

BASE PACK FOR MANUALEX PRO

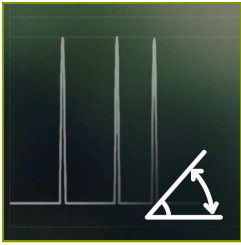
2026.1

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Range of motion	4
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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:

- Manualex Pro

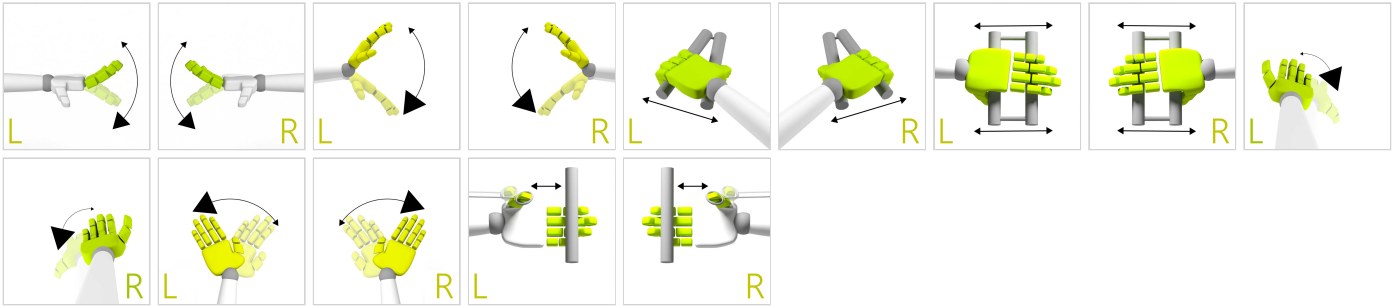


RANGE OF MOTION

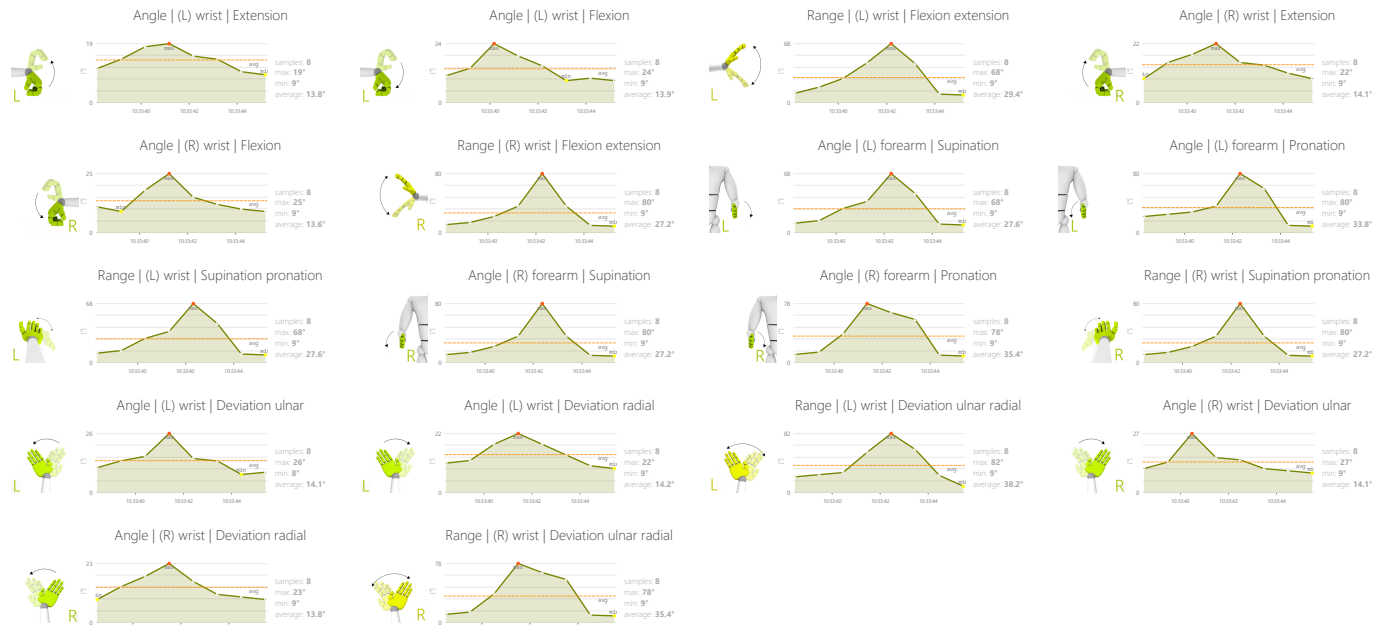
ANGLES EVALUATION

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

CONTROL MODES



RESULTS



OBJECTIVES

- Range of motion examination

INSTRUCTION FOR PATIENT

Try to achieve best result.



