

BASE PACK FOR TREADMILL WITH CAMERA

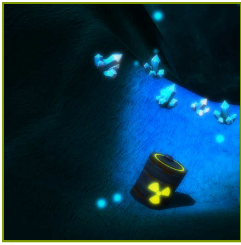
2026.1

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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:

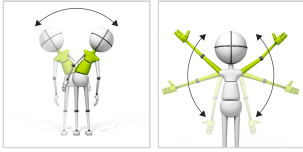
- h/p/cosmos treadmill



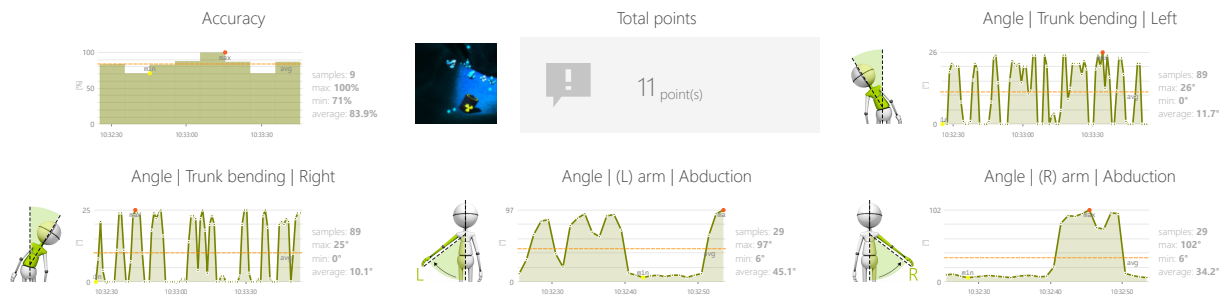
RANGE OF MOTION CRYSTALS

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Angle

OBJECTIVES

- Improve range of motion
- Perceptivity
- Response to negative visual stimuli
- Reaction to the positive visual stimuli

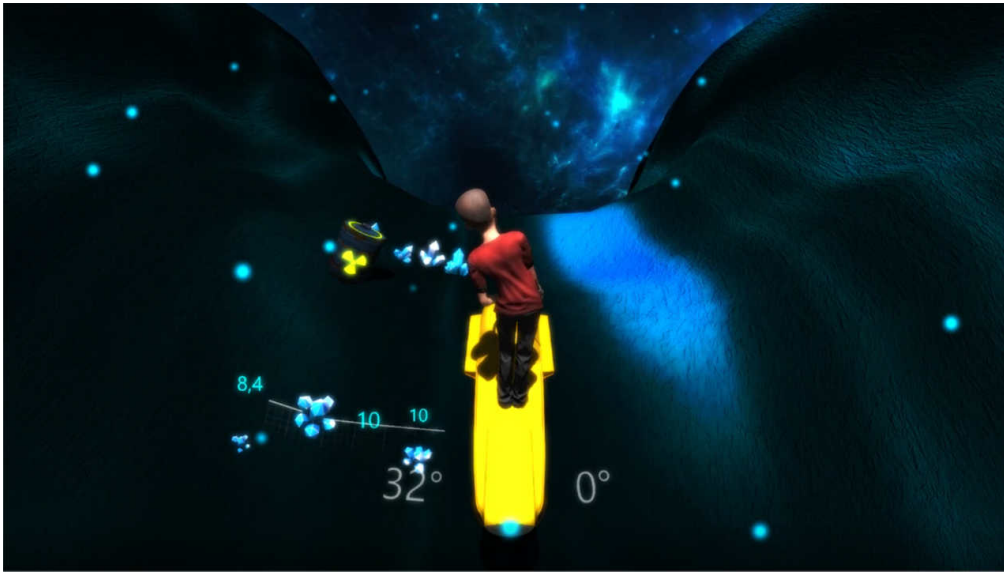
INSTRUCTION FOR PATIENT

Collect the crystals and avoid the radioactive barrels.

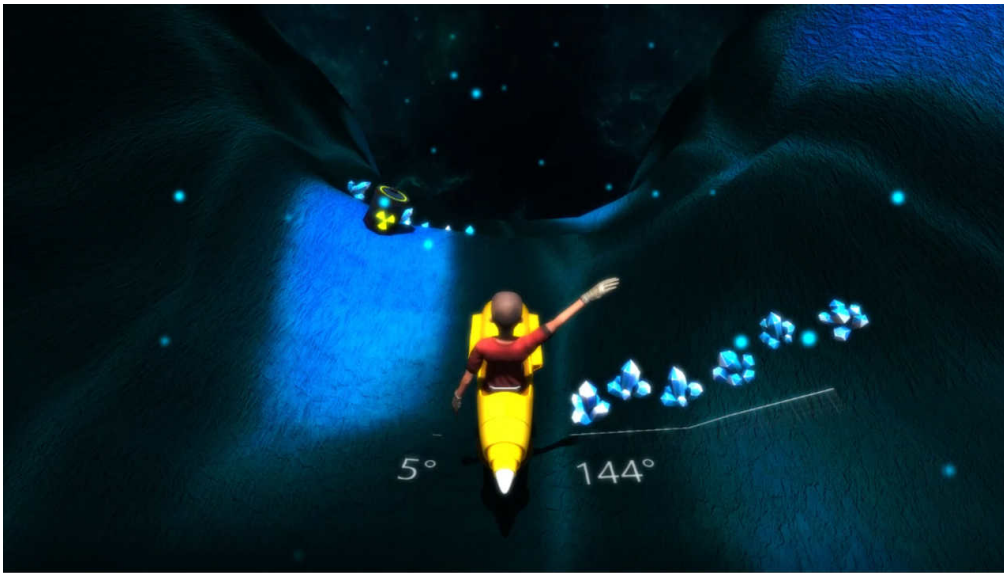


RANGE OF MOTION CRYSTALS

SAMPLE SETTINGS



Difficulty 1/4	
Treadmill speed Any	Treadmill elevation Any
Player speed 100% relatively to treadmill speed	
Duration 90s	Angle 40°
	Angle 40°



Difficulty 1/4	
Treadmill speed Any	Treadmill elevation Any
Player speed 100% relatively to treadmill speed	
Duration 90s	Angle 40°
	Angle 40°



MOVEMENT TIME

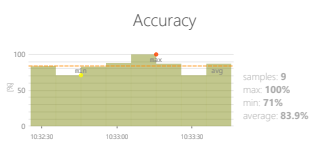
REACT

Measure time taken to carry out a movement of a limb or other part of the body. It is measured from rest to target position.

CONTROL MODES



RESULTS



Total points

27 point(s)



Target reaching | (L) hand | Extension

718 ms



Target reaching | (R) hand | Extension

712 ms

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Time to react
- Distance to targets

OBJECTIVES

- Speed of movement
- Bilateral movements in response to bilateral stimuli
- Dynamic responses to emerging moving targets
- Movements times comparison (left and right limbs)

INSTRUCTION FOR PATIENT

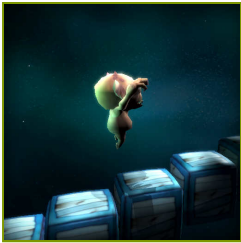
Hit the target as quickly as you can. Then set yourself in rest pose.



SAMPLE SETTINGS



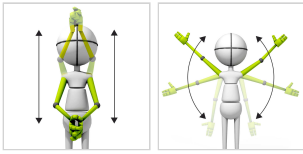
	Difficulty 1/2	
Treadmill speed < Any	Treadmill elevation < Any	
Duration < 90s	Range 20% 80%	
Time to react < 2s	Distance to targets < 75%	



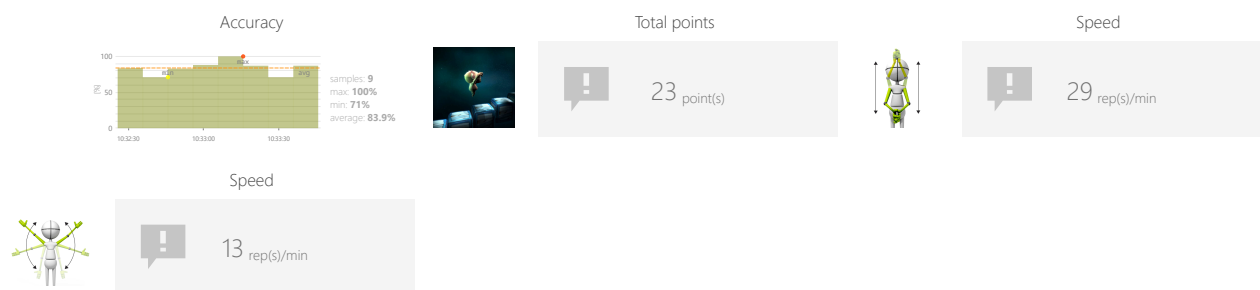
SPEED STAIRS

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- 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	
Treadmill speed Any	Treadmill elevation Any
Duration 90s	Range 20% - 80%
Max time per floor 15s	Number of stairs 5
Pause length 3	

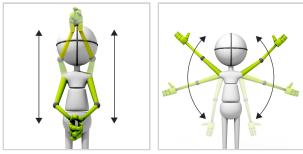


SPEED

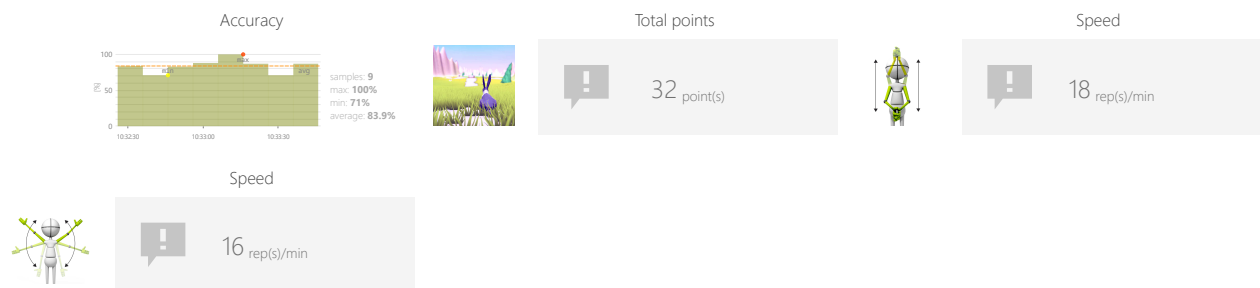
RABBIT

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

Go through the entire route as fast as you can.



SPEED

RABBIT

SAMPLE SETTINGS



Treadmill speed < Any >	Treadmill elevation < Any >
Duration < 90s >	Range 20% 80% ↑ ↓

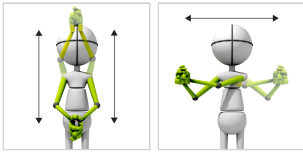


SPEED

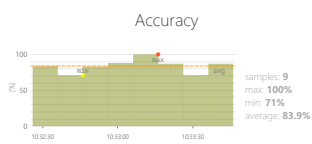
KAYAK

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

CONTROL MODES



RESULTS



Total points

28 point(s)

Speed

14 rep(s)/min

Speed



10 rep(s)/min

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range

OBJECTIVES

- Speed of movement
- Repetitive movements

INSTRUCTION FOR PATIENT

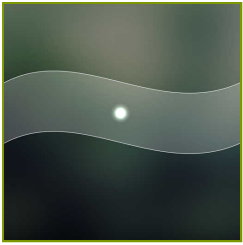
Row as fast as you can.



SAMPLE SETTINGS



Treadmill speed < Any >	Treadmill elevation < Any >
Duration < 90s >	Range 20% 80%



MOVEMENT PRECISION

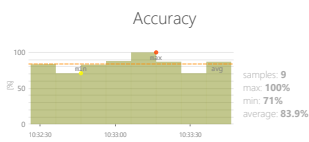
GRAPH

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

CONTROL MODES



RESULTS



Total points

24 point(s)



Movement precision

20 %



Movement precision

18 %



Movement precision

10 %



Movement precision

12 %



Movement precision

27 %

ADJUSTMENTS

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

OBJECTIVES

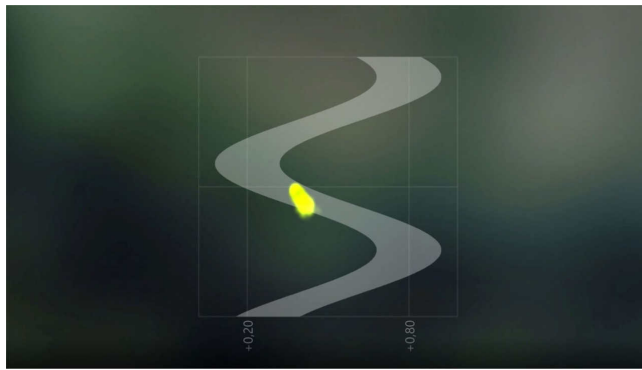
- Movement precision
- Activity in a given rhythm
- Repetitive movements

INSTRUCTION FOR PATIENT

Try to stay within the borders.



