

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Advanced scoring
- Song index
- Spawn rate level

OBJECTIVES

- Activity in a given rhythm
- Spontaneous movements
- Visual motor coordination

INSTRUCTION FOR PATIENT

Hit the green characters when they come close.



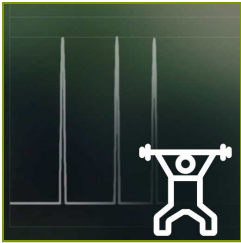
FUNCTIONAL MOVEMENTS

DANCEMAN

SAMPLE SETTINGS



Difficulty	1/6
Duration	90s
Advanced scoring	No
Spawn rate level	Easy
Range	0% - 3%
Song index	0

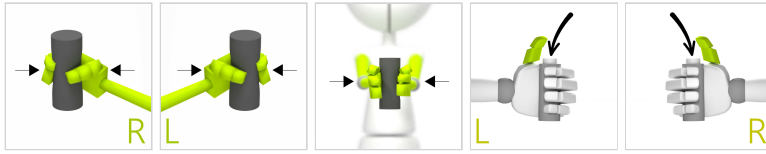


STRENGTH

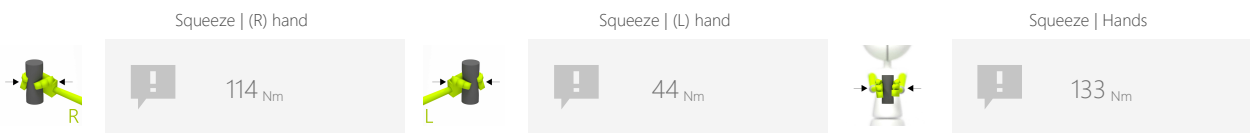
STRENGTH TEST

Measure and gently motivate to increase individual's force while performing predefined movement patterns.

CONTROL MODES



RESULTS



ADJUSTMENTS

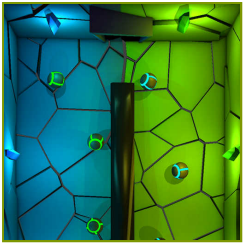
- Time to complete action

OBJECTIVES

- Strength examination
- Muscle strengthening

INSTRUCTION FOR PATIENT

Try to achieve best result.



DIVIDED ATTENTION

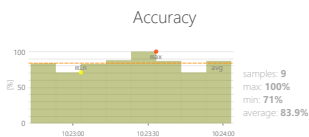
SORTER

Measure and train individual's skills to successfully execute more than one action at a time, while paying attention to two or more channels of information.

CONTROL MODES



RESULTS



Total points

16 point(s)



Divided attention

24 %

ADJUSTMENTS

- Task duration
- Range
- Number of objects
- Gap size
- Speed of objects

OBJECTIVES

- Predicting the trajectory of objects
- Focusing
- Perceptivity
- Movement precision
- Exercise with or without support from healthy limb