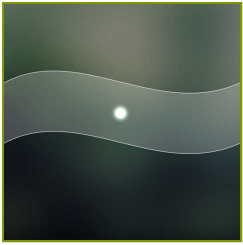
SAMPLE SETTINGS



Angular range
start 0° end -90°

Minitask duration
30s

Resistance
1

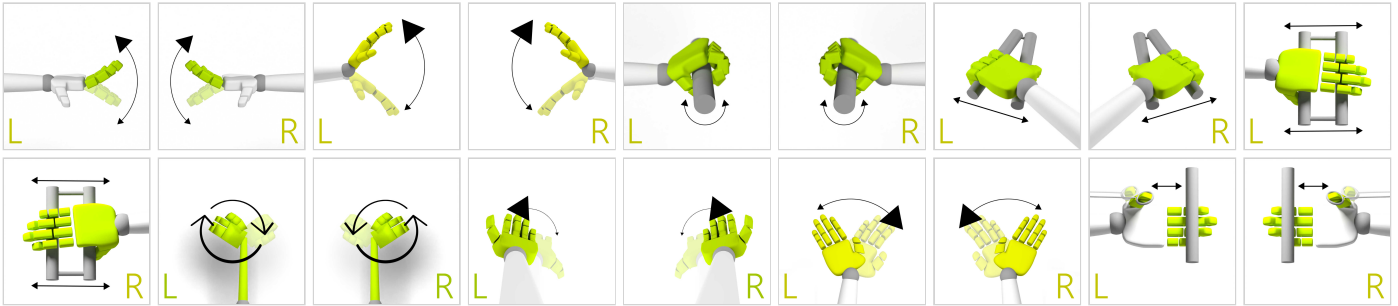


MOVEMENT PRECISION

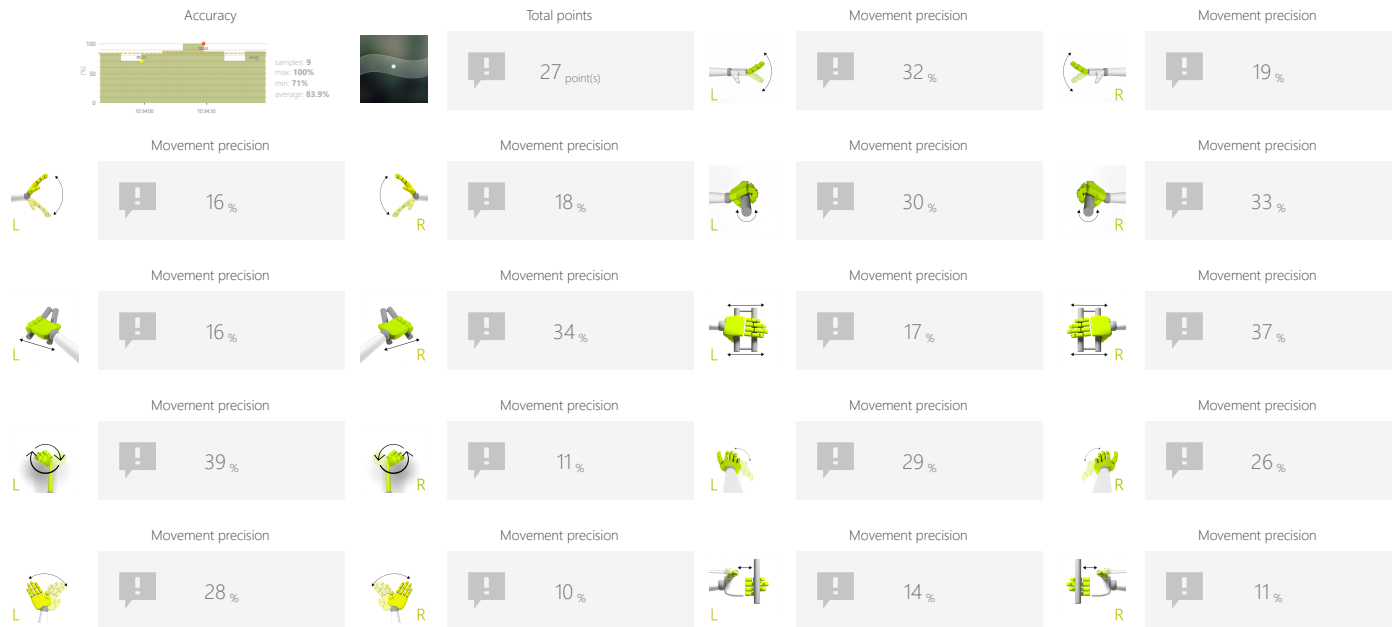
GRAPH

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

OBJECTIVES

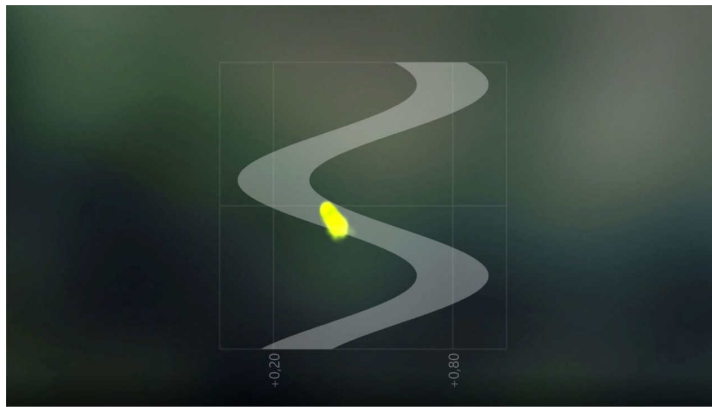
- Movement precision
- Activity in a given rhythm
- Repetitive movements

INSTRUCTION FOR PATIENT

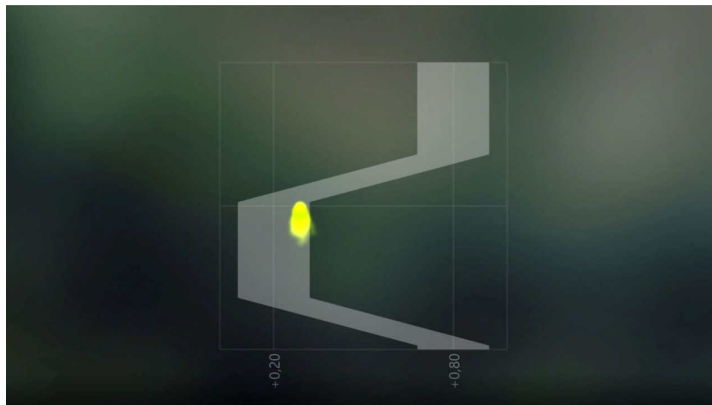
Try to stay within the borders.



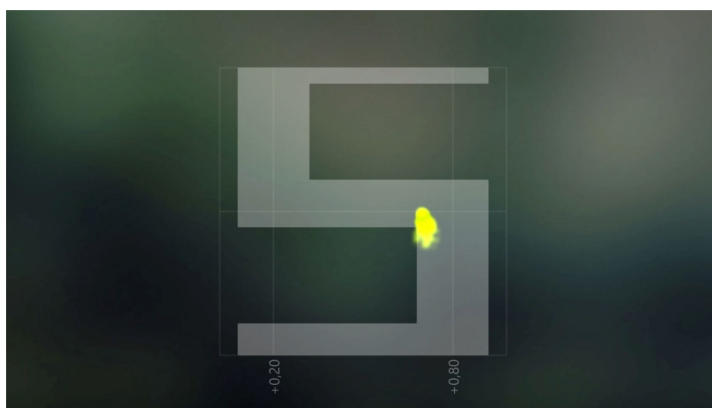
SAMPLE SETTINGS



Control panel for the wavy path graph. It includes a difficulty level of 3/3, a graph configuration showing a wavy path, a duration of 30s, an angular range, a range adjustment from 0% to 100%, and a resistance level of 1.



Control panel for the zigzag path graph. It includes a difficulty level of 1/3, a graph configuration showing a zigzag path, a duration of 90s, an angular range, a range adjustment from 0% to 100%, and a resistance level of 1.



Control panel for the square path graph. It includes a difficulty level of custom, a graph configuration showing a square path, a duration of 30s, an angular range, a range adjustment from 0% to 100%, and a resistance level of 1.

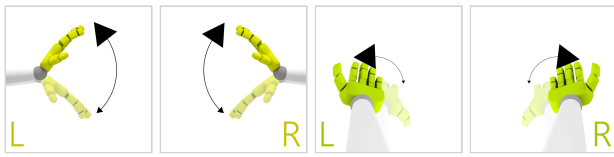


MOVEMENT PRECISION

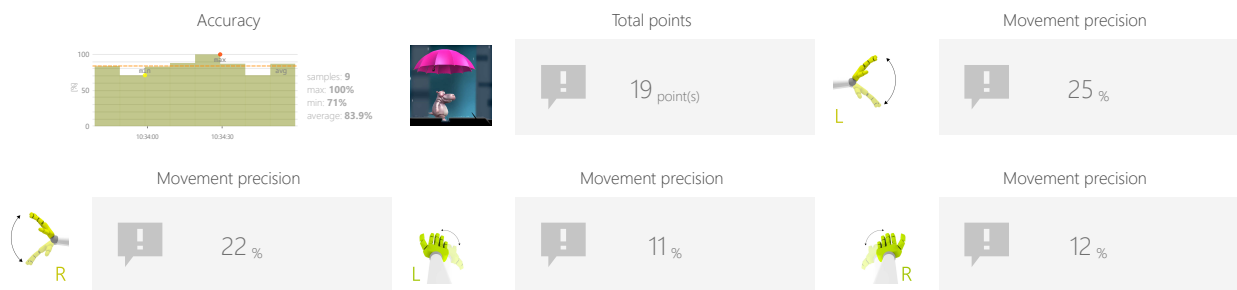
UMBRELLA

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

CONTROL MODES



RESULTS



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	Angular range 	
Path 	Range adjustment 0% ↔ 100% ? ↔ ?	
Resistance 1	Umbrella size 150%	