SAMPLE SETTINGS



Difficulty: 3/3

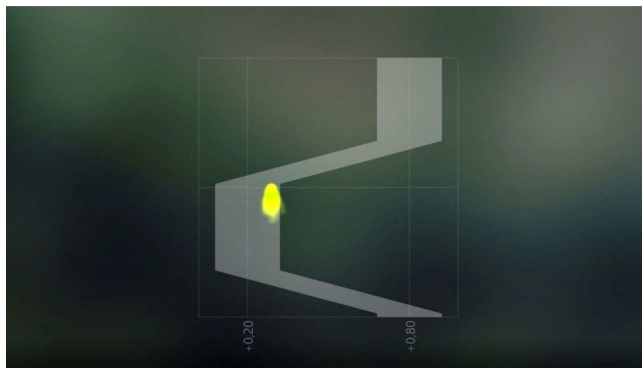
Treadmill speed: Any | Treadmill elevation: Any

Graph configuration: [Wavy line]

Duration: 4.0s | Range: +/- 20%

Player speed: 100%
relatively to treadmill speed

Duration: 30s | Range: 20% ↔ 80%



Difficulty: 1/3

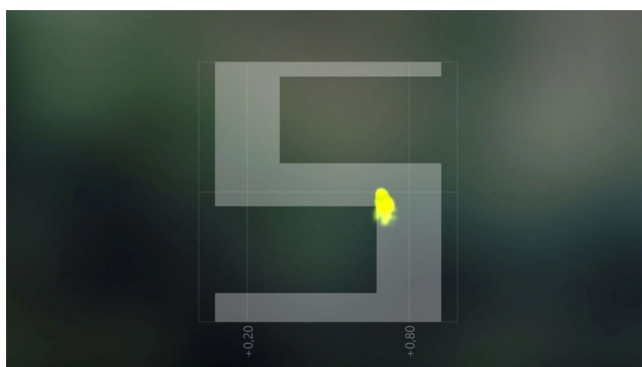
Treadmill speed: Any | Treadmill elevation: Any

Graph configuration: [Stepped line]

Duration: 4.0s | Range: +/- 40%

Player speed: 100%
relatively to treadmill speed

Duration: 90s | Range: 20% ↔ 80%



Difficulty: custom

Treadmill speed: Any | Treadmill elevation: Any

Graph configuration: [Complex stepped line]

Duration: 2.0s | Range: +/- 20%

Player speed: 100%
relatively to treadmill speed

Duration: 30s | Range: 45% ↔ 55%



MOVEMENT PRECISION

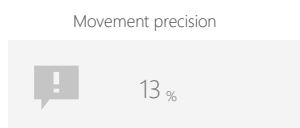
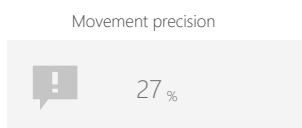
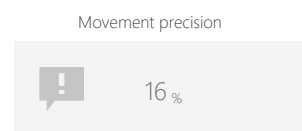
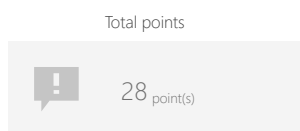
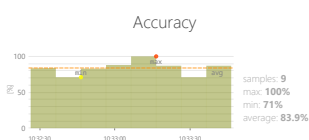
UMBRELLA

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- 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
Treadmill speed	Any
Treadmill elevation	Any
Duration	60s
Path	8.0s
Range	20% 80%
Umbrella size	150%

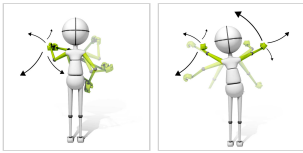


FUNCTIONAL MOVEMENTS

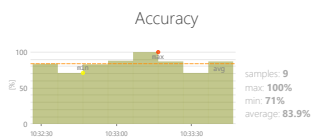
VAMPIRES

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.

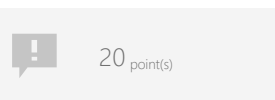
CONTROL MODES



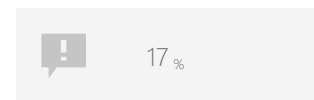
RESULTS



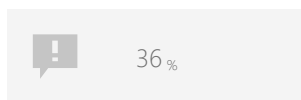
Total points



Functional movements



Functional movements



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Positions to have targets on
- Task duration
- Time between objects
- Time to react

OBJECTIVES

- Visual motor coordination
- Exercise with or without support from healthy limb
- Spontaneous movements in 3D space
- Speed of movement




INSTRUCTION FOR PATIENT

Use your sword to knock down flying vampires who want to bite you!






SAMPLE SETTINGS



	
Difficulty 1/3	
Treadmill speed Any	Treadmill elevation Any
Active positions 	Duration 90s
Time between objects 2s	Time to react 2s



	
Difficulty 1/3	
Treadmill speed Any	Treadmill elevation Any
Active positions 	Duration 90s
Time between objects 2s	Time to react 2s

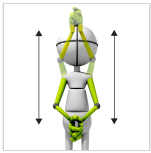


FUNCTIONAL MOVEMENTS

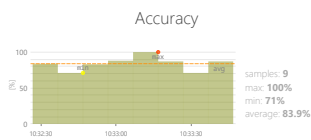
PUMPER

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

12 point(s)

Functional movements

29%

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Time to complete action
- Range

OBJECTIVES

- Speed of movement
- Dynamics of planned movements

INSTRUCTION FOR PATIENT

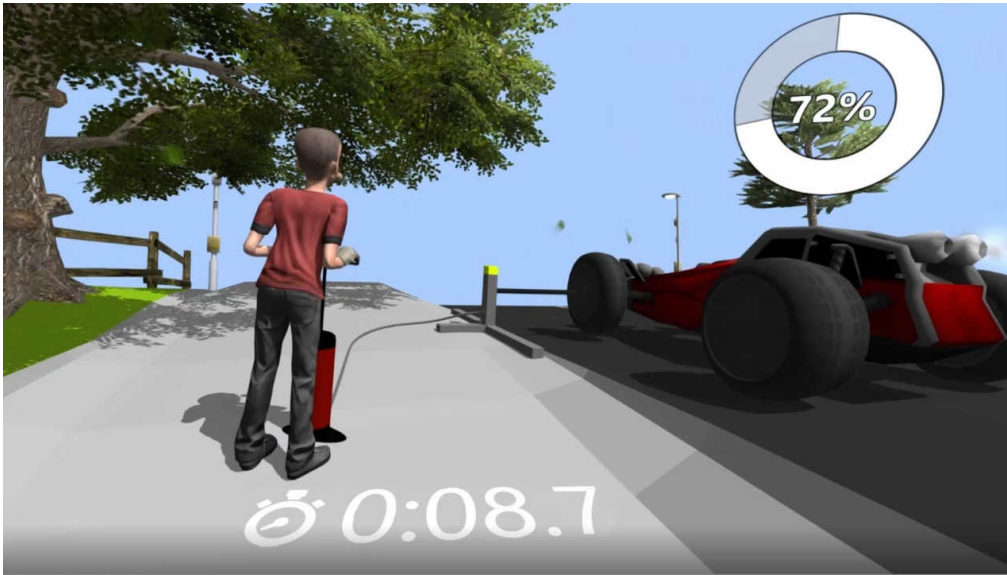
Pump the wheels as quickly as you can.



FUNCTIONAL MOVEMENTS

PUMPER

SAMPLE SETTINGS



Difficulty	1/2
Treadmill speed	Any
Treadmill elevation	Any
Duration	90s
Minitask duration	30s
Range	



FUNCTIONAL MOVEMENTS

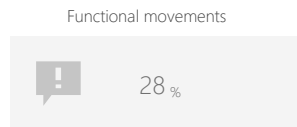
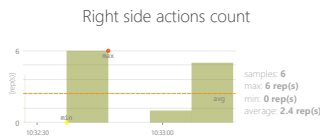
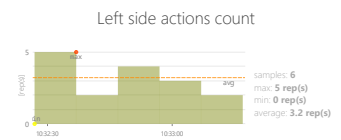
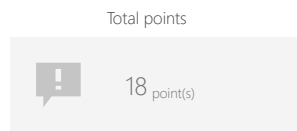
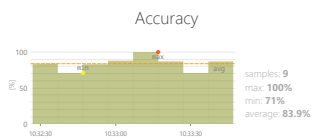
CANS

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

- Treadmill speed
- Treadmill elevation
- Task duration
- Speed of objects
- Weight of targets

OBJECTIVES

- Movement precision
- Predicting the trajectory of objects in 3D space
- Dynamics of planned movements
- Dynamic responses to emerging moving targets
- The ability of spatial visualization

INSTRUCTION FOR PATIENT

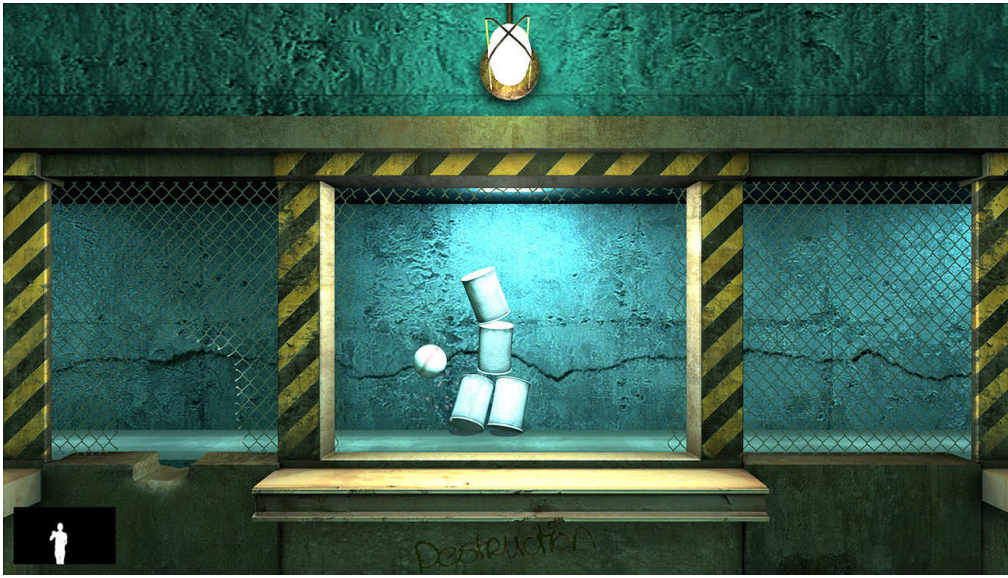
Throw the balls to strike as many cans as you can.



