

# BASE PACK FOR VECTIS

2025.1

<b>Hardware requirements</b>	3
What is needed?	3
<b>Therapeutic tasks database</b>	5
Range of motion	5
Speed	6
Movement precision	8
Functional movements	10
Strength	18
Divided attention	19
Memory	21
Problem solving	23
Specialized	23

# 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).

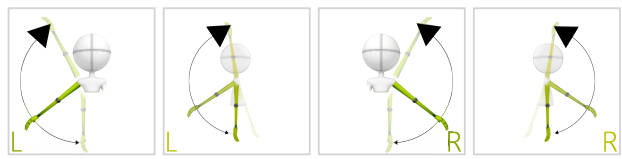


# RANGE OF MOTION

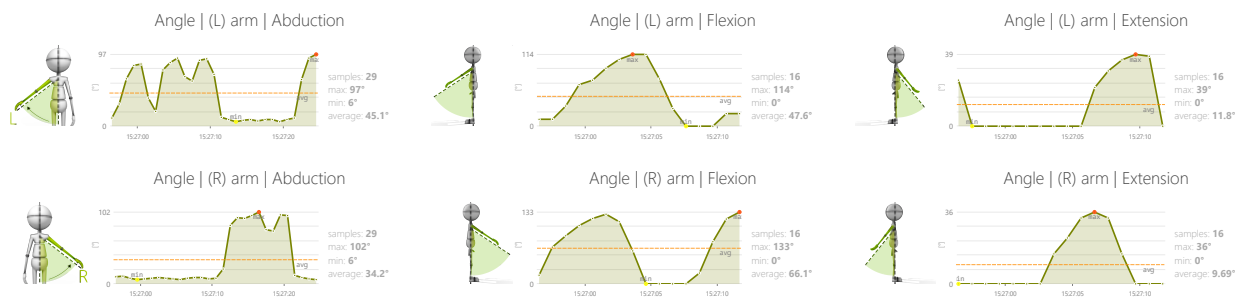
## ANGLES EVALUATION

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

### CONTROL MODES



### RESULTS



### ADJUSTMENTS

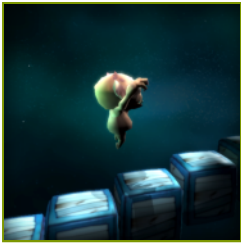
- Time to complete action
- Resistance

### OBJECTIVES

- Range of motion examination

### INSTRUCTION FOR PATIENT

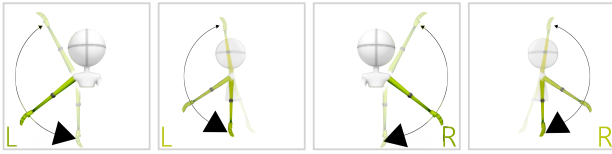
Try to achieve best result



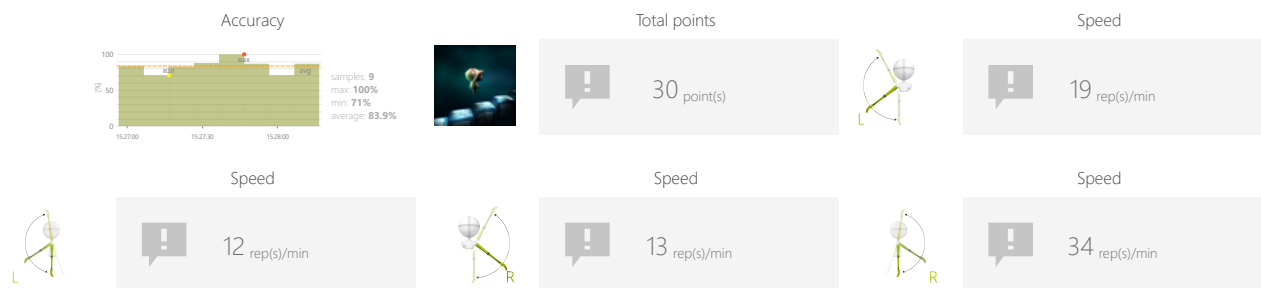
# SPEED STAIRS

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