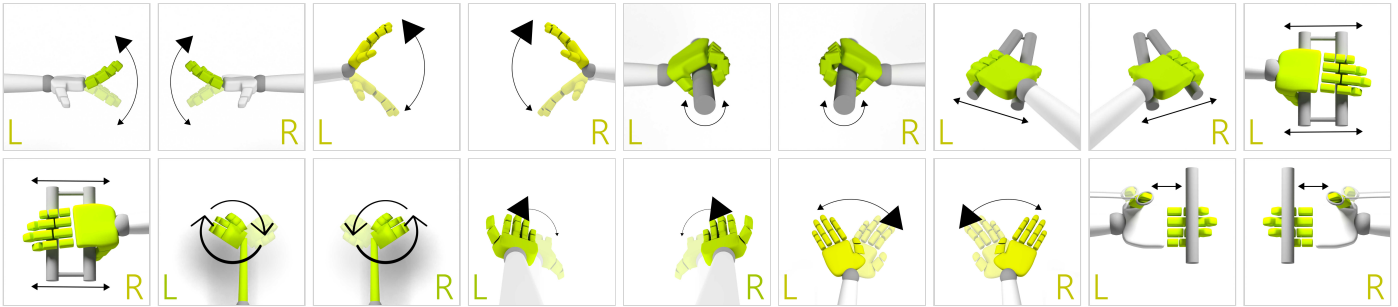


FUNCTIONAL MOVEMENTS

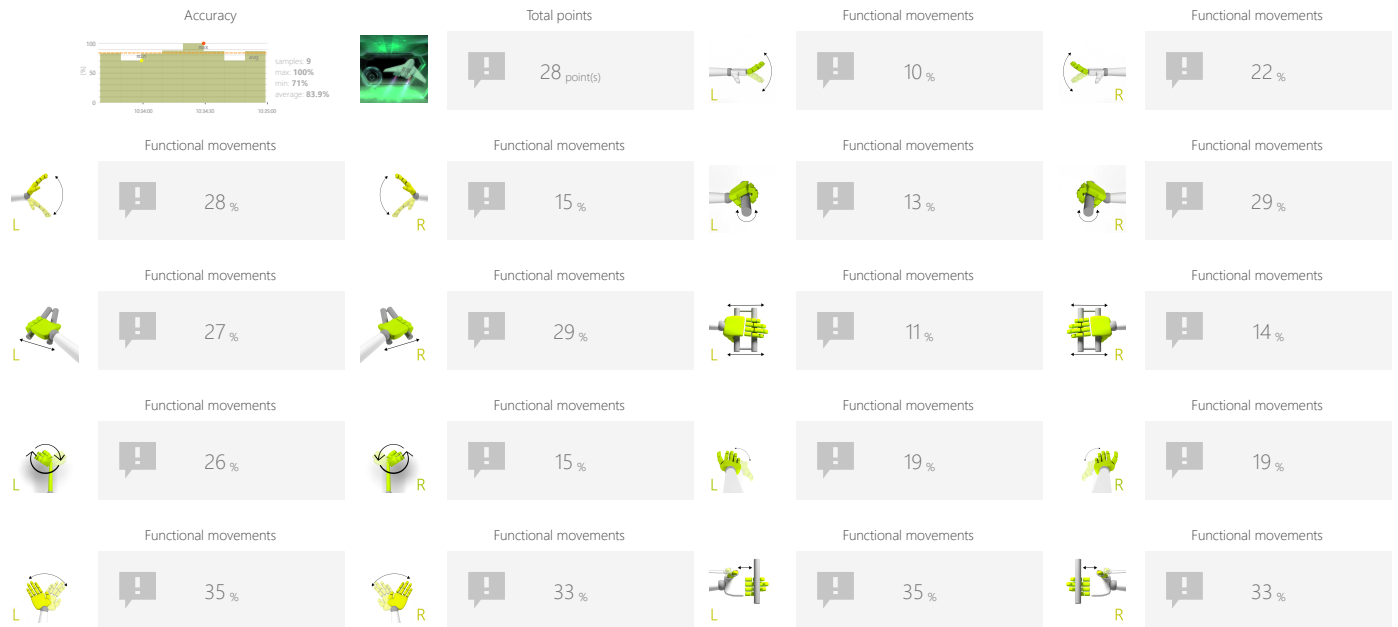
AIRPLANE

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

OBJECTIVES


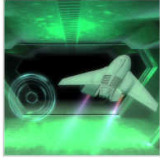
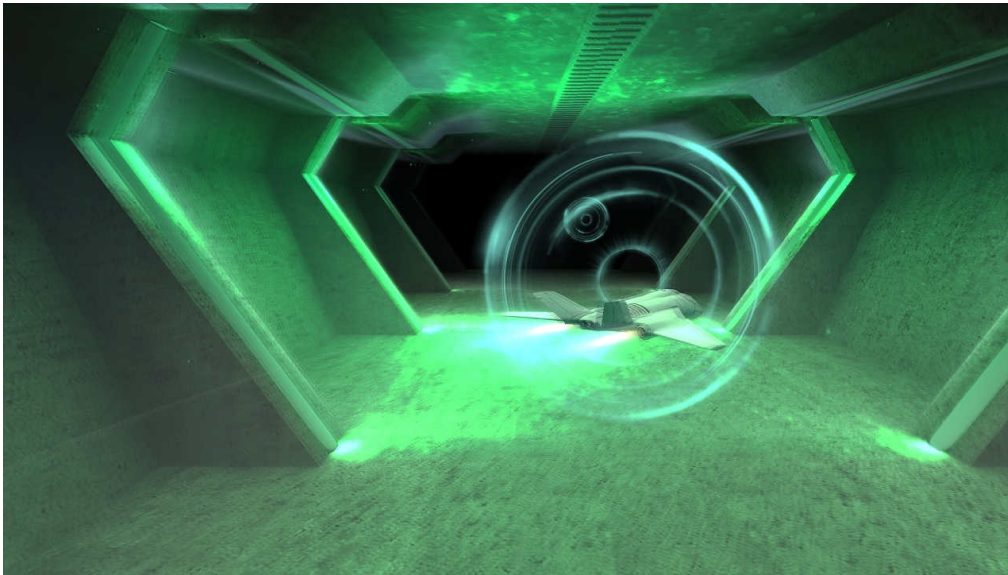
- Focusing
- Perceptivity
- Movement precision
- Predicting the trajectory of objects in 3D space

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**

Angular range
start ? end ?

Range adjustment
0% ↔ 100%
? ↔ ?