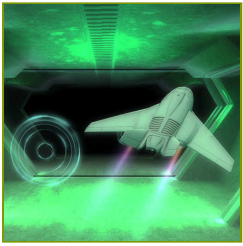
FUNCTIONAL MOVEMENTS

CANS

SAMPLE SETTINGS



◀	Difficulty 1/4	▶
Treadmill speed ◀ Any ▶	Treadmill elevation ◀ Any ▶	
Duration ◀ 90s ▶	Speed of objects ◀ 75% ▶	
	Weight of targets ◀ 100% ▶	

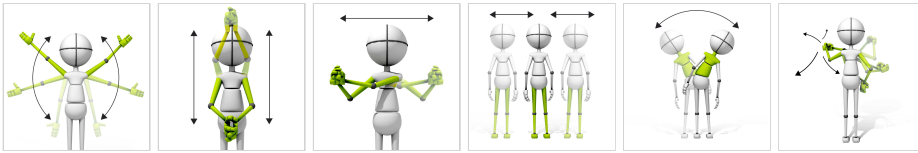


FUNCTIONAL MOVEMENTS

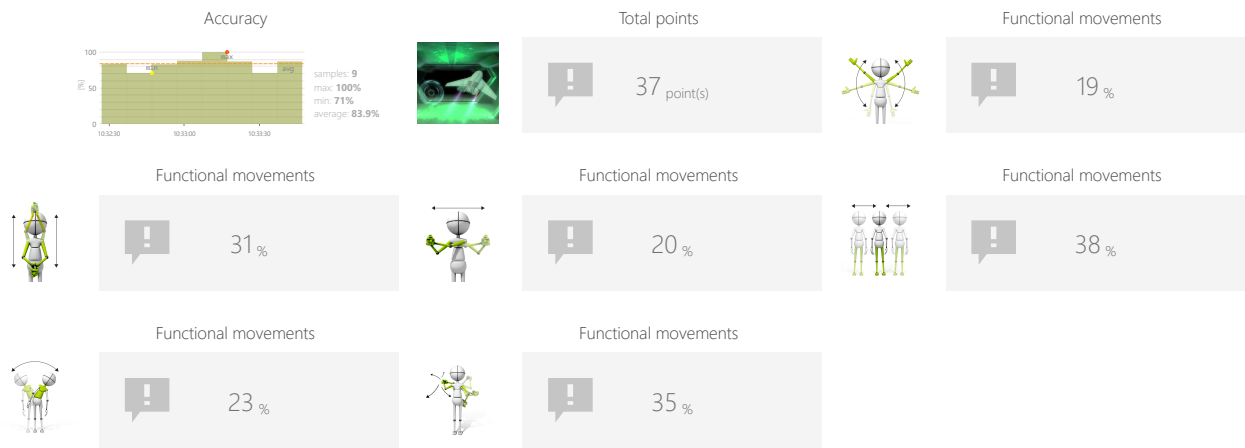
AIRPLANE

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

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Range

OBJECTIVES

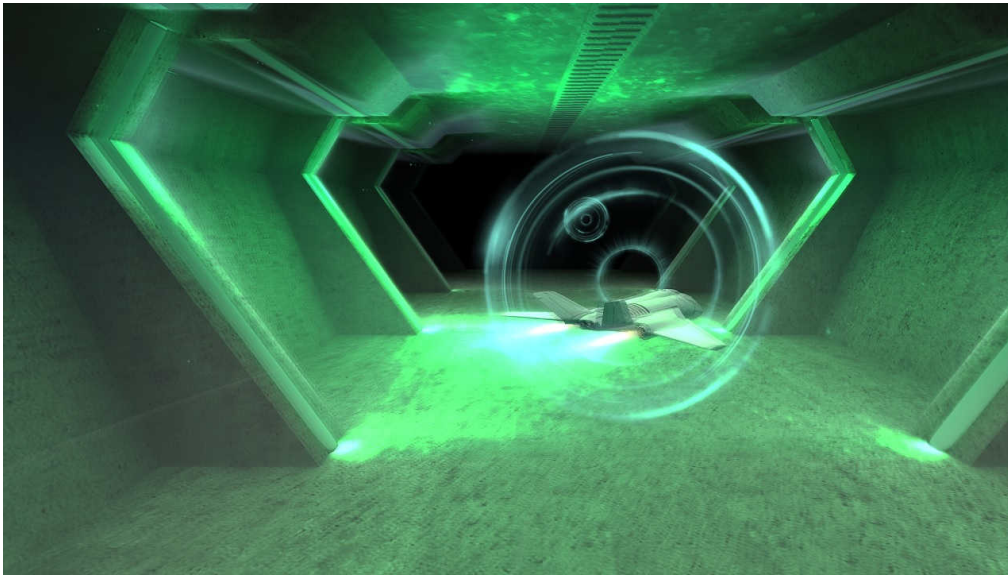
- Focusing
- Perceptivity
- Movement precision
- Predicting the trajectory of objects in 3D space

INSTRUCTION FOR PATIENT

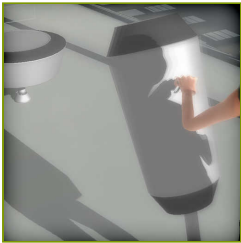
Make the airplane fly through the circles. The closer to the center it flies the more points you get.



SAMPLE SETTINGS



Difficulty 2/4	
Treadmill speed Any	Treadmill elevation Any
Player speed 100% relatively to treadmill speed	
Duration 90s	Range 20% ↔ 80%



FUNCTIONAL MOVEMENTS

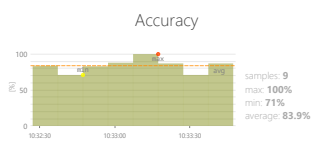
PUNCHER

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

32 point(s)



Functional movements

18 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Time to complete action

OBJECTIVES

- Speed of movement
- Spontaneous movements

INSTRUCTION FOR PATIENT

Punch or kick the bag as many times as you can.



SAMPLE SETTINGS



◀	Difficulty 1/2
Treadmill speed < Any >	Treadmill elevation < Any >
Duration < 30s >	Minitask duration < 30s >

◀	Difficulty 1/2
Treadmill speed < Any >	Treadmill elevation < Any >
Duration < 30s >	Minitask duration < 30s >



FUNCTIONAL MOVEMENTS

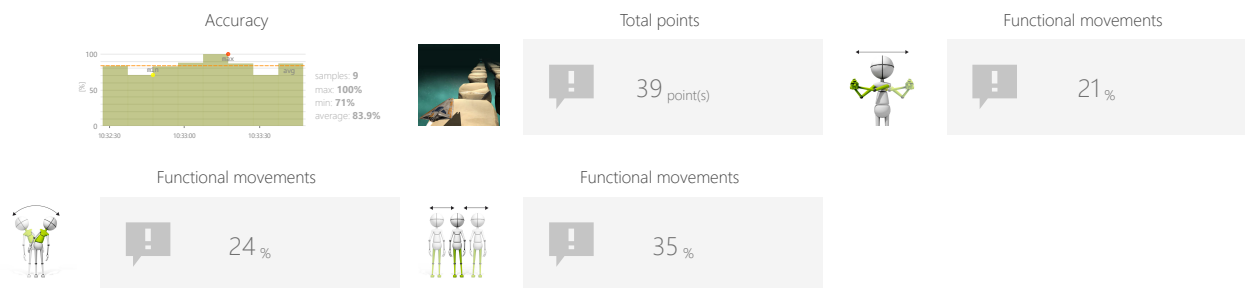
STONES

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



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Range

OBJECTIVES

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

INSTRUCTION FOR PATIENT

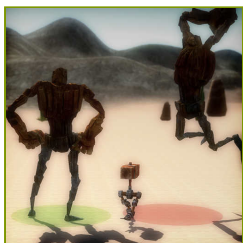
Make the the spaceship collect the colorful creatures and avoid the rocks.



SAMPLE SETTINGS



Difficulty	1/3
Treadmill speed	Any
Treadmill elevation	Any
Player speed	100% relatively to treadmill speed
Duration	90s
Range	20% - 80%



FUNCTIONAL MOVEMENTS

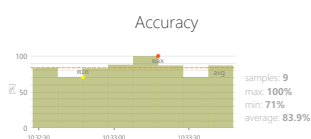
RUNAWAY

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.

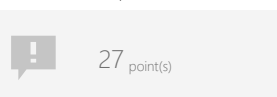
CONTROL MODES



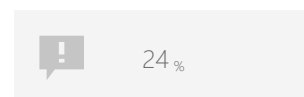
RESULTS



Total points



Functional movements



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Number of enemies
- Enemies speed

OBJECTIVES

- Predicting the trajectory of objects in 3D space
- Response to negative visual stimuli
- Focusing
- Perceptivity

INSTRUCTION FOR PATIENT

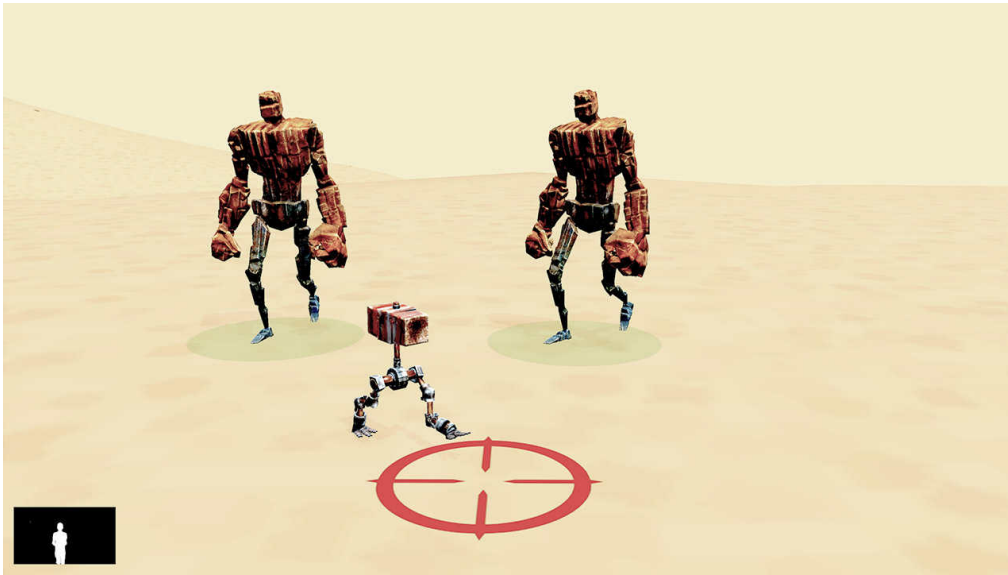
Keep away from the big robots.



FUNCTIONAL MOVEMENTS

RUNAWAY

SAMPLE SETTINGS



Difficulty 1/3	
Treadmill speed Any	Treadmill elevation Any
Duration 90s	Range 20% ↔ 80%
Number of enemies 2	Enemies speed 100%



Difficulty custom	
Treadmill speed Any	Treadmill elevation Any
Duration 90s	Range 20% ↔ 80%
Number of enemies 4	Enemies speed 100%



FUNCTIONAL MOVEMENTS

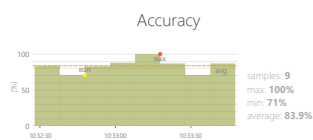
CANNON

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.

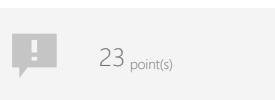
CONTROL MODES



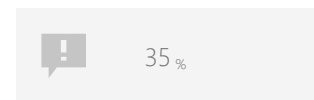
RESULTS



Total points



Functional movements



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Time between cannonballs
- Time between enemies
- Enemies speed

OBJECTIVES

- Planning and Strategy
- Movement precision
- Predicting the trajectory of objects

INSTRUCTION FOR PATIENT

Use the cannon(s) to shoot into the robots coming in your direction.



SAMPLE SETTINGS



Difficulty 1/3	
Treadmill speed Any	Treadmill elevation Any
Duration 90s	Range 20% ↔ 80%
Time between cannonballs 2s	Time between enemies 4s
Enemies speed 50%	



Difficulty custom	
Treadmill speed Any	Treadmill elevation Any
Duration 90s	Range 20% ↔ 80%
Time between cannonballs 2s	Time between enemies 4s
Enemies speed 100%	

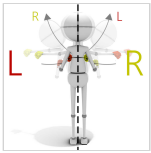


FUNCTIONAL MOVEMENTS

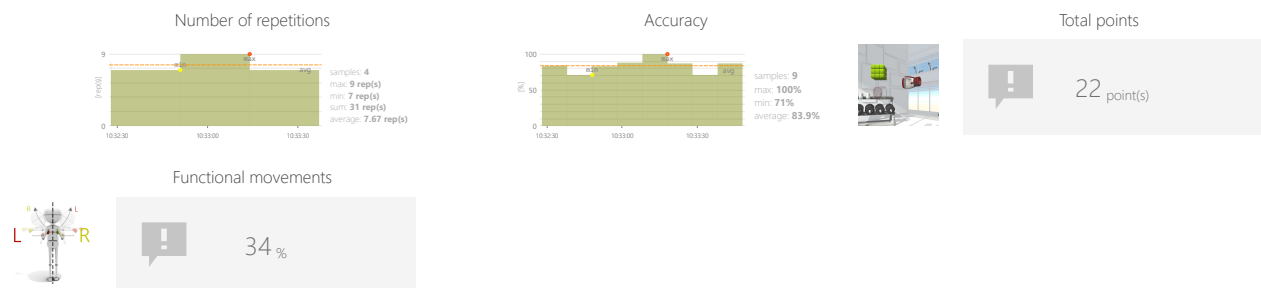
CROSS PUNCHER

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

- Treadmill speed
- Treadmill elevation
- Task duration
- Time to react
- Distance to targets

OBJECTIVES

- Crossing the midline
- Speed of movement
- Rhythmicity
- Repetitive movements

INSTRUCTION FOR PATIENT

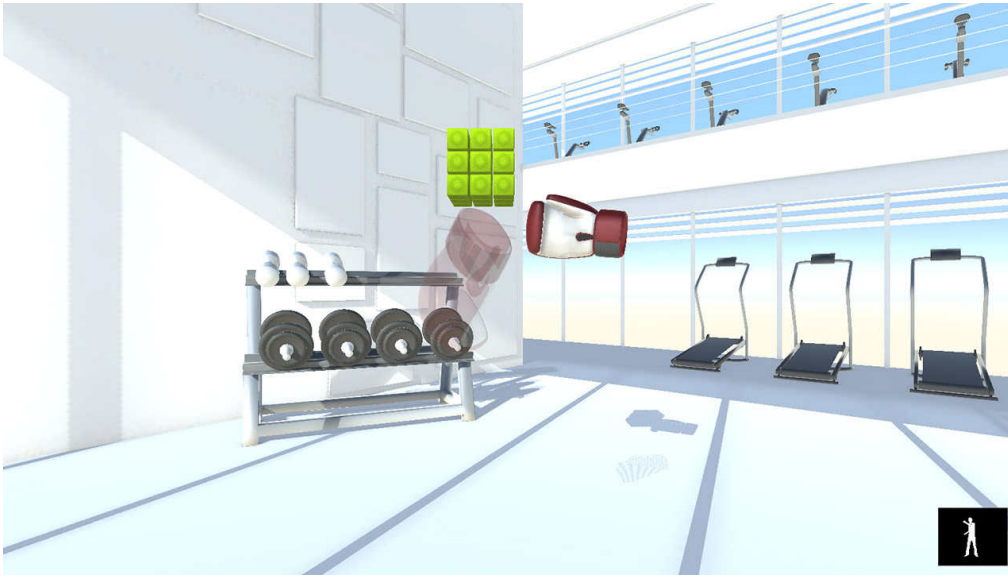
Hit green cubes as fast as you can and remember to always cross your punches and kicks.