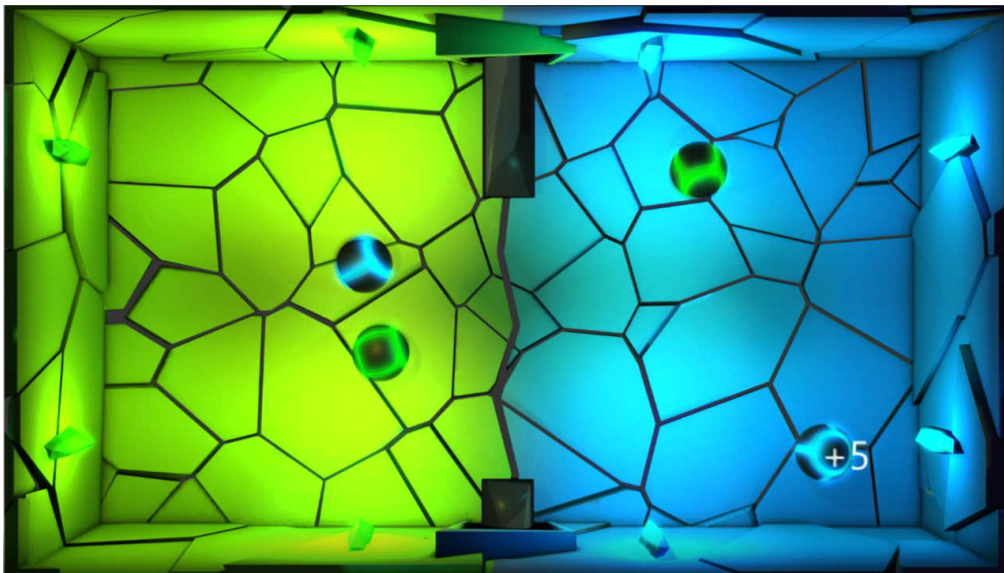
INSTRUCTION FOR PATIENT

Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.

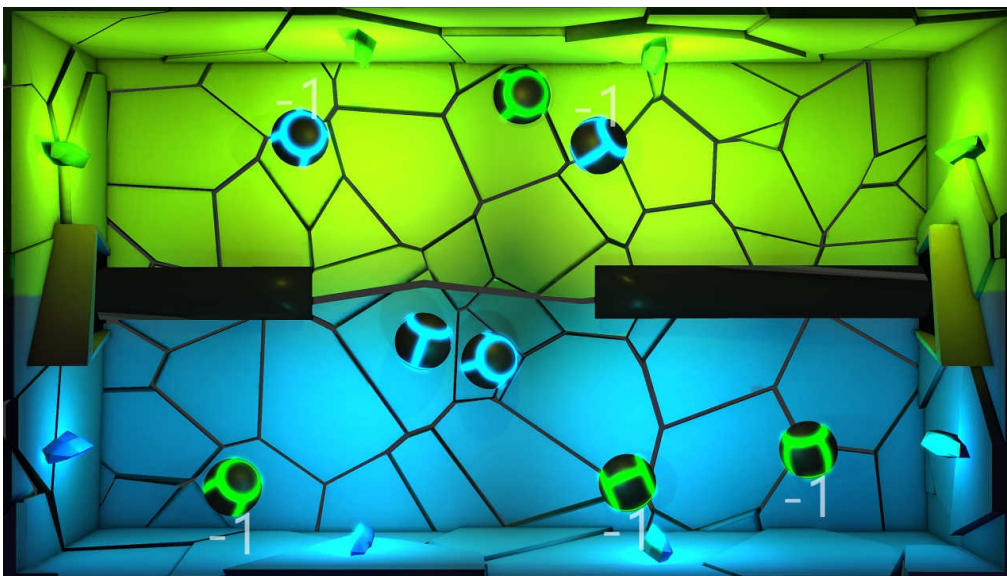


DIVIDED ATTENTION SORTER

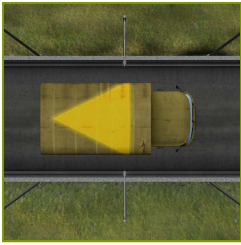
SAMPLE SETTINGS



Difficulty 1/3	
Duration 90s	Range 20% - 80%
Number of objects 4	Gap size 150%
Speed of objects 100%	



Difficulty custom	
Duration 90s	Range 20% - 80%
Number of objects 8	Gap size 150%
Speed of objects 100%	



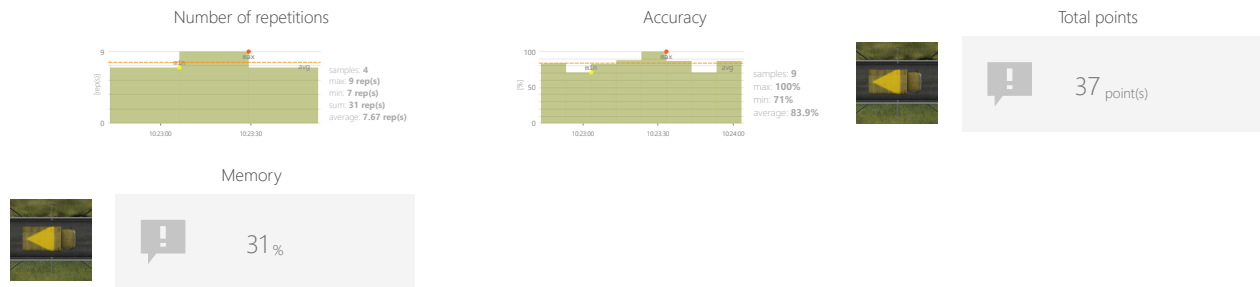
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Range
- Variations