Resistance **1**

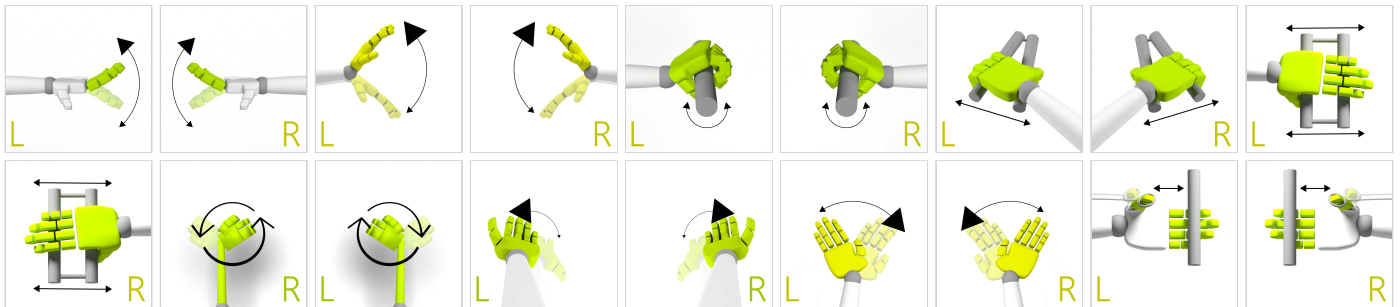


FUNCTIONAL MOVEMENTS

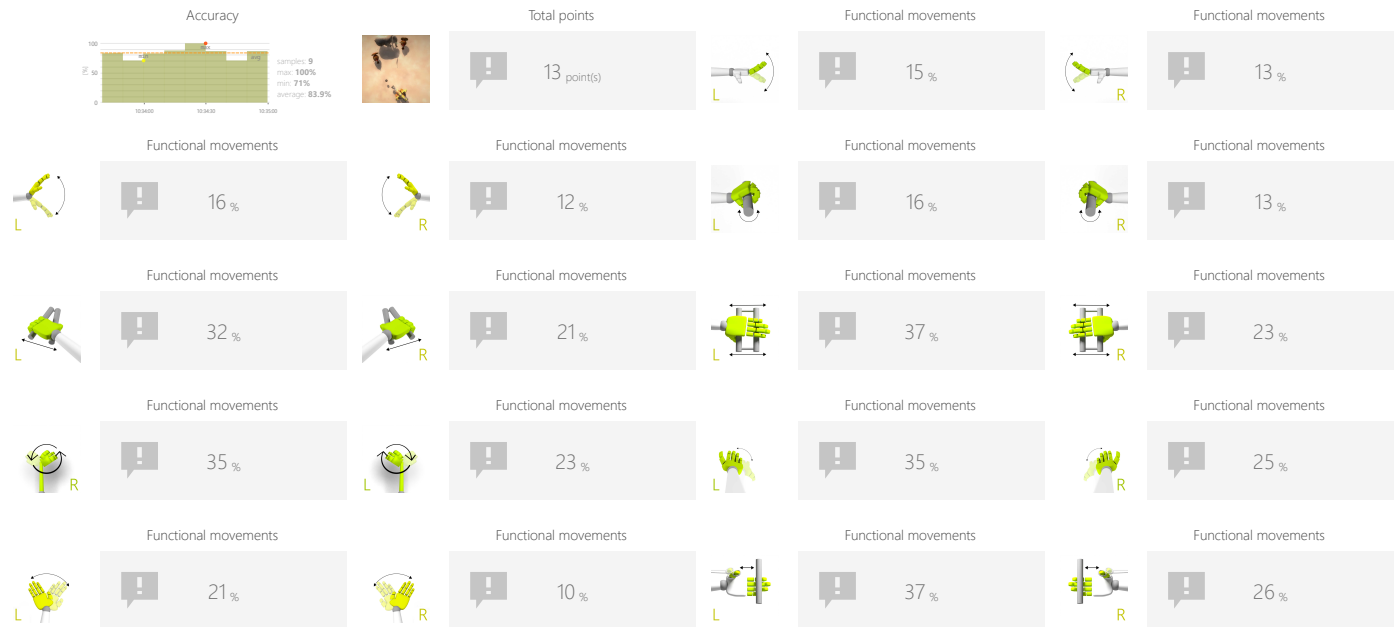
AUTOMATIC CANNON

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
- Enable distractors
- Time between cannonballs
- Time between enemies
- Enemies speed

OBJECTIVES

- Divided attention
- Spontaneous movements
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

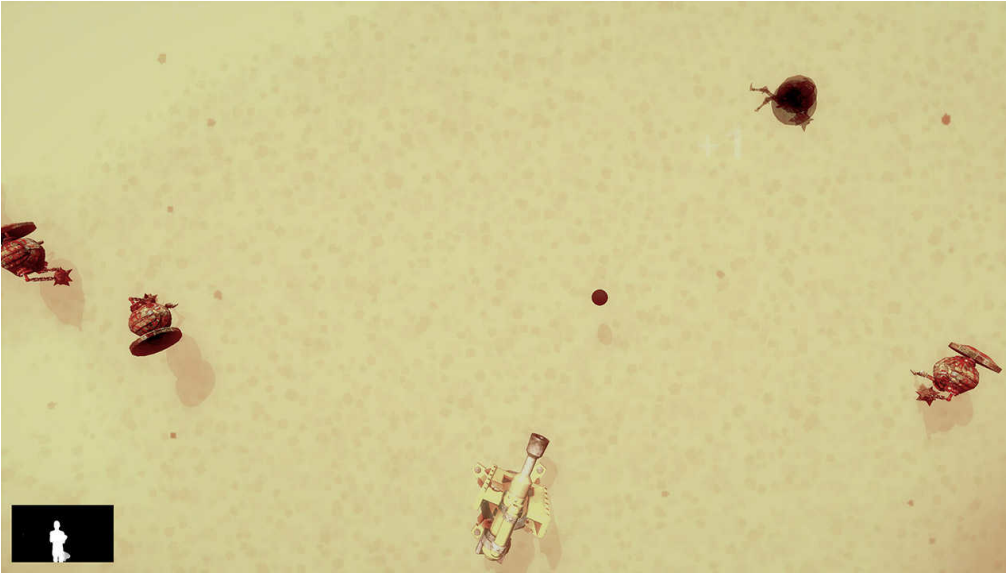
Control cannon(s) to destroy robots, but avoid hitting the elephant!



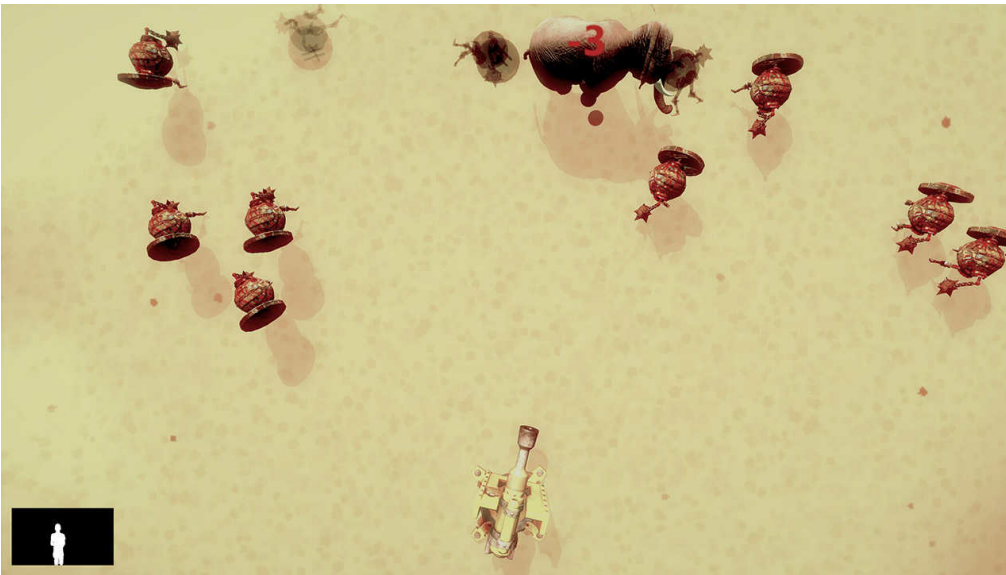
FUNCTIONAL MOVEMENTS

AUTOMATIC CANNON

SAMPLE SETTINGS



Difficulty	1/3
Duration	90s
Angular range	
Range adjustment	0% ↔ 100%
Enable distractors	No
Time between cannonballs	1s
Time between enemies	3s
Resistance	1
Enemies speed	50%



Difficulty	custom
Duration	90s
Angular range	
Range adjustment	0% ↔ 100%
Enable distractors	Yes
Time between cannonballs	1s
Time between enemies	3s
Resistance	1
Enemies speed	50%

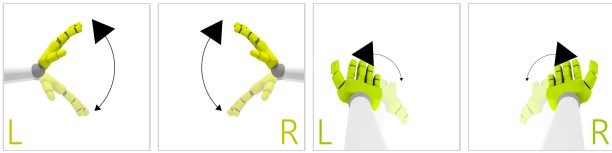


FUNCTIONAL MOVEMENTS

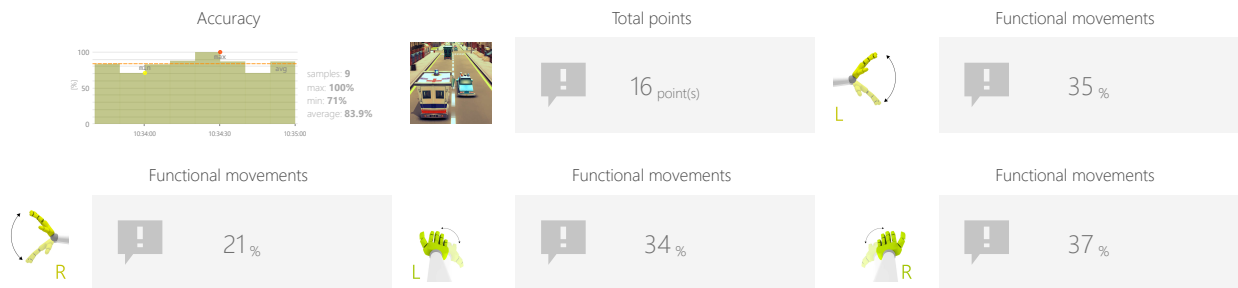
AMBULANCE

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



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

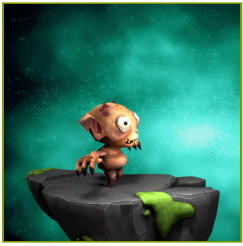
SAMPLE SETTINGS



Difficulty	2/3
Speed	50%
speed set automatically	
Duration	90s
Angular range	start ? end ?
Range adjustment	0% ↔ 100%
Resistance	1 lb
Distance between cars	50%