FUNCTIONAL MOVEMENTS

CROSS PUNCHER

SAMPLE SETTINGS



◀	Difficulty 1/3	▶
Treadmill speed < Any >	Treadmill elevation < Any >	
Duration < 30s >	Time to react < 3s >	
	Distance to targets < 75% >	

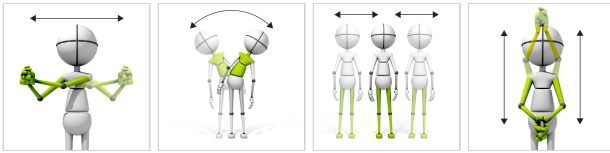


FUNCTIONAL MOVEMENTS

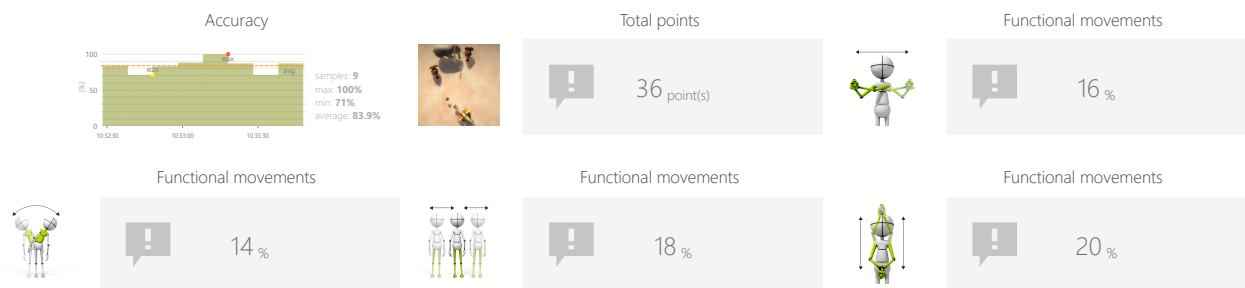
AUTOMATIC CANNON

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

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Enable distractors
- Time between cannonballs
- Time between enemies
- Enemies speed

OBJECTIVES

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

INSTRUCTION FOR PATIENT

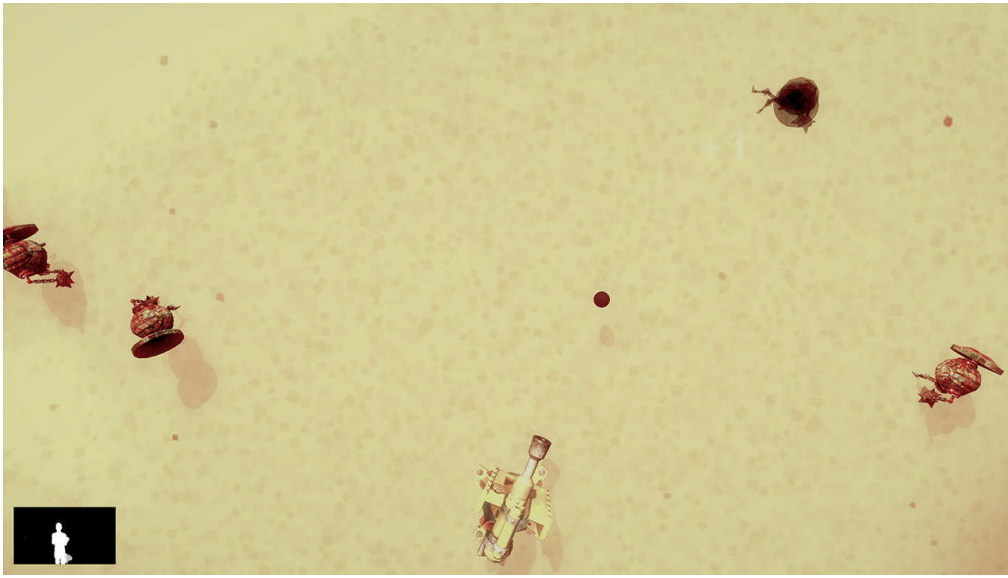
Control cannon(s) to destroy robots, but avoid hitting the elephant!



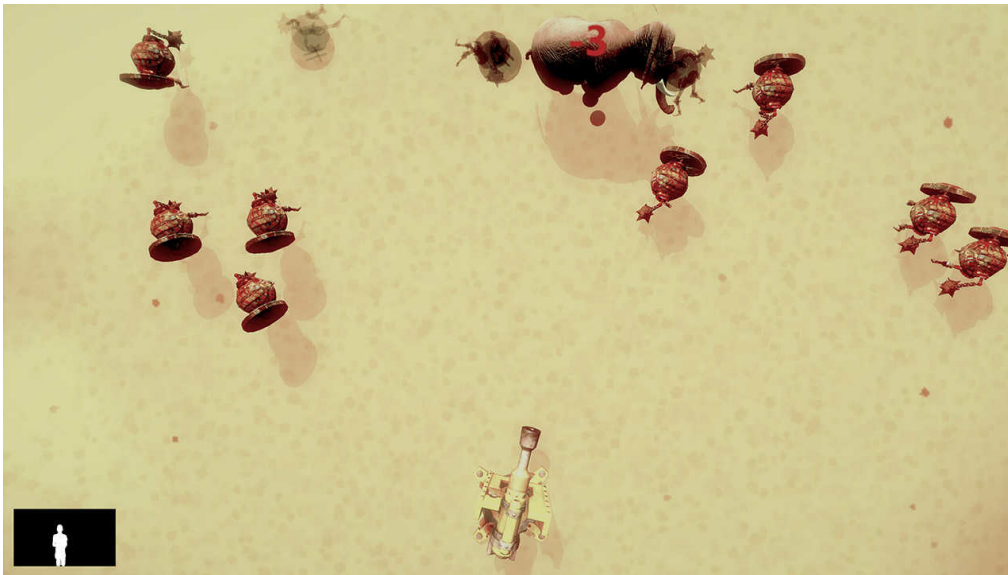
FUNCTIONAL MOVEMENTS

AUTOMATIC CANNON

SAMPLE SETTINGS



Difficulty 1/3	
Treadmill speed < Any >	Treadmill elevation < Any >
Duration < 90s >	Range 20% 80%
Enable distractors < No >	Time between cannonballs < 1s >
Time between enemies < 3s >	Enemies speed < 50% >



Difficulty custom	
Treadmill speed < Any >	Treadmill elevation < Any >
Duration < 90s >	Range 20% 80%
Enable distractors < Yes >	Time between cannonballs < 1s >
Time between enemies < 3s >	Enemies speed < 50% >

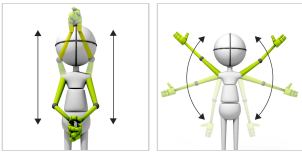


FUNCTIONAL MOVEMENTS

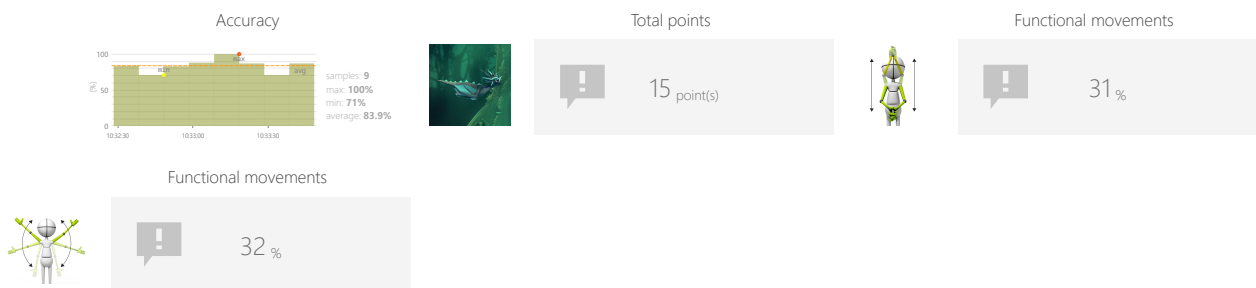
DRAGON

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

- Treadmill speed
- Treadmill elevation
- 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	
Treadmill speed Any	Treadmill elevation Any
Duration 90s	Range 20% - 80%
Coins group size 3	Distance between coins 250%
Gravity force 100%	



Difficulty 1/3	
Treadmill speed Any	Treadmill elevation Any
Duration 90s	Range 20% - 80%
Coins group size 5	Distance between coins 250%
Gravity force 100%	



FUNCTIONAL MOVEMENTS

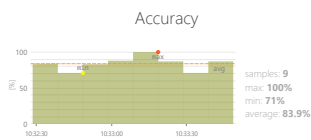
BOX CRUSHER

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.

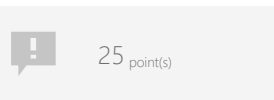
CONTROL MODES



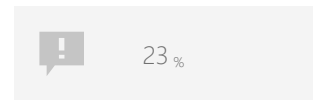
RESULTS



Total points



Functional movements



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Positions to have targets on
- Task duration
- Required force

OBJECTIVES

- 3D space movements reproduction
- Movement awareness
- Muscle strengthening
- Repetitive movements

INSTRUCTION FOR PATIENT

Smash boxes with the club.



FUNCTIONAL MOVEMENTS

BOX CRUSHER

SAMPLE SETTINGS



Difficulty 1/3	
Treadmill speed Any	Treadmill elevation Any
Active positions	Duration 90s
Required force 50%	

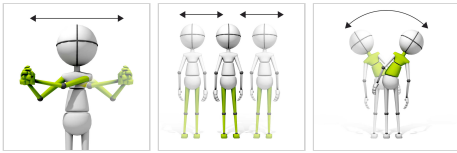


FUNCTIONAL MOVEMENTS

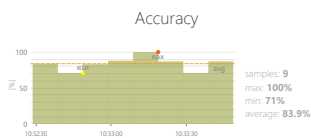
AMBULANCE

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



Total points

28 point(s)

Functional movements

10 %

Functional movements



12 %

Functional movements



24 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Player 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
Treadmill speed	Any
Treadmill elevation	Any
Player speed	
50%	
relatively to treadmill speed	
Duration	90s
Range	20% - 80%
Distance between cars	
50%	



Difficulty	custom
Treadmill speed	Any
Treadmill elevation	Any
Player speed	
50%	
relatively to treadmill speed	
Duration	90s
Range	20% - 80%
Distance between cars	
200%	



FUNCTIONAL MOVEMENTS

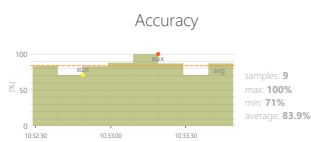
SORTER: LEGACY

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

15 point(s)

Functional movements

17 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Number of gates
- Gravity force

OBJECTIVES

- 3D space movements reproduction
- Dynamic responses to emerging moving targets
- Planning and Strategy

INSTRUCTION FOR PATIENT

Make the ball fly through the gate in corresponding color.