OBJECTIVES

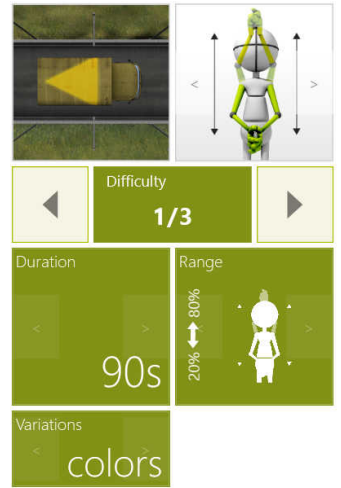
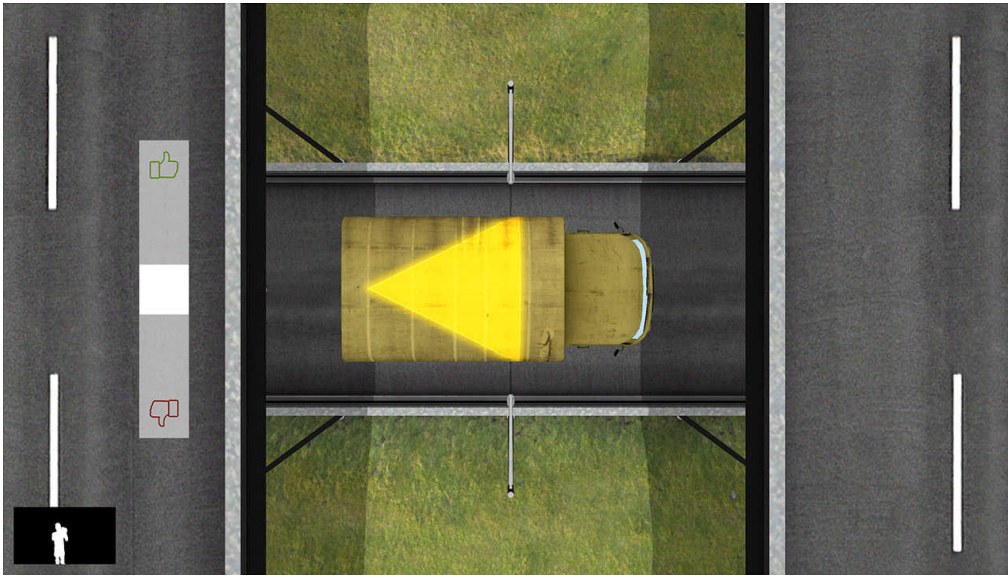
- Logical tasks
- Focusing
- Perceptivity

INSTRUCTION FOR PATIENT

Remember the shape and/or its color on the roof of the car you see. Decide with thumbs up or down whether the next car has the same shape and/or color on the roof as the previous one.



SAMPLE SETTINGS



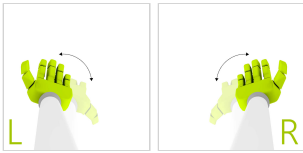


PROBLEM SOLVING

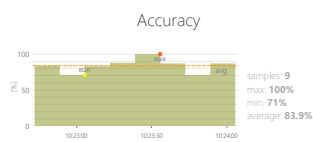
CLONES

Measure and train individual's skills to reach a solution of specific problems. Problem solving may include mathematical or systematic operations and can be a gauge of an individual's critical thinking skills.