Difficulty	custom
Speed	50%
speed set automatically	
Duration	90s
Angular range	start ? end ?
Range adjustment	0% ↔ 100%
Resistance	1 lb
Distance between cars	200%

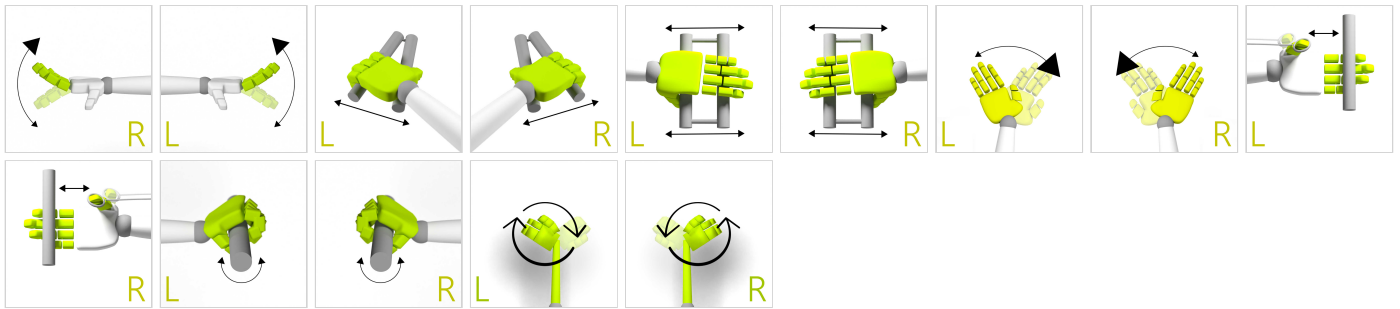


FUNCTIONAL MOVEMENTS

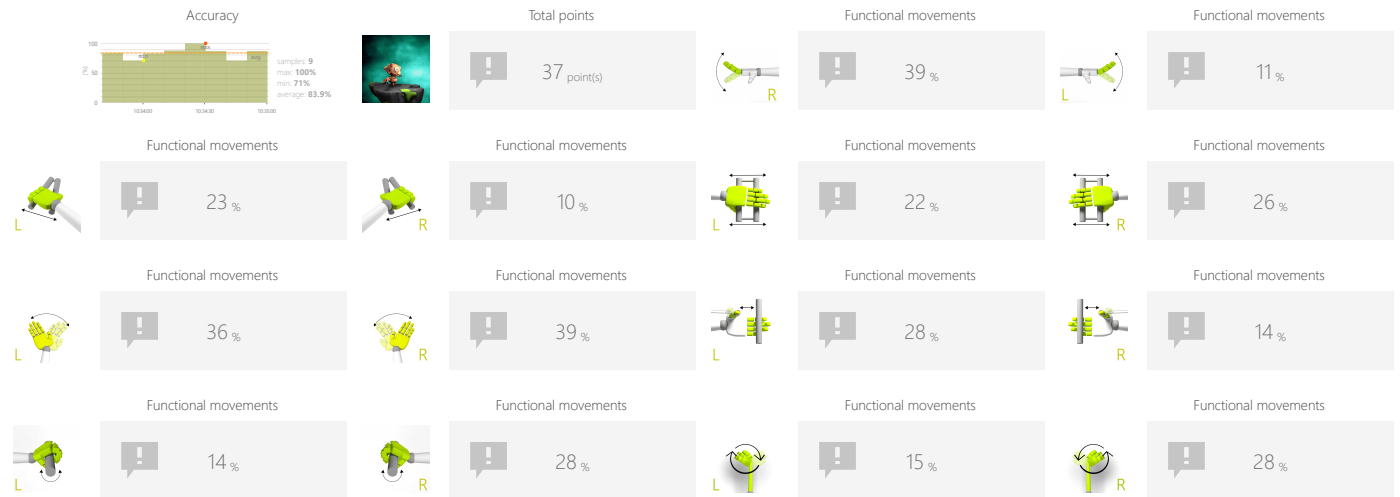
ROCKET JUMPING

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
- 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
Angular range	start ? end ?
Range adjustment	0% ↔ 100% ? ↔ ?
Range	0% ↔ 100% R
Time between objects	5s
Bomb format	1
Resistance	1
Speed of objects	100%

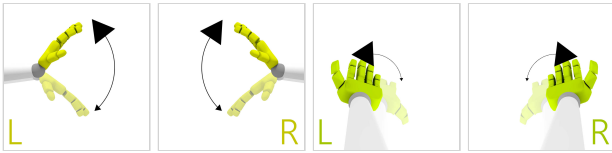


FUNCTIONAL MOVEMENTS

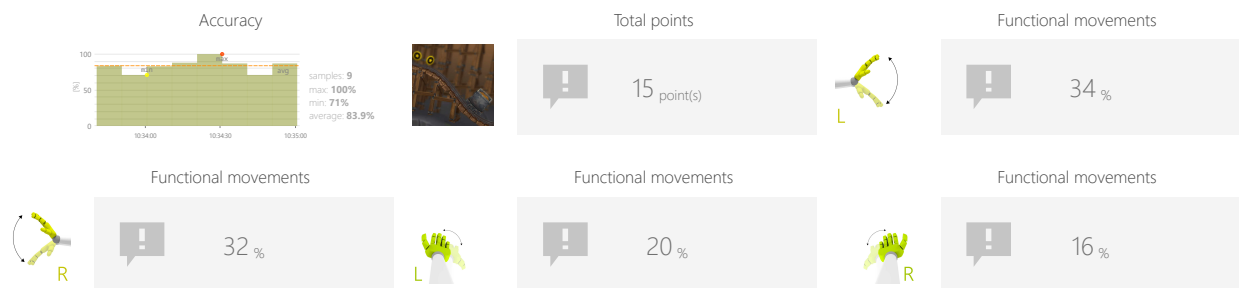
RAILS

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



OBJECTIVES

- Dynamic responses to emerging moving targets
- Predicting the trajectory of objects
- Visual motor coordination

INSTRUCTION FOR PATIENT

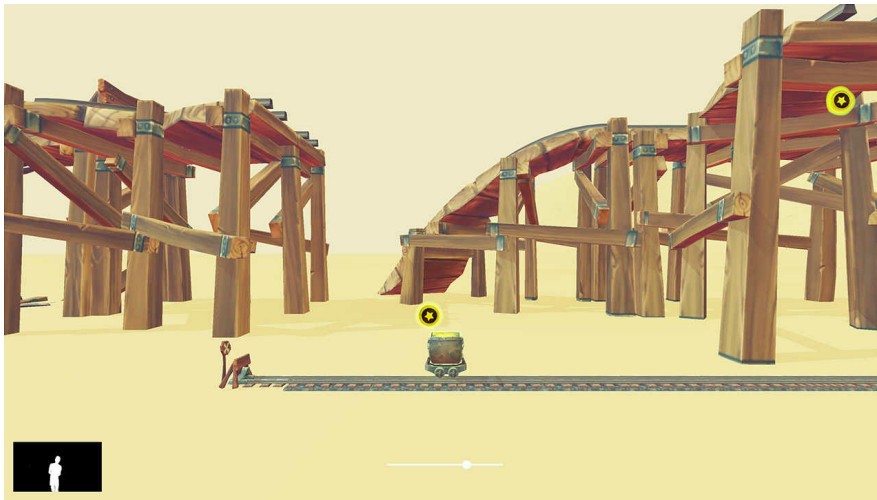
Control the trolley to collect the coins.