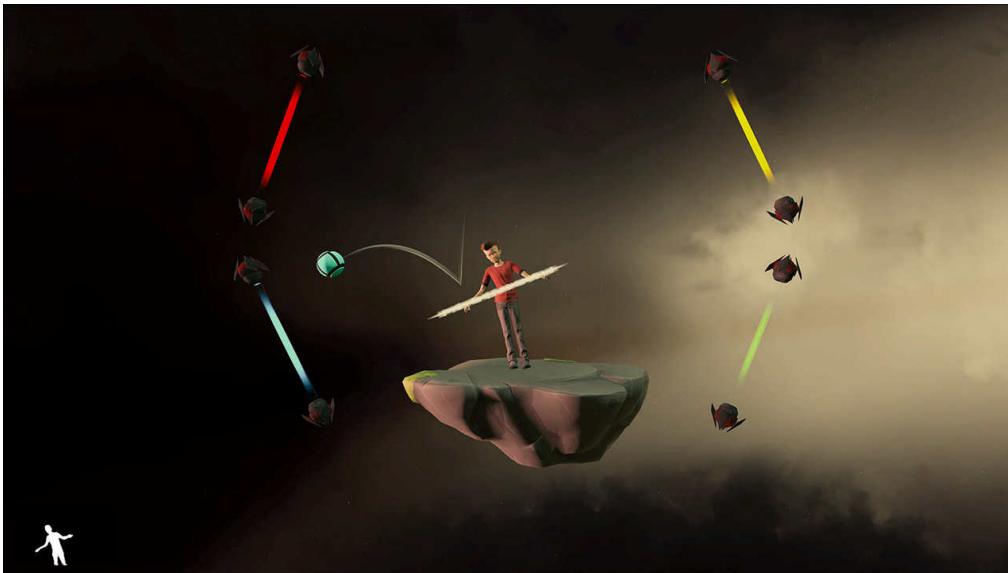
FUNCTIONAL MOVEMENTS

SORTER: LEGACY

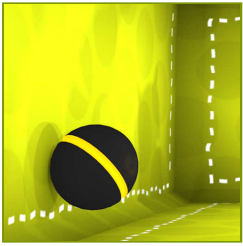
SAMPLE SETTINGS



Difficulty 1/3	
Treadmill speed < Any >	Treadmill elevation < Any >
Duration < 90s >	Number of gates < 2 >
	Gravity force < 100% >



Difficulty 3/3	
Treadmill speed < Any >	Treadmill elevation < Any >
Duration < 90s >	Number of gates < 4 >
	Gravity force < 100% >

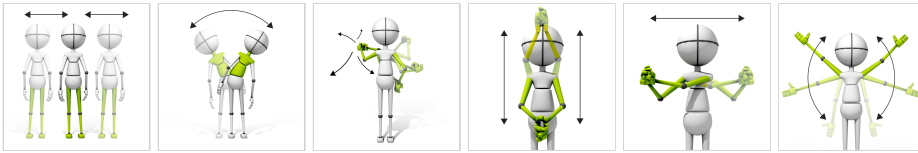


FUNCTIONAL MOVEMENTS

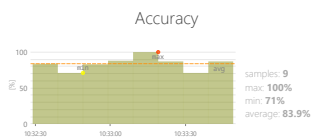
ARCANOID

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



Total points

31 point(s)

Functional movements

13 %

Functional movements

18 %

Functional movements

14 %

Functional movements

11 %

Functional movements

31 %

Functional movements

15 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Reticle size
- Speed of objects

OBJECTIVES

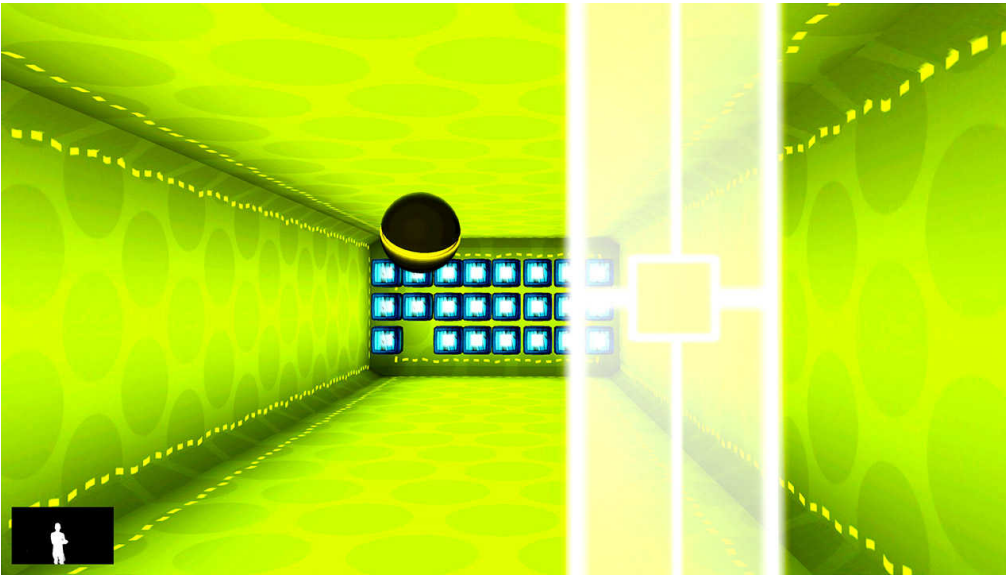
- Dynamics of planned movements
- Predicting the trajectory of objects in 3D space
- Visual motor coordination

INSTRUCTION FOR PATIENT

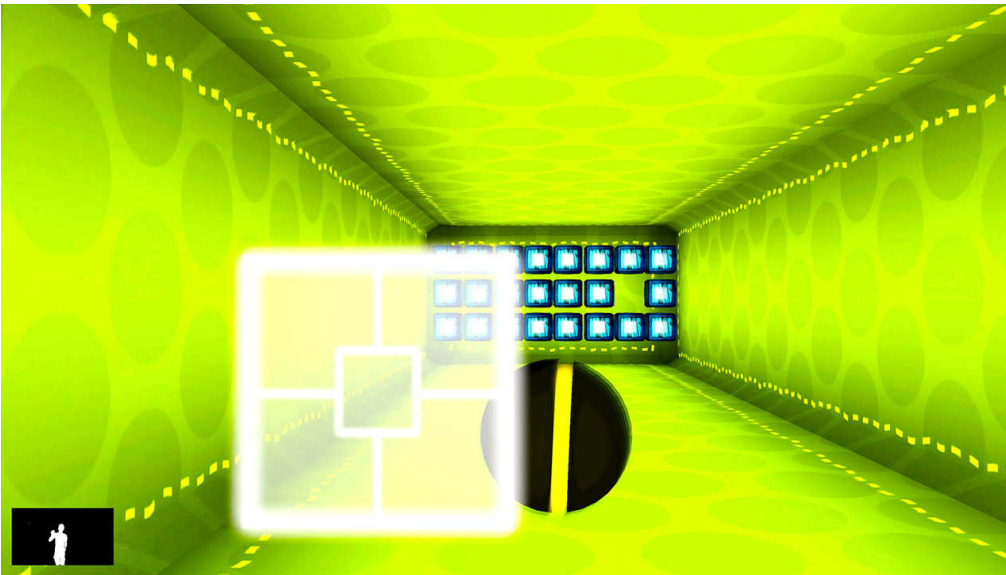
Destroy as many boxes as you can.



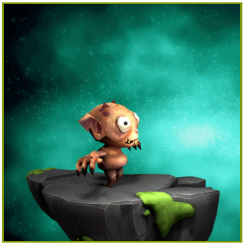
SAMPLE SETTINGS



Difficulty	custom
Treadmill speed	Any
Treadmill elevation	Any
Duration	90s
Range	20% ↔ 80%
Reticle size	100%
Speed of objects	70%



Difficulty	custom
Treadmill speed	Any
Treadmill elevation	Any
Duration	90s
Range	45% ↔ 55%
Reticle size	75%
Speed of objects	70%

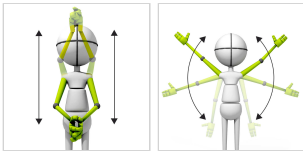


FUNCTIONAL MOVEMENTS

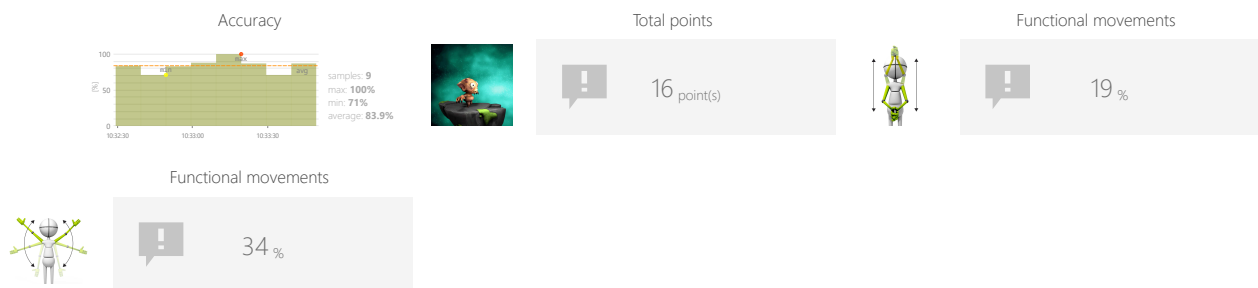
ROCKET JUMPING

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

- Treadmill speed
- Treadmill elevation
- 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	
Treadmill speed Any	Treadmill elevation Any
Duration 90s	Range 20% - 80%
Time between objects 5s	Bomb format 1
Speed of objects 100%	

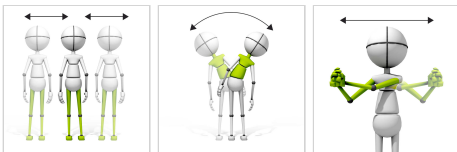


FUNCTIONAL MOVEMENTS

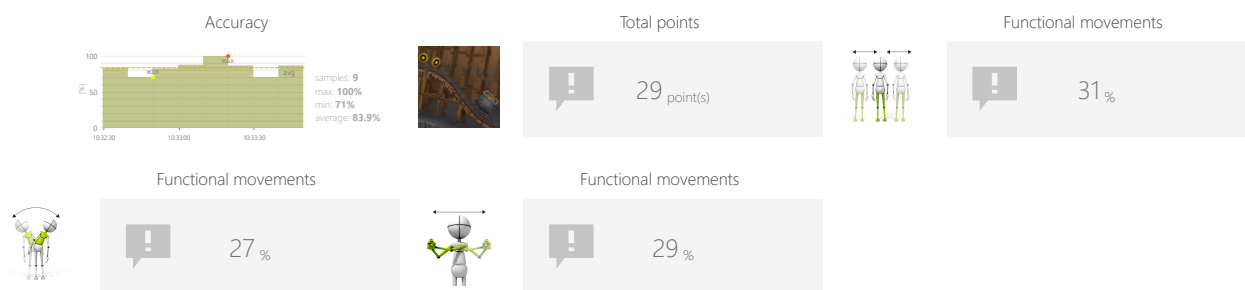
RAILS

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



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Range
- Route shape
- Enable derailing
- Enable obstacles
- Time between objects

OBJECTIVES

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

INSTRUCTION FOR PATIENT

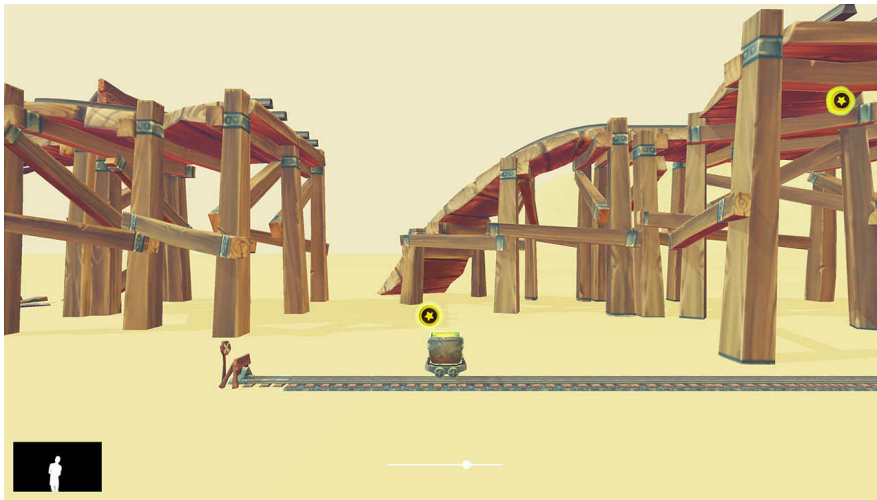
Control the trolley to collect the coins.