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

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

## OBJECTIVES

- Dynamics of planned movements

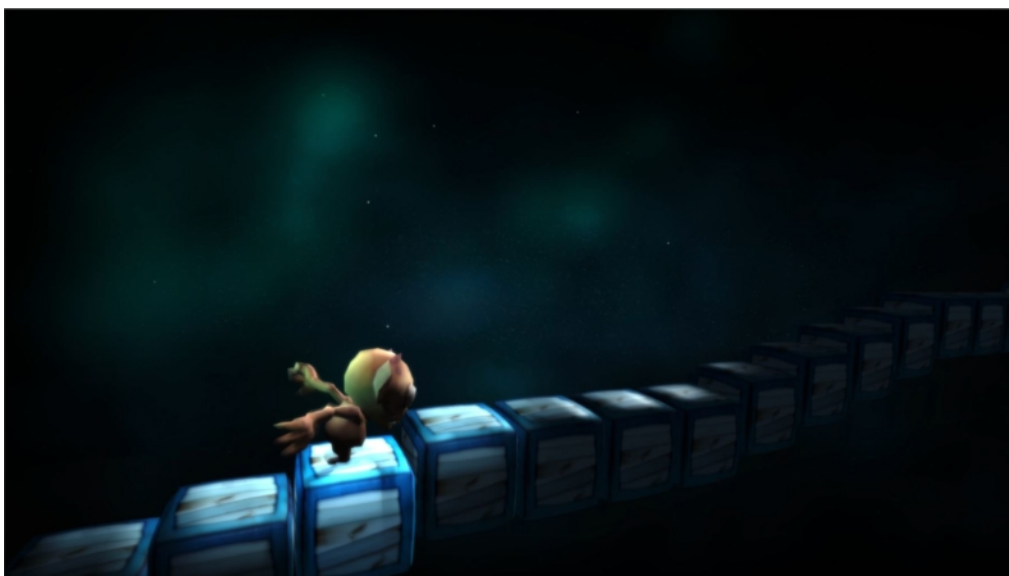
## INSTRUCTION FOR PATIENT

Climb the stairs before they disappear.

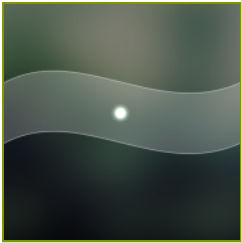


# SPEED STAIRS

## SAMPLE SETTINGS



	Difficulty <b>custom</b>
Direction  < Adduction > 	Duration  < 90s >
Torque range  < min ? > max ? 	Range adjustment 0% ↔ 100% ? ↔ ?
Angle  < 90° > 	Max time per floor  < 15s >
Number of stairs  < 5 >	Pause length  < 3 >
Arm length  < set in runtime > 	

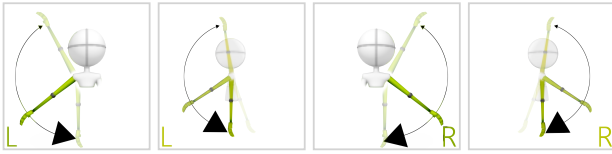


# MOVEMENT PRECISION

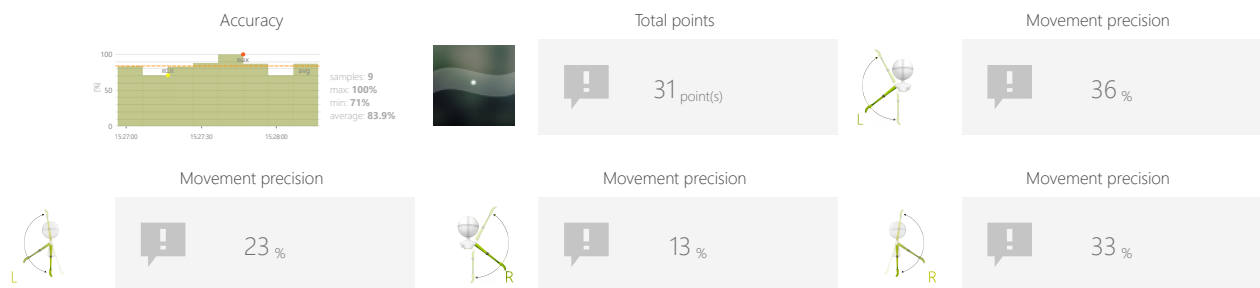
## GRAPH

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
- Resistance

## OBJECTIVES

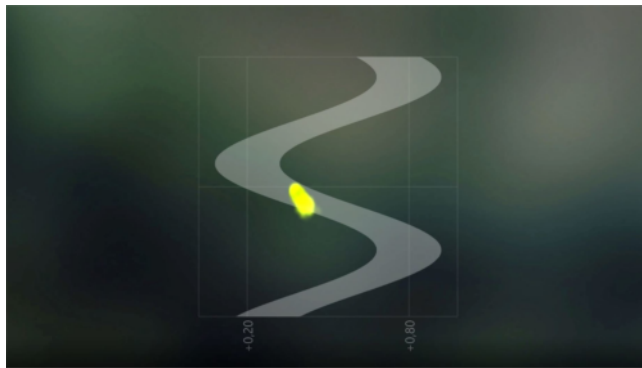
- Movement precision
- Activity in a given rhythm
- Repetitive movements