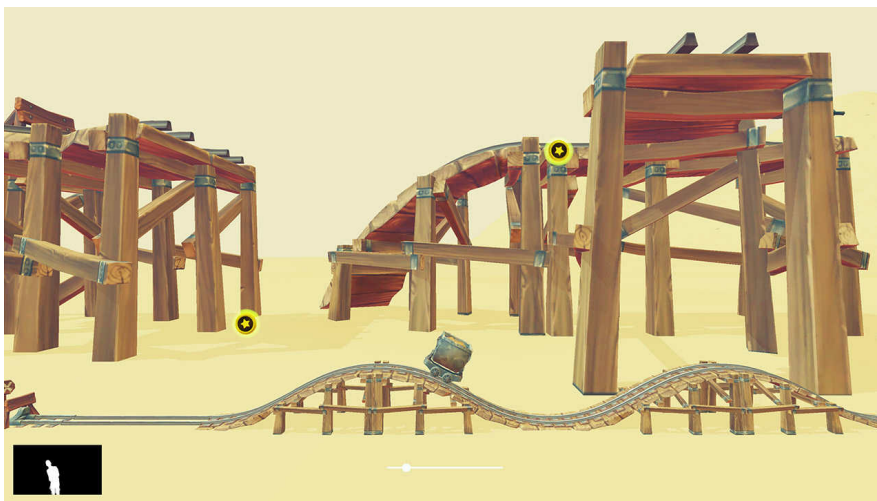
FUNCTIONAL MOVEMENTS

RAILS

SAMPLE SETTINGS



Difficulty 1/3	
Speed 100% speed set automatically	
Duration 90s	Angular range
Range adjustment 0% ↔ 100% ? ↔ ?	Route shape
Enable derailing No	Enable obstacles No
Time between objects 5s	Resistance 1



Difficulty custom	
Speed 100% speed set automatically	
Duration 90s	Angular range
Range adjustment 0% ↔ 100% ? ↔ ?	Route shape
Enable derailing No	Enable obstacles No
Time between objects 5s	Resistance 1

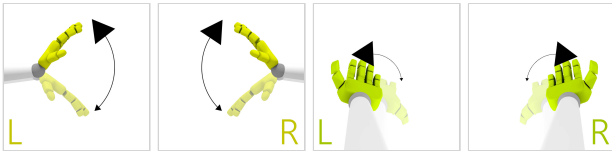


FUNCTIONAL MOVEMENTS

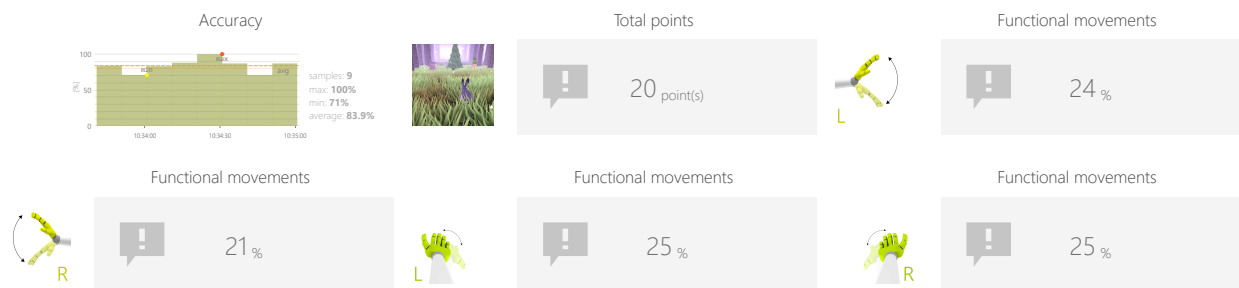
FOREST RUNNER

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



OBJECTIVES

- Dynamics of planned movements
- Focusing
- Planned movements
- Speed of movement

INSTRUCTION FOR PATIENT

Keep the hare on the run, avoid obstacles and collect as many carrots as you can.



SAMPLE SETTINGS



The settings menu is a vertical stack of green panels. At the top right is a small preview window showing a yellow hand icon with a black arrow. Below it is a 'Difficulty' panel with a left arrow, the text 'Difficulty', the value '1/2', and a right arrow. The 'Speed' panel shows a left arrow, the value '150%', a right arrow, and the text 'speed set automatically'. The 'Duration' panel shows a left arrow, the value '90s', and a right arrow. The 'Angular range' panel shows a circular dial with a hand, the text 'start ? end ?', and a '90°' icon. The 'Range adjustment' panel shows '0%' and '100%' with double-headed arrows, and '?' and '?' with double-headed arrows. The 'Resistance' panel shows the value '1' and a '90°' icon.