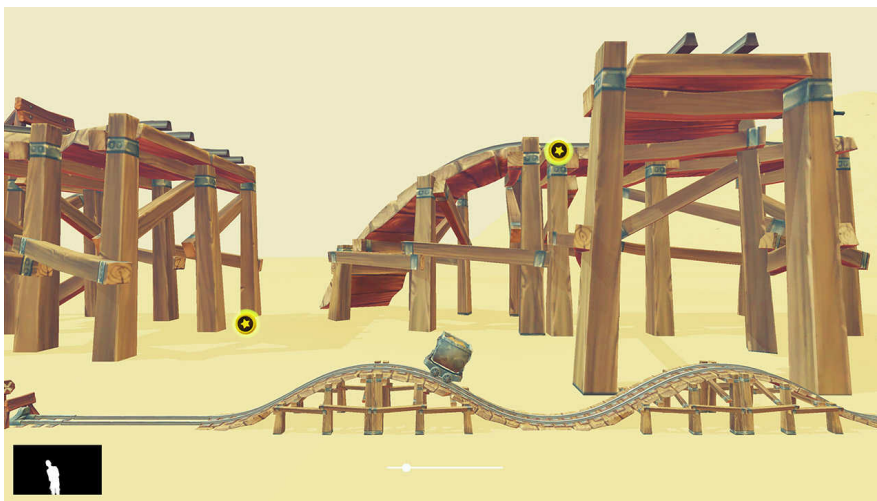
FUNCTIONAL MOVEMENTS

RAILS

SAMPLE SETTINGS



Difficulty		1/3		
Treadmill speed	Any		Treadmill elevation	Any
Player speed				
100%				
relatively to treadmill speed				
Duration	90s		Range	
		20% ↔ 80%		
Route shape			Enable derailing	No
		Enable obstacles		No
Time between objects				
5s				



Difficulty		custom		
Treadmill speed	Any		Treadmill elevation	Any
Player speed				
100%				
relatively to treadmill speed				
Duration	90s		Range	
		45% ↔ 55%		
Route shape			Enable derailing	No
		Enable obstacles		No
Time between objects				
5s				

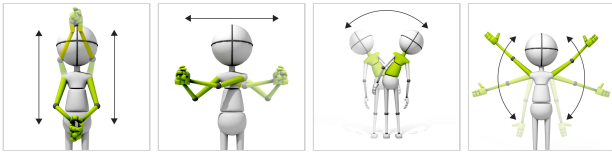


FUNCTIONAL MOVEMENTS

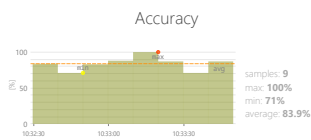
MOTOCROSS

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.

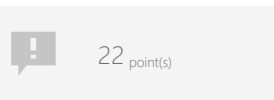
CONTROL MODES



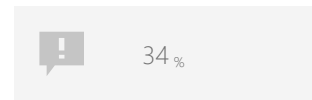
RESULTS



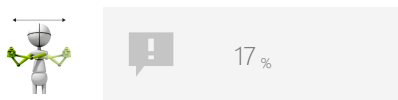
Total points



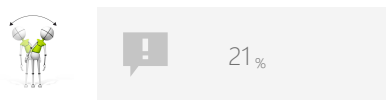
Functional movements



Functional movements



Functional movements



Functional movements



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- 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



Difficulty	1/3
Treadmill speed	Any
Treadmill elevation	Any
Duration	90s
Range	20% - 80%
Route shape	Easy



FUNCTIONAL MOVEMENTS

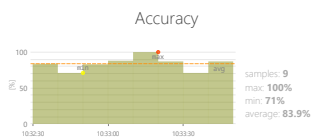
WALKER

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

26 point(s)



Functional movements

14 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration

OBJECTIVES

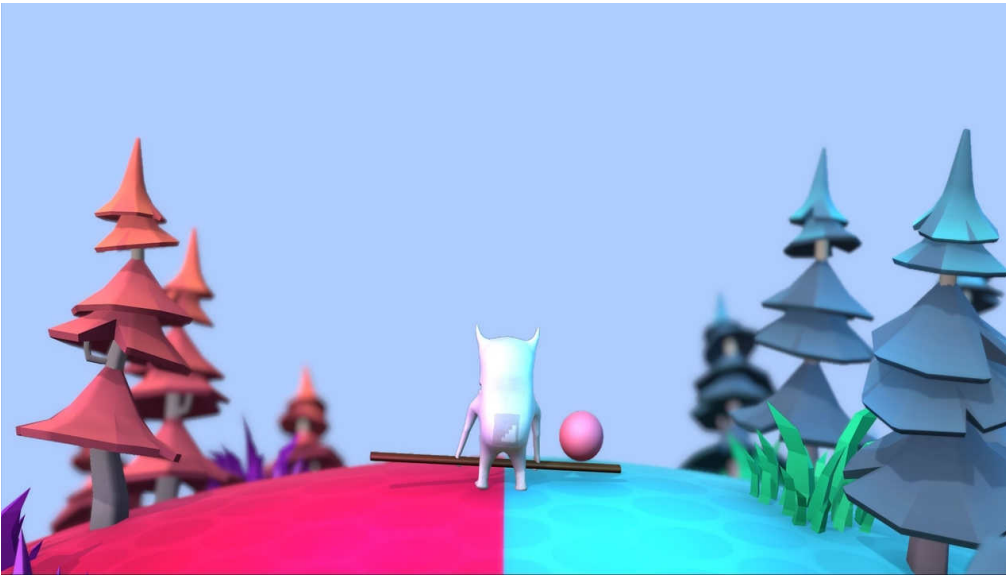
- Planned movements
- Balance and equilibrium training
- Repetitive movements



INSTRUCTION FOR PATIENT

Keep walking. Put blue balls into blue boxes and pink balls into pink boxes.



SAMPLE SETTINGS



	
Treadmill speed < Any >	Treadmill elevation < Any >
Player speed < 100% > relatively to treadmill speed	
Duration < 90s >	

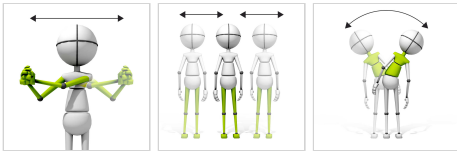


FUNCTIONAL MOVEMENTS

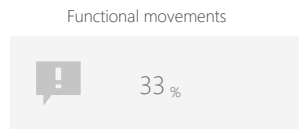
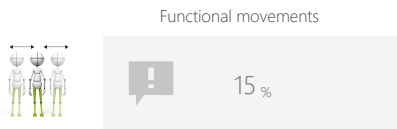
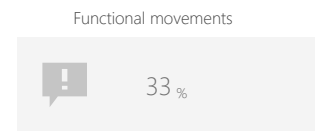
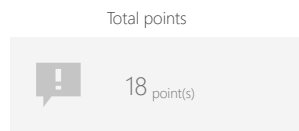
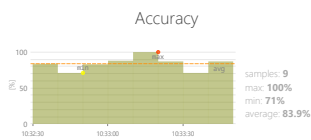
FOREST RUNNER

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



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Range

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



Difficulty	1/2
Treadmill speed	Any
Treadmill elevation	Any
Player speed	
150%	
relatively to treadmill speed	
Duration	90s
Range	20% 80%

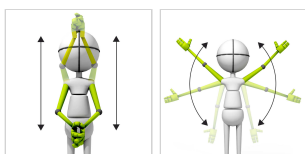


FUNCTIONAL MOVEMENTS

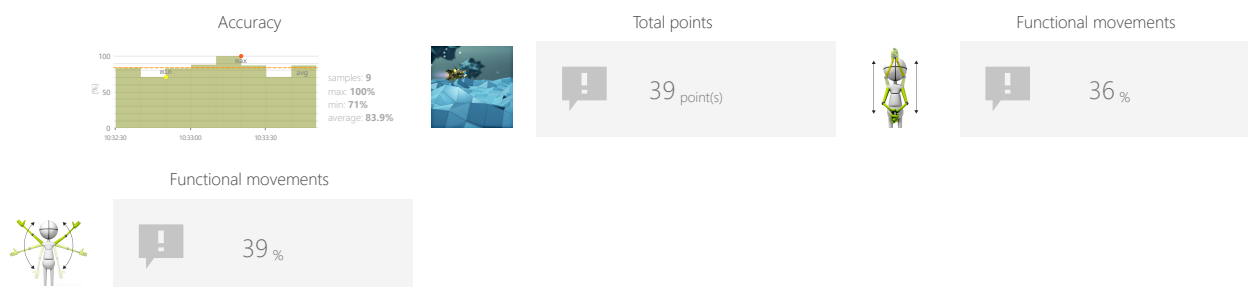
GEOMETRY FLIER

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

- Treadmill speed
- Treadmill elevation
- Player speed
- Task duration
- Range

OBJECTIVES

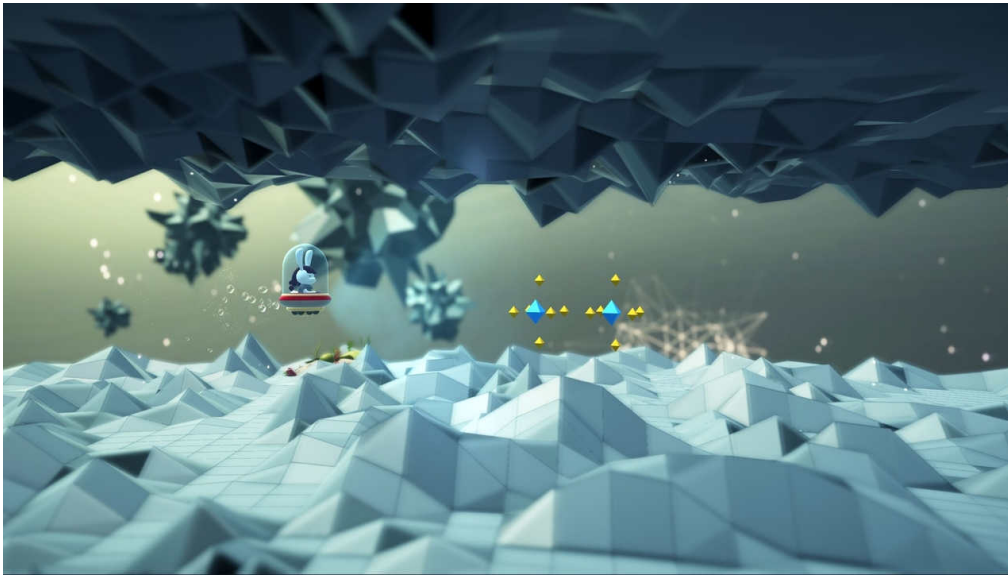
- Dynamics of planned movements
- Activity in a given rhythm
- Visual motor coordination

INSTRUCTION FOR PATIENT

Control the vehicle to avoid the obstacles.



SAMPLE SETTINGS



Difficulty 1/3	
Treadmill speed Any	Treadmill elevation Any
Player speed 100% relatively to treadmill speed	
Duration 90s	Range 20% - 80%



FUNCTIONAL MOVEMENTS

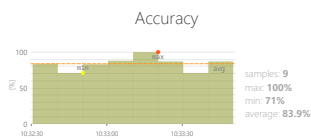
DANCEMAN

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



Total points

31 point(s)



Functional movements

35 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- 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.



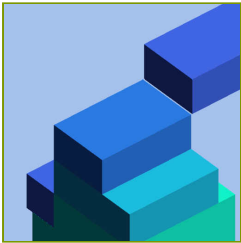
FUNCTIONAL MOVEMENTS

DANCEMAN

SAMPLE SETTINGS



Difficulty 1/6	
Treadmill speed Any	Treadmill elevation Any
Duration 90s	Range 20% - 80%
Advanced scoring No	Song index 0
Spawn rate level Easy	

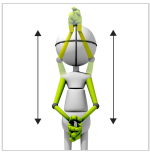


FUNCTIONAL MOVEMENTS

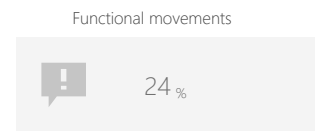
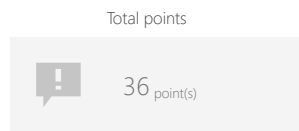
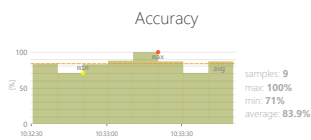
STACK BUILDER

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

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Speed of objects

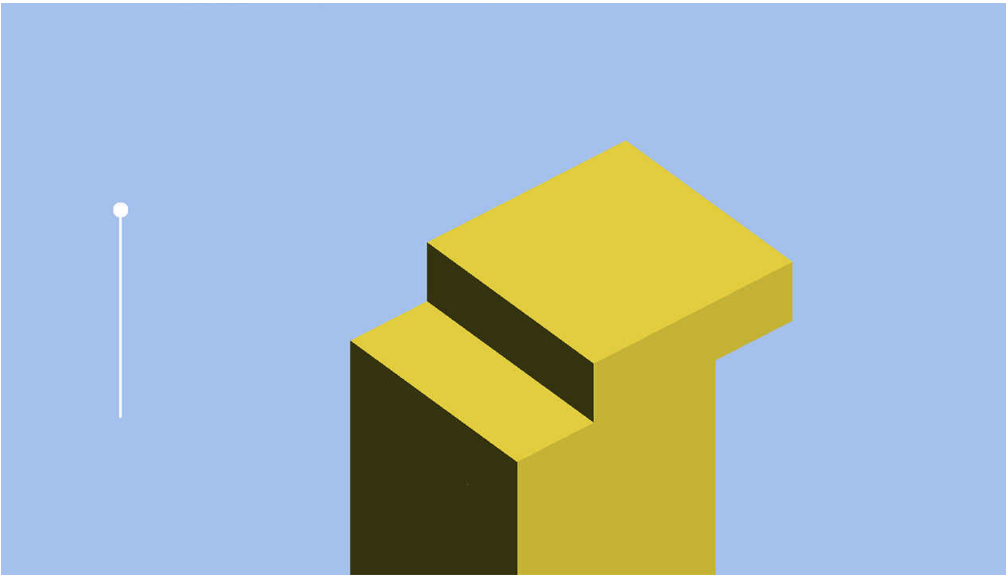
OBJECTIVES




- Repetitive movements
- Rhythmicity
- Planned movements
- Focusing

INSTRUCTION FOR PATIENT

Build the highest stack possible by perfectly aligning blocks.
Time your actions to perform the specified movement pattern when blocks are accurately positioned.