## INSTRUCTION FOR PATIENT

Try to stay within the borders.



## SAMPLE SETTINGS



Difficulty: 3/3

Graph configuration:  $\pm 4.0s$   $\pm 20\%$

Direction: Adduction

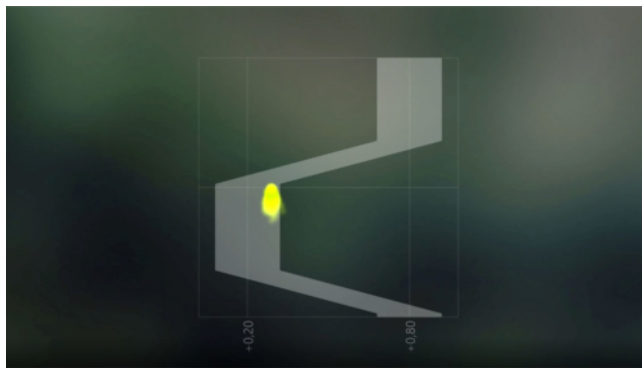
Duration: 30s

Torque range: min ? max ?

Range adjustment: 0%  $\leftrightarrow$  100%

Angle: 90°

Arm length: set in runtime



Difficulty: 1/3

Graph configuration:  $\pm 4.0s$   $\pm 40\%$

Direction: Adduction

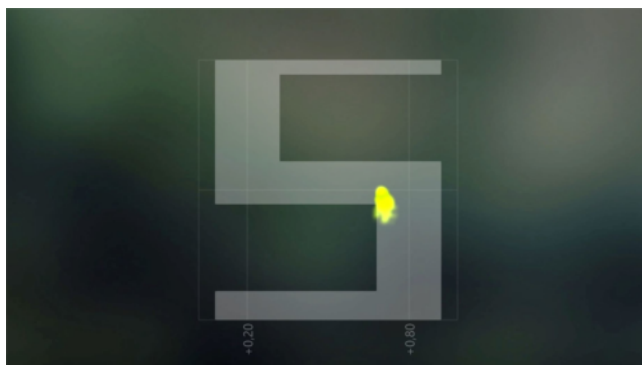
Duration: 90s

Torque range: min ? max ?

Range adjustment: 0%  $\leftrightarrow$  100%

Angle: 90°

Arm length: set in runtime



Difficulty: custom

Graph configuration:  $\pm 20\%$   $\uparrow$  2.0s  $\downarrow$  2.0s  $\nearrow$  1.0s  $\searrow$  1.0s

Direction: Adduction

Duration: 30s

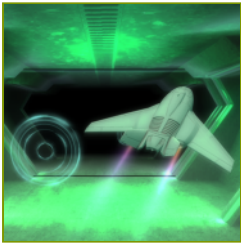
Torque range: min ? max ?