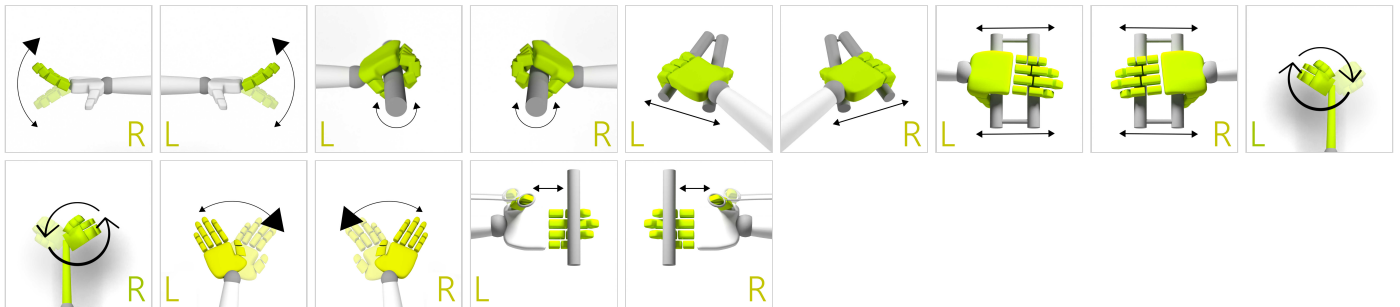


FUNCTIONAL MOVEMENTS

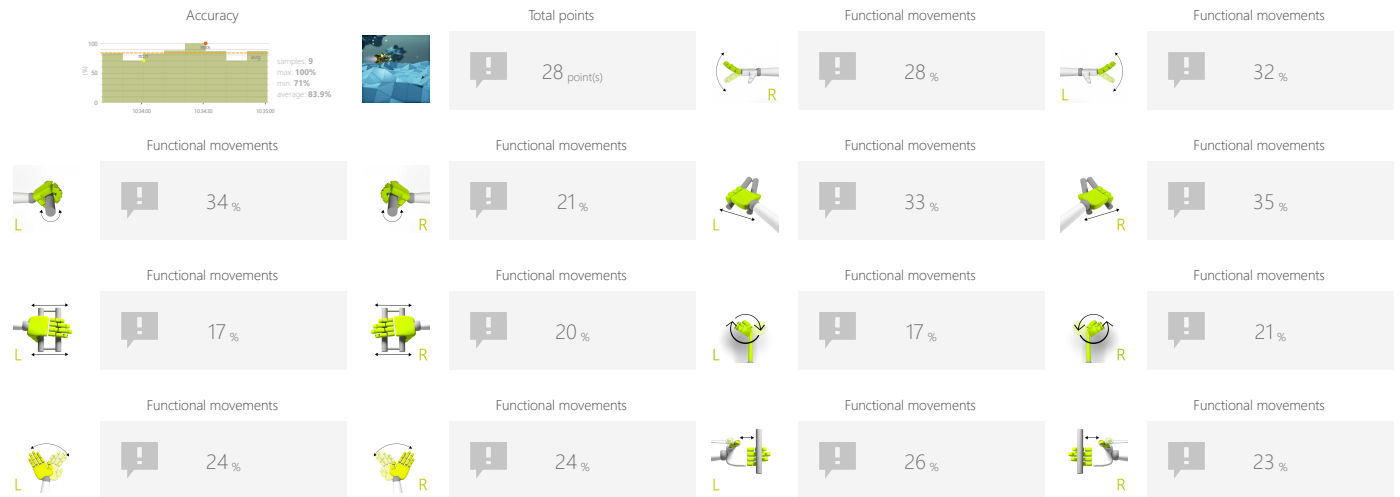
GEOMETRY FLIER

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

OBJECTIVES

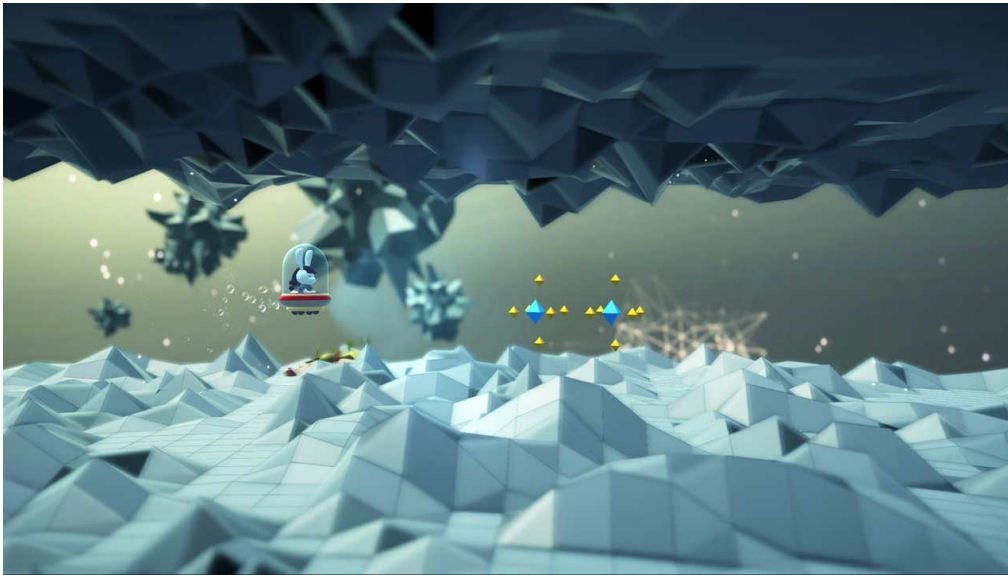
- Dynamics of planned movements
- Activity in a given rhythm
- Visual motor coordination

INSTRUCTION FOR PATIENT

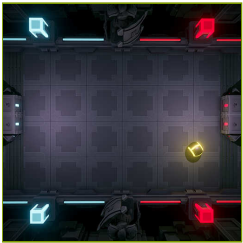
Control the vehicle to avoid the obstacles.



SAMPLE SETTINGS



<p>Difficulty</p> <p>1/3</p>	
<p>Speed</p> <p>100%</p> <p>speed set automatically</p>	
<p>Duration</p> <p>90s</p>	<p>Angular range</p> <p>start ? end ?</p>
<p>Range adjustment</p> <p>0% ↔ 100%</p> <p>? ↔ ?</p>	<p>Range</p> <p>0% ↔ 100%</p> <p>R</p>
<p>Resistance</p> <p>1</p>	

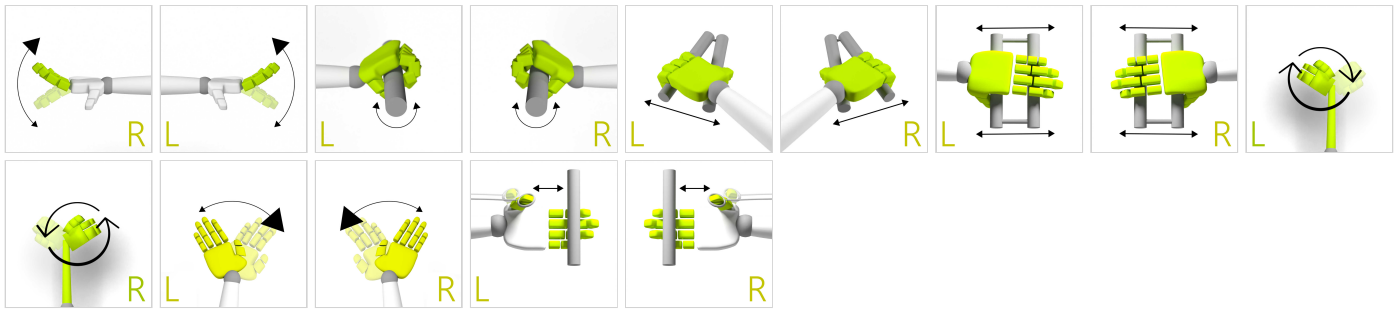


FUNCTIONAL MOVEMENTS

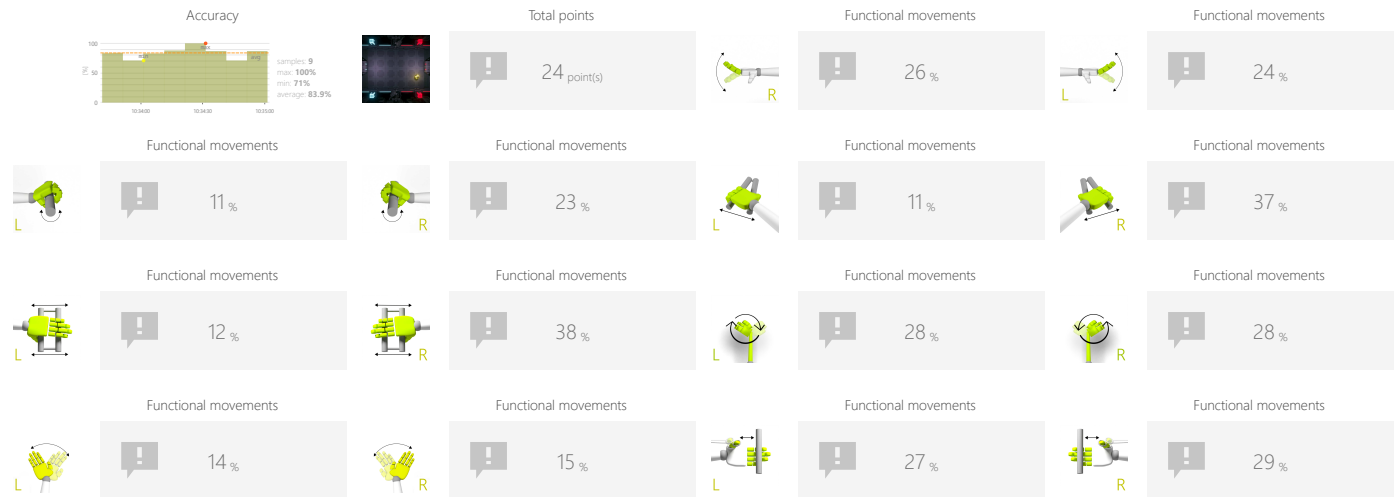
PONG

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
- Speed of objects

OBJECTIVES

- Planned movements
- Focusing
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

Use the paddles to hit a ball back and forth.