SAMPLE SETTINGS



	
Difficulty 1/3	
Treadmill speed Any	Treadmill elevation Any
Duration 90s	Range 20% - 80%
Speed of objects 50%	

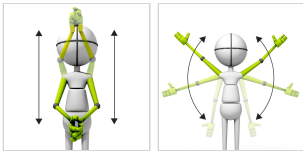


FUNCTIONAL MOVEMENTS

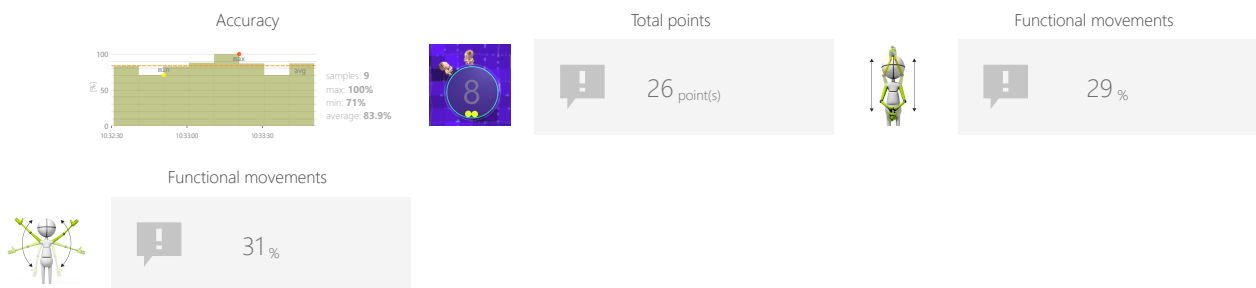
IMP DODGE

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

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Number ofimps
- Number of targets
- Speed of objects

OBJECTIVES

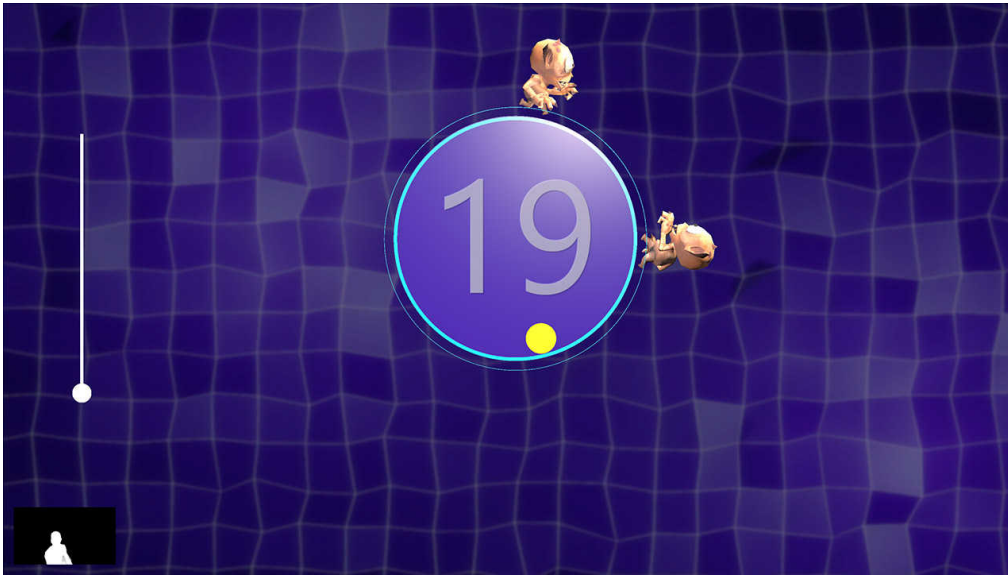
- Dynamics of planned movements
- Predicting the trajectory of objects
- Visual motor coordination
- Focusing

INSTRUCTION FOR PATIENT

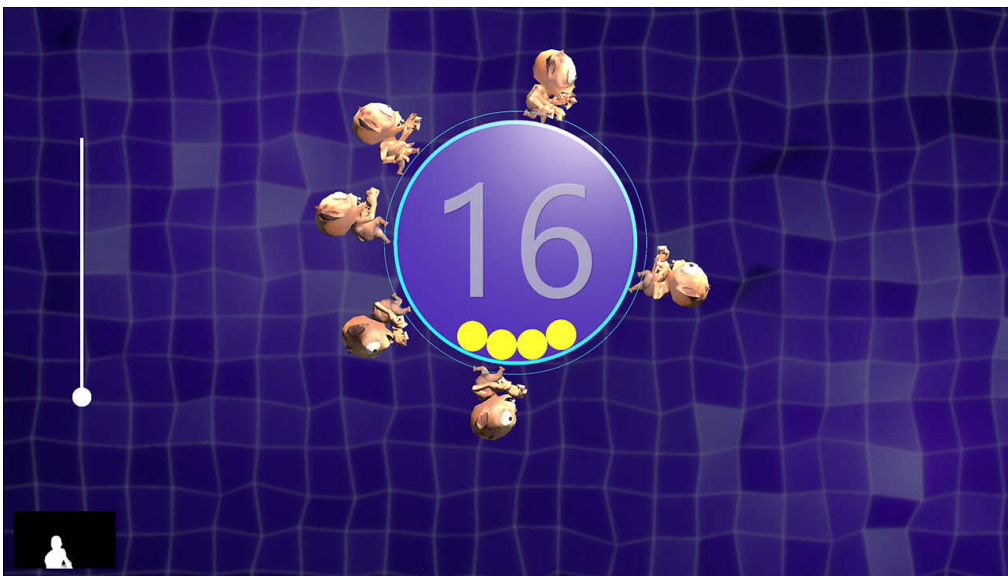
Shoot green balls into the circle while avoiding hittingimps.



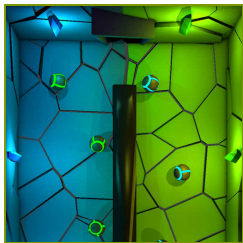
SAMPLE SETTINGS



Treadmill speed < Any >	Treadmill elevation < Any >
Duration < 90s >	Range 20% 80%
Number of imps < 2 >	Number of targets < 20 >
Speed of objects < 100% >	



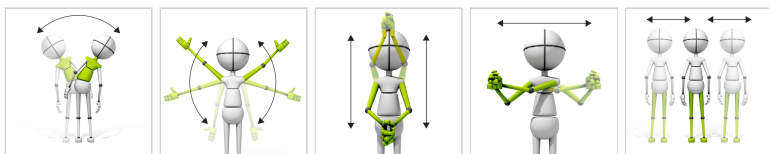
Treadmill speed < Any >	Treadmill elevation < Any >
Duration < 90s >	Range 20% 80%
Number of imps < 6 >	Number of targets < 20 >
Speed of objects < 100% >	



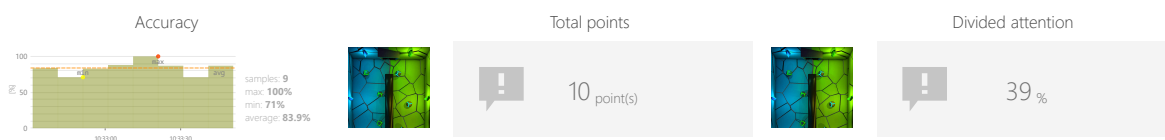
DIVIDED ATTENTION SORTER

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



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- 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

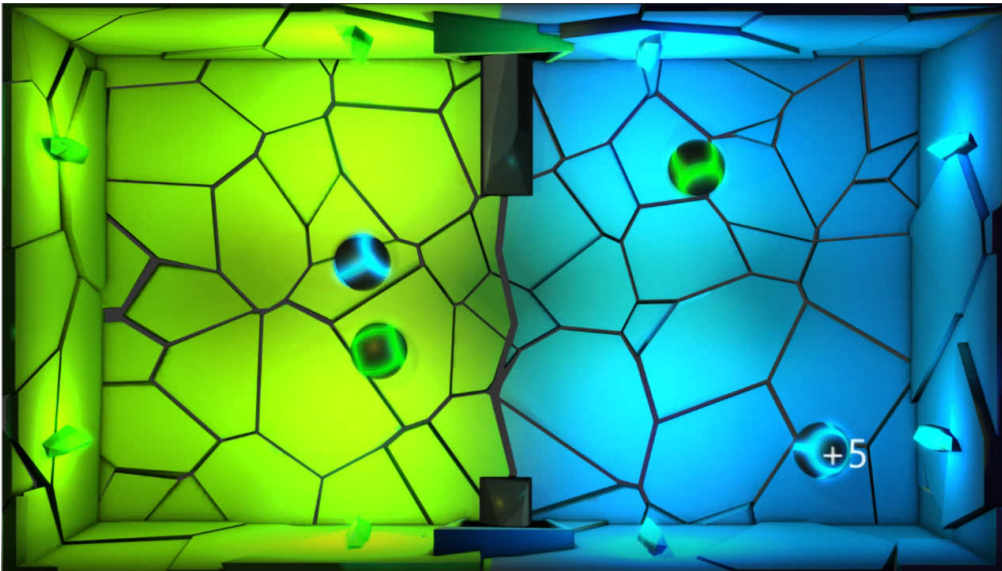
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



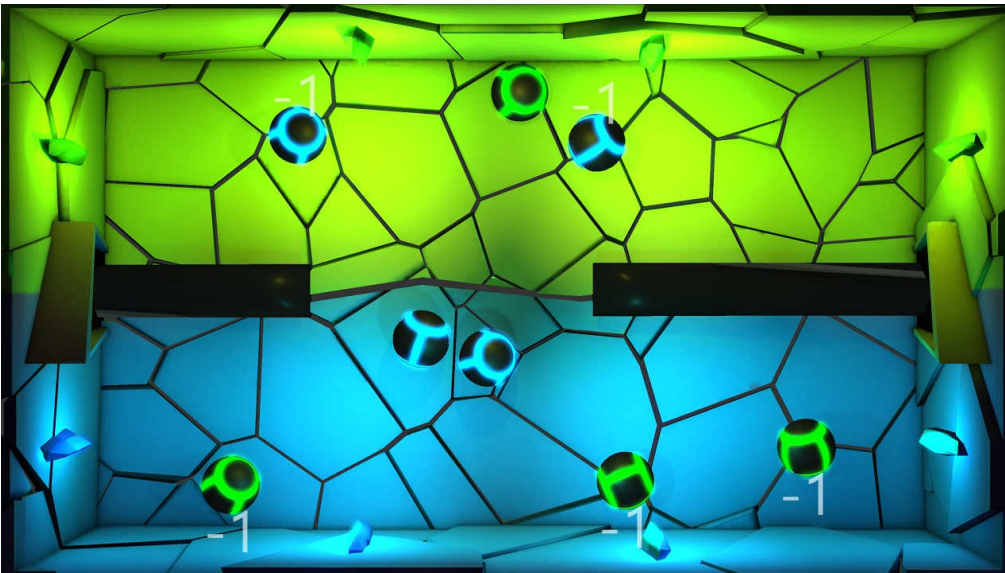
DIVIDED ATTENTION

SORTER

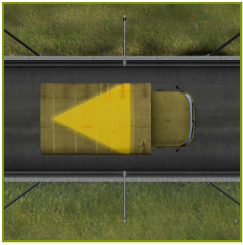
SAMPLE SETTINGS



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



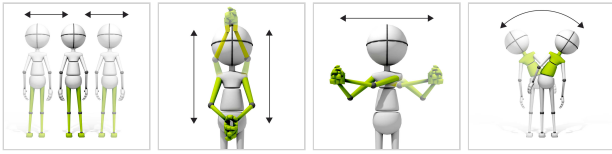
Difficulty custom	
Treadmill speed Any	Treadmill elevation Any
Duration 90s	Range 20% - 80%
Number of objects 8	Gap size 150%
Speed of objects 100%	