CONTROL MODES



RESULTS



Total points

31 point(s)



Problem solving

26 %

ADJUSTMENTS

- Task duration
- Time to complete action
- Range
- Number of pairs

OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

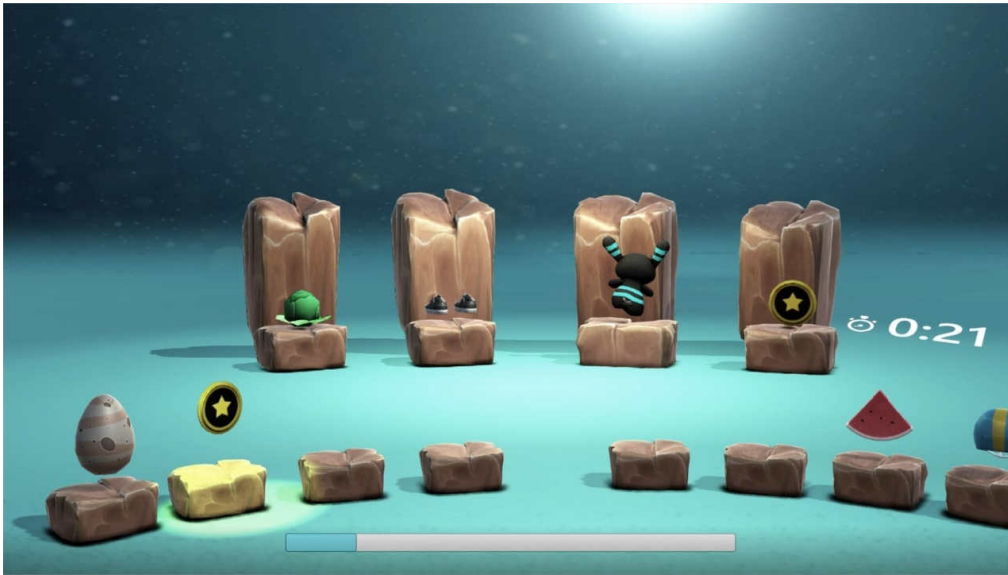
Select the item which has a pair on the screen.



PROBLEM SOLVING

CLONES

SAMPLE SETTINGS



Difficulty	1/3
Duration	90s
Minitask duration	30s
Range	80% ↔ 20%
Number of pairs	4



SPECIALIZED

BLOOD PRESSURE

Specialized tasks and evaluations that collect data from multiple categories or do have a unique objectives.

CONTROL MODES



OBJECTIVES

- Monitor external parameters

INSTRUCTION FOR PATIENT

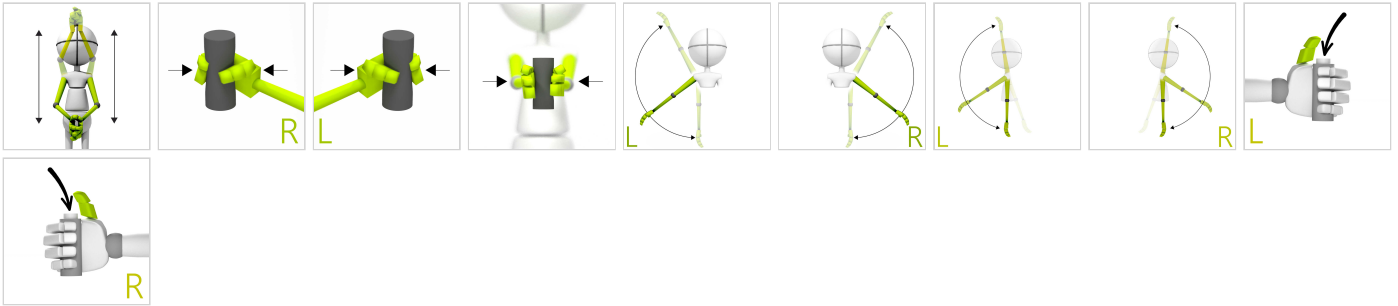
Measure yourself your blood pressure and type it in the result.