Range adjustment: 0%  $\leftrightarrow$  100%

Angle: 90°

Arm length: set in runtime



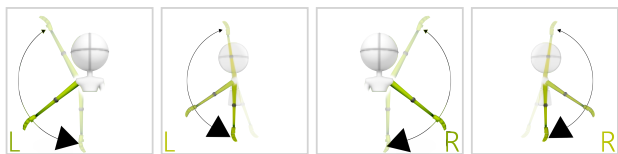


# FUNCTIONAL MOVEMENTS

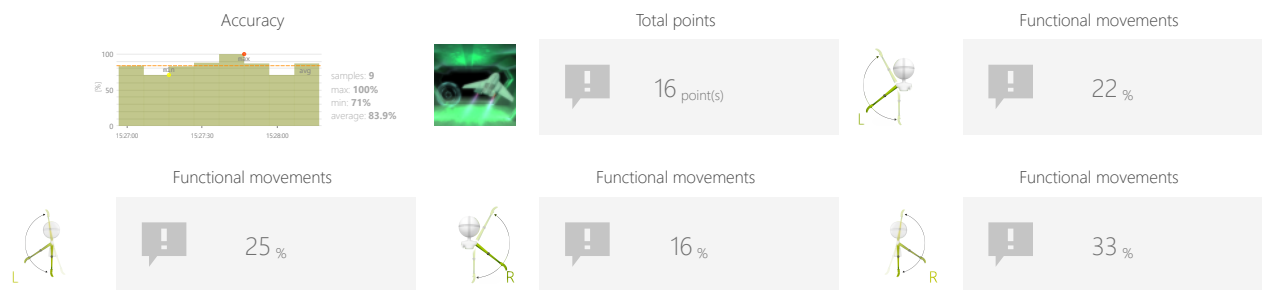
## AIRPLANE

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
- Resistance

## OBJECTIVES

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

## INSTRUCTION FOR PATIENT

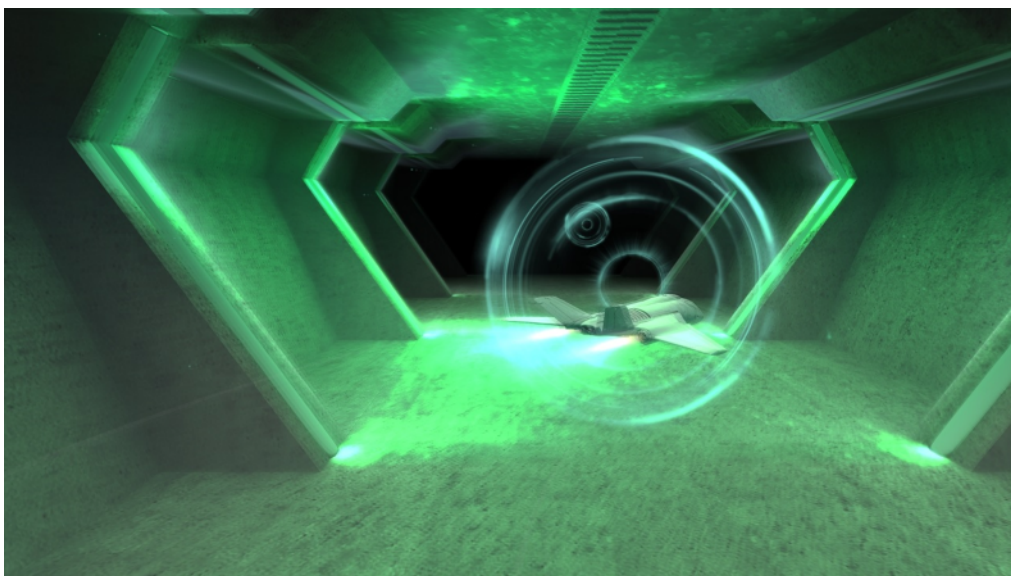
Make the airplane fly through the circles. The closer to the center it flies the more points you get.


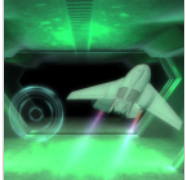


# FUNCTIONAL MOVEMENTS

AIRPLANE

## SAMPLE SETTINGS





◀

Difficulty

▶

2/4

Speed

< 100% >

speed set automatically

Direction

< Adduction >

⚙

Duration

< 90s >

Torque range

< min ? >

max ?

⚙

Range adjustment

0% ↔ 100%

? ↔ ?