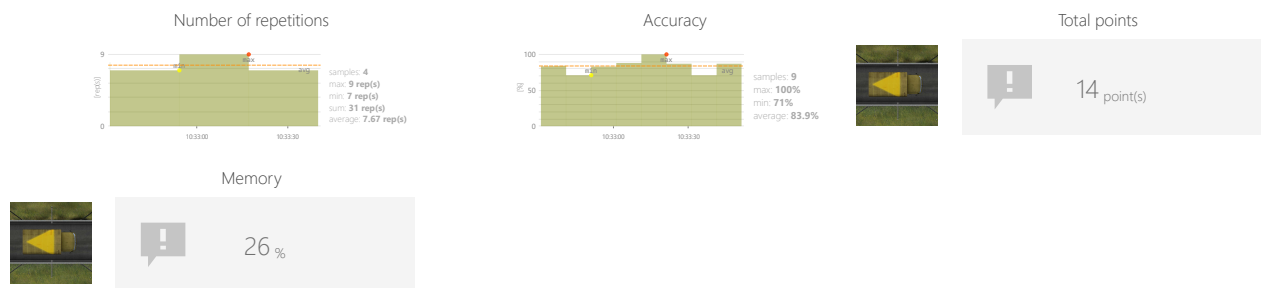
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Variations

OBJECTIVES

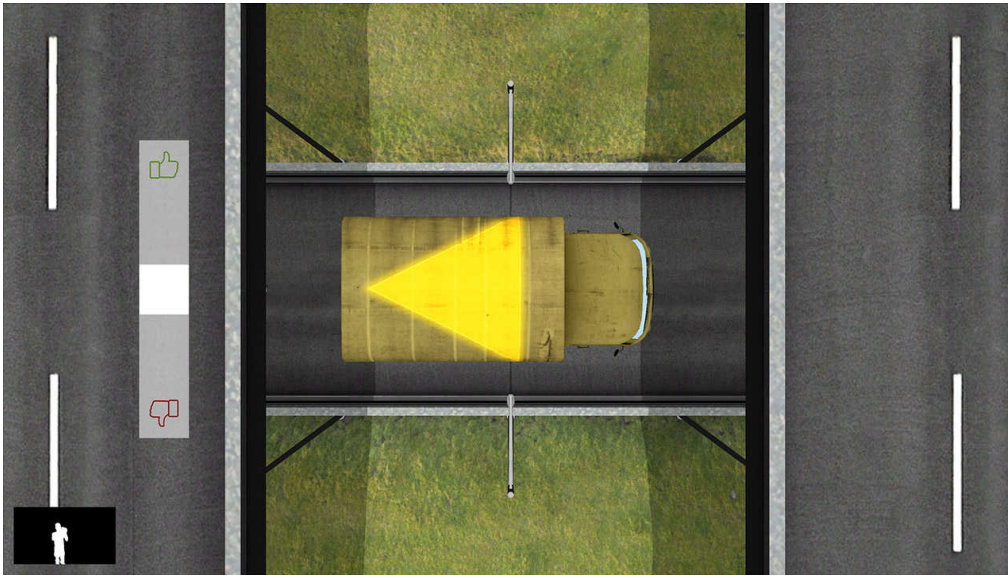
- Logical tasks
- Focusing
- Perceptivity

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



Difficulty	1/3
Treadmill speed	Any
Treadmill elevation	Any
Duration	90s
Range	20% - 80%
Variations	colors



PROBLEM SOLVING

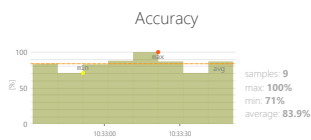
MATH

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

35 point(s)



Problem solving

17%

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Target number range
- Allow negative numbers

OBJECTIVES

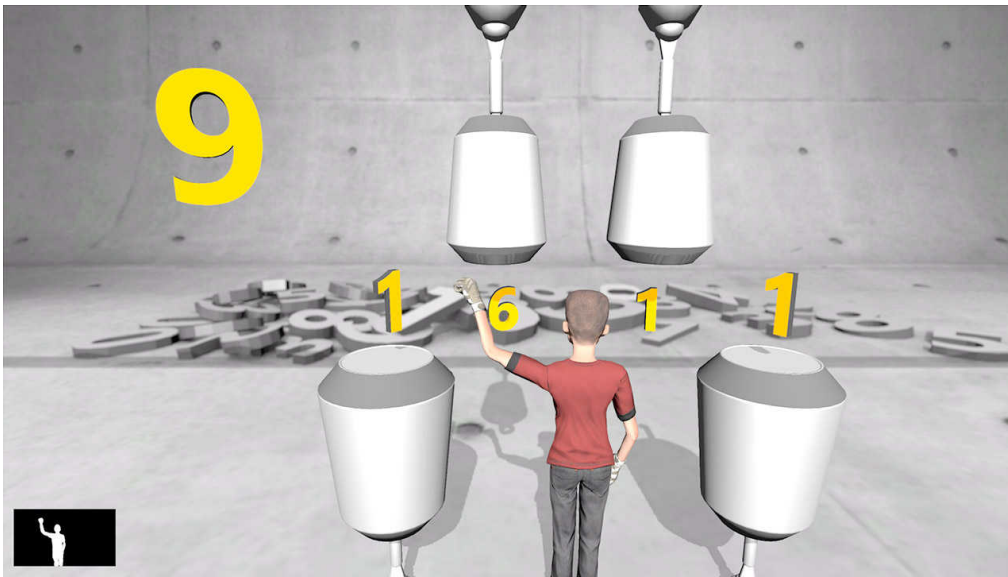
- Logical tasks

INSTRUCTION FOR PATIENT

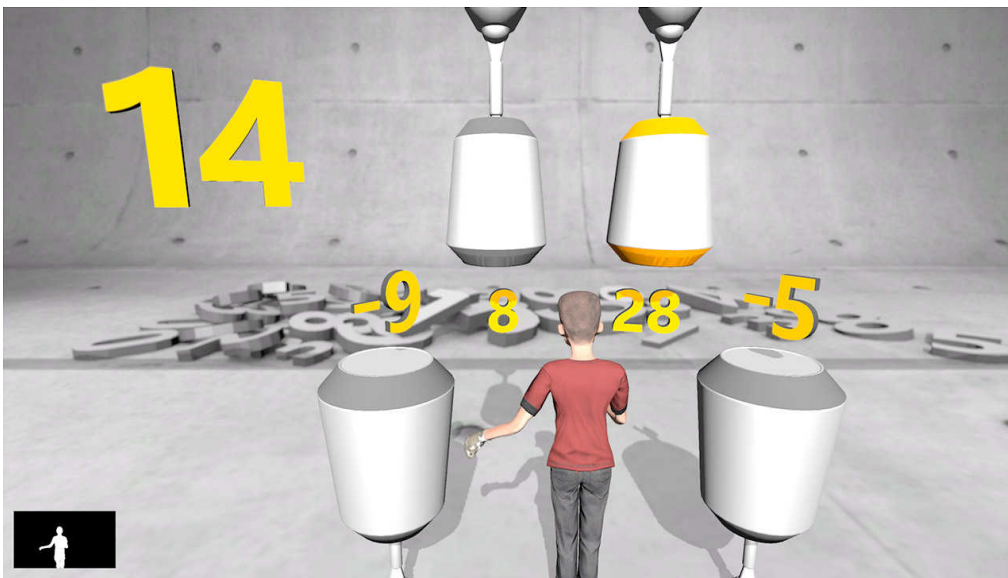
Hit the punching bag to change its state (orange ring means it is active). Make the sum of the numbers above active punching bags to be equal to the number in top left corner.



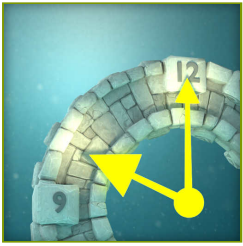
SAMPLE SETTINGS



Difficulty	1/5
Treadmill speed	Any
Treadmill elevation	Any
Duration	30s
Target number range	min 5 max 10
Allow negative numbers	No



Difficulty	5/5
Treadmill speed	Any
Treadmill elevation	Any
Duration	30s
Target number range	min 10 max 20
Allow negative numbers	Yes

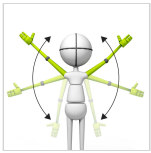


PROBLEM SOLVING

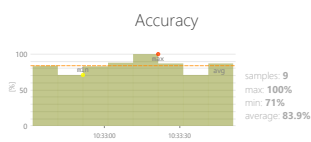
CLOCK

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

35 point(s)



Problem solving

37 %

ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Time to complete action
- Range
- Angle

OBJECTIVES

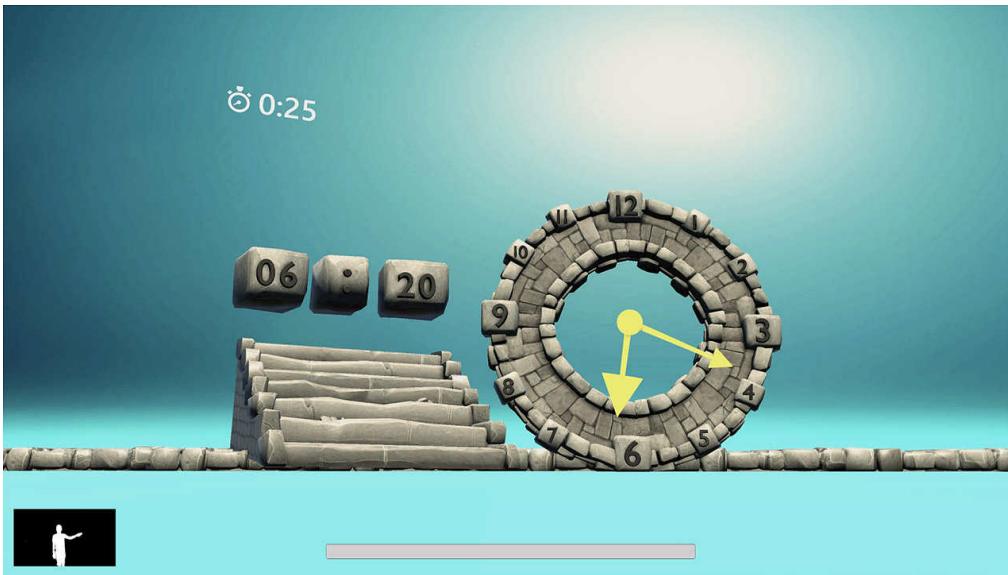
- Speed of decision making
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

Control the arrows to set the time visible on the left clock.



SAMPLE SETTINGS



Treadmill speed < Any >	Treadmill elevation < Any >
Duration < 90s >	Minitask duration < 30s >
Range 20% 80%	Angle 180°
	Angle 180°



PROBLEM SOLVING

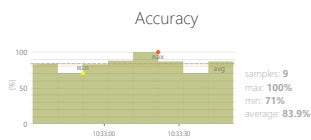
MAZE

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.

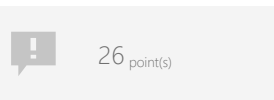
CONTROL MODES



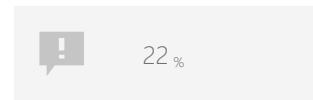
RESULTS



Total points



Problem solving



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation
- Task duration
- Range
- Show path
- Maze size

OBJECTIVES

- Logical tasks
- Planned movements
- Planning and Strategy

INSTRUCTION FOR PATIENT

Lead the hippo through the maze to the glowing target.



PROBLEM SOLVING

MAZE

SAMPLE SETTINGS



Difficulty	1/4
Treadmill speed	Any
Treadmill elevation	Any
Duration	90s
Range	20% ↔ 80%
Show path	No
Maze size	4





SPECIALIZED

BLOOD PRESSURE

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

CONTROL MODES



ADJUSTMENTS

- Treadmill speed
- Treadmill elevation

OBJECTIVES

- Monitor external parameters

INSTRUCTION FOR PATIENT

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