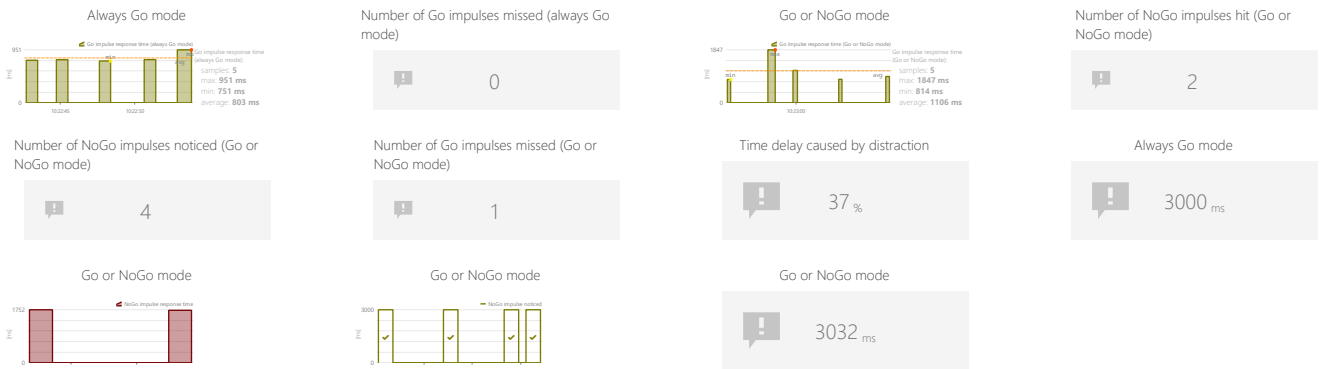
SPECIALIZED GONOGO TEST

Specialized tasks and evaluations that collect data from multiple categories or do have a unique objectives.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Range
- Required proper repetitions
- Triggering mechanism (rule-based, visual, or auditory)

OBJECTIVES

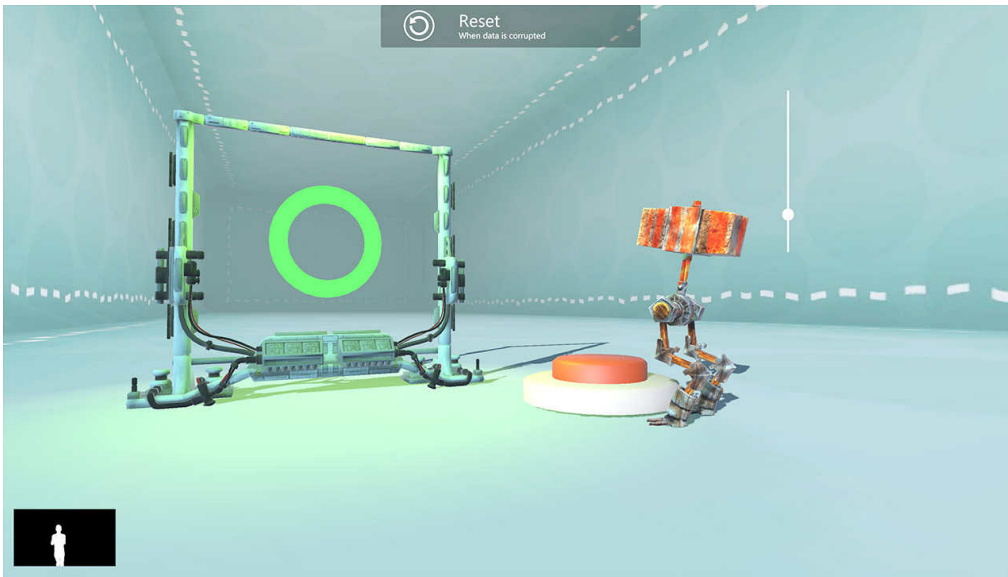
- Spontaneous movements
- Speed of movement
- Response to negative visual stimuli
- Reaction to the positive visual stimuli

INSTRUCTION FOR PATIENT

Hit the button when positive trigger appears.



SAMPLE SETTINGS



Range	Required proper repetitions
0% 3%	5
	Hit if
	color is green