Angle

< 90° >

⚙

Arm length

< set in routine >

⚙

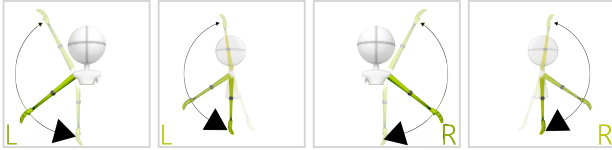


# FUNCTIONAL MOVEMENTS

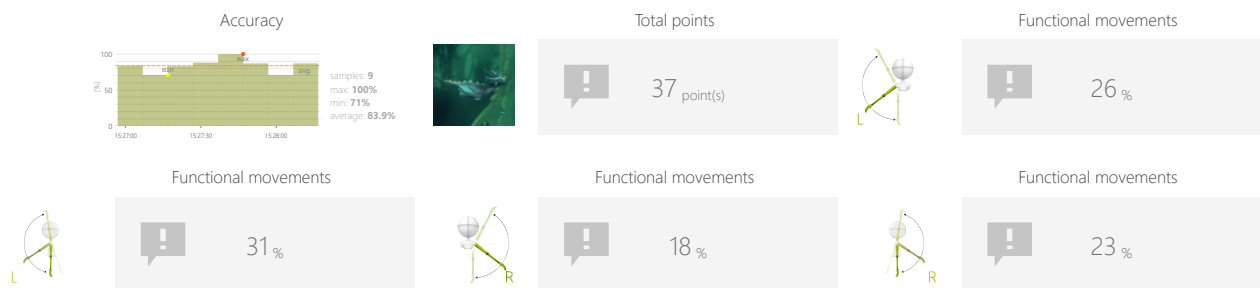
## DRAGON

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
- Coins group size
- Distance between coins
- Gravity force
- Resistance

## 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

Direction

< Adduction >

↺

Duration

< 90s >

Torque range

< min ? >

max ?

↺

Range adjustment

0% ↔ 100%

? ↔ ?

< >

Angle

< 90° >

↺

Coins group size

< 3 >

Arm length

< set in runtime >

↺

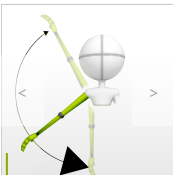
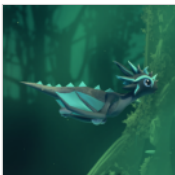
Distance between coins

< 250% >

Gravity force

< 100% >





◀

Difficulty

▶

1/3

Direction

< Adduction >

↺

Duration

< 90s >

Torque range

< min ? >

max ?

↺

Range adjustment

0% ↔ 100%

? ↔ ?