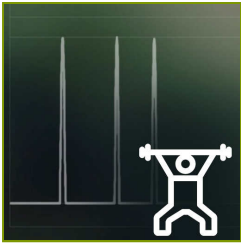
FUNCTIONAL MOVEMENTS

PONG

SAMPLE SETTINGS



Difficulty	1/3
Duration	90s
Angular range	start ? end ?
Range adjustment	0% ↔ 100% ? ↔ ?
Range	0% ↔ 100% R
Resistance	1
Speed of objects	100%

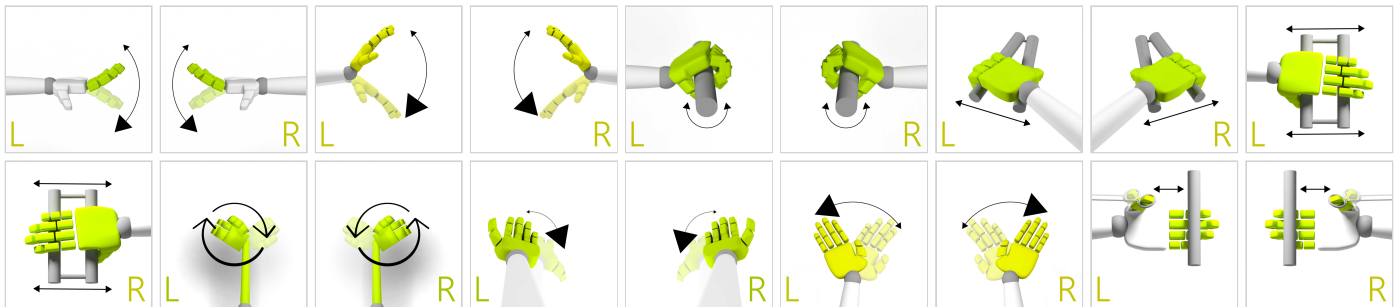


STRENGTH

STRENGTH TEST

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

CONTROL MODES



ADJUSTMENTS

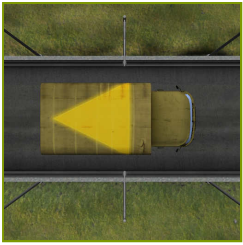
- Time to complete action

OBJECTIVES

- Strength examination
- Muscle strengthening

INSTRUCTION FOR PATIENT

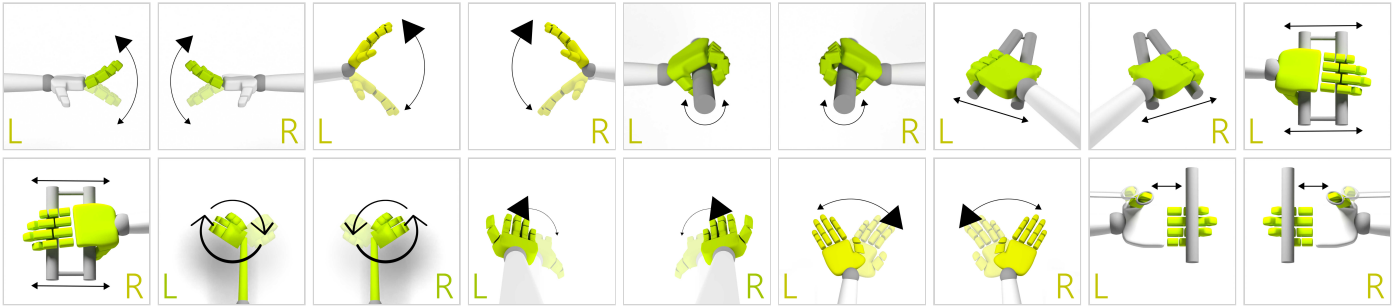
Try to achieve best result.



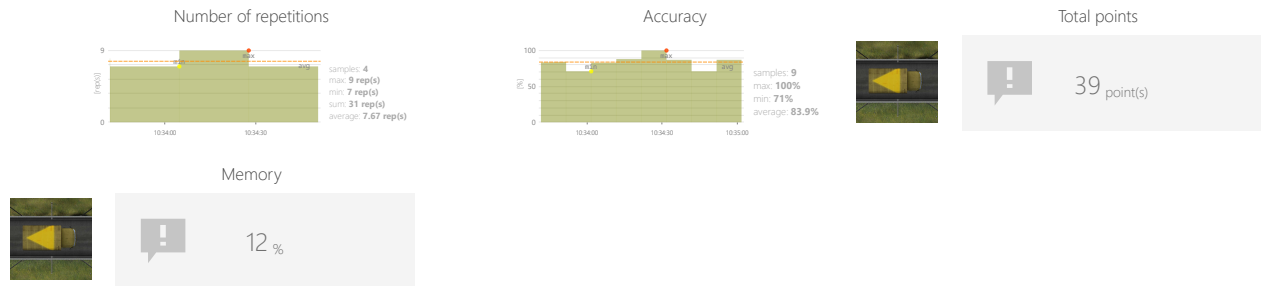
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Variations

OBJECTIVES

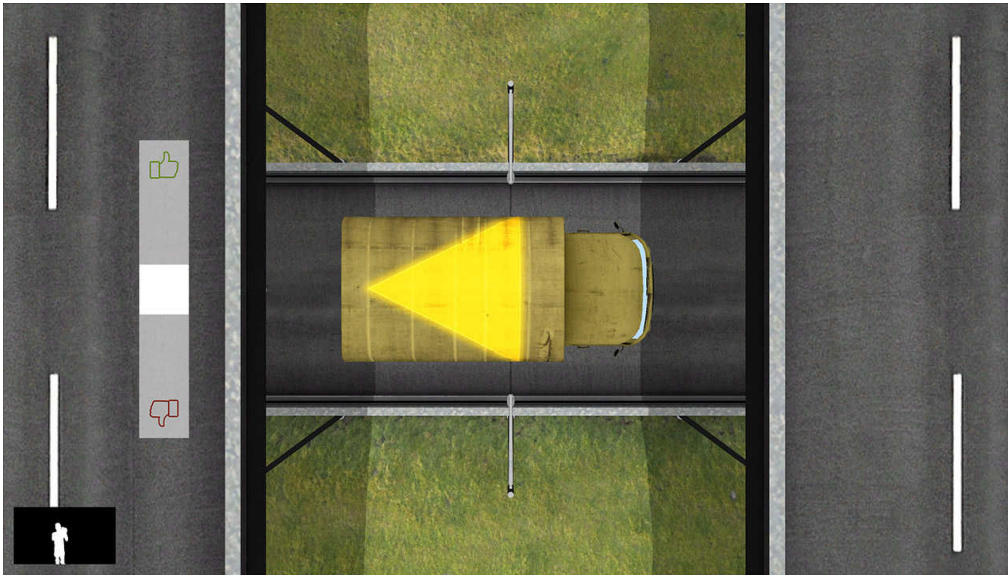
- Logical tasks
- Focusing
- Perceptivity

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



◀	Difficulty 1/3	▶
Duration 90s	Angular range start ? end ?	
Range adjustment 0% ↔ 100% ? ↔ ?	Resistance 1	
	Variations colors	

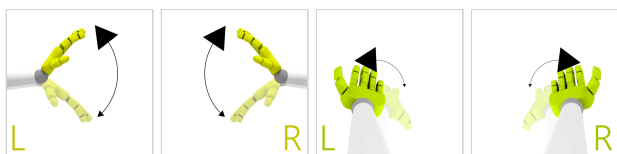


PROBLEM SOLVING

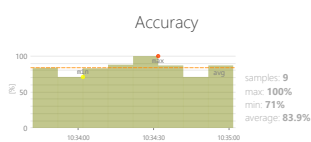
CLONES

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

13 %

OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

Select the item which has a pair on the screen.



SAMPLE SETTINGS