< >

Angle

< 90° >

↺

Coins group size

< 5 >

Arm length

< set in runtime >

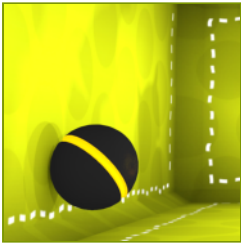
↺

Distance between coins

< 250% >

Gravity force

< 100% >

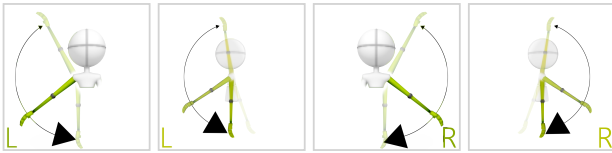


# FUNCTIONAL MOVEMENTS

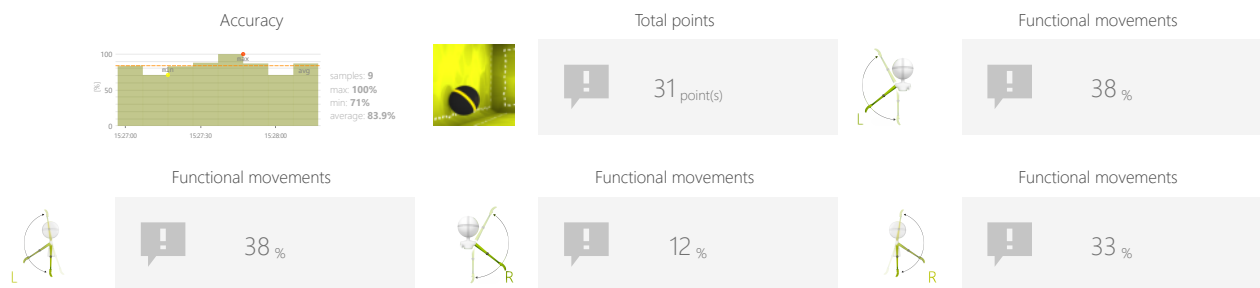
## ARCANOID

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



## ADJUSTMENTS

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

## OBJECTIVES

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

## INSTRUCTION FOR PATIENT

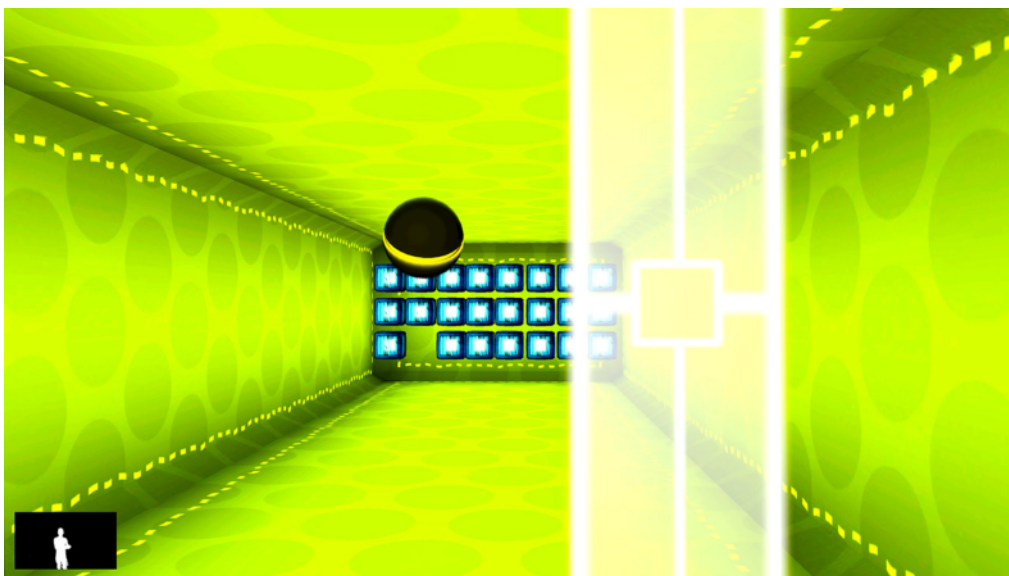
Destroy as many boxes as you can.



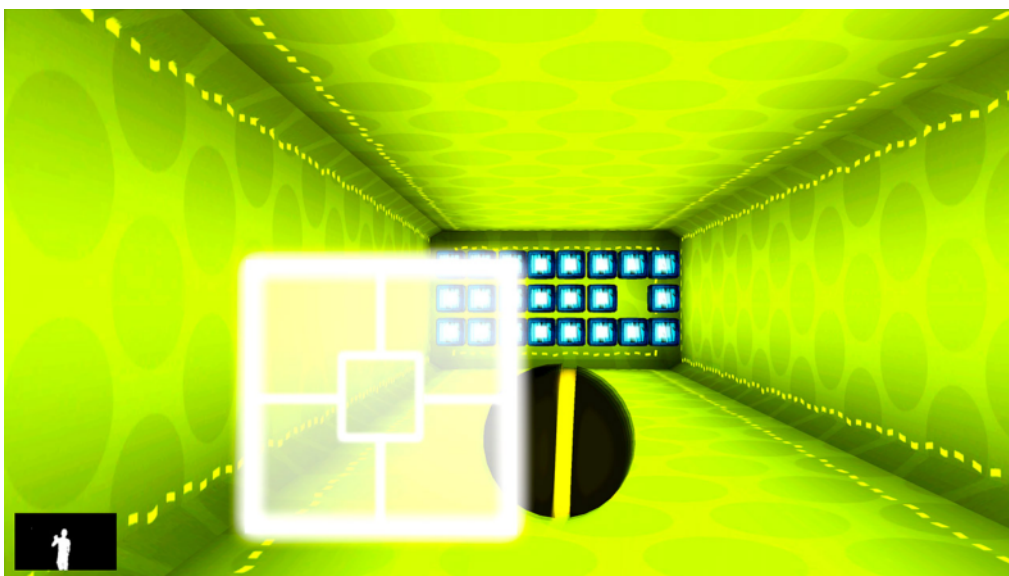
# FUNCTIONAL MOVEMENTS

## ARCANOID

### SAMPLE SETTINGS



Difficulty <b>custom</b>	
Direction < Adduction >	Duration < 90s >
Torque range < min ? > max ?	Range adjustment 0% ↔ 100% ? ↔ ?
Angle < 90° >	Arm length < set in runtime >
Reticle size < 100% >	Speed of objects < 70% >



Difficulty <b>custom</b>	
Direction < Adduction >	Duration < 90s >
Torque range < min ? > max ?	Range adjustment 0% ↔ 100% ? ↔ ?
Angle < 90° >	Arm length < set in runtime >
Reticle size < 75% >	Speed of objects < 70% >



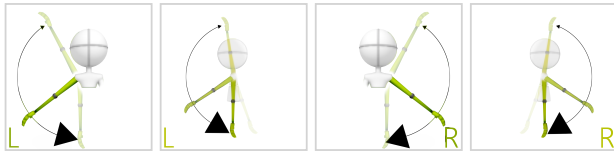


# FUNCTIONAL MOVEMENTS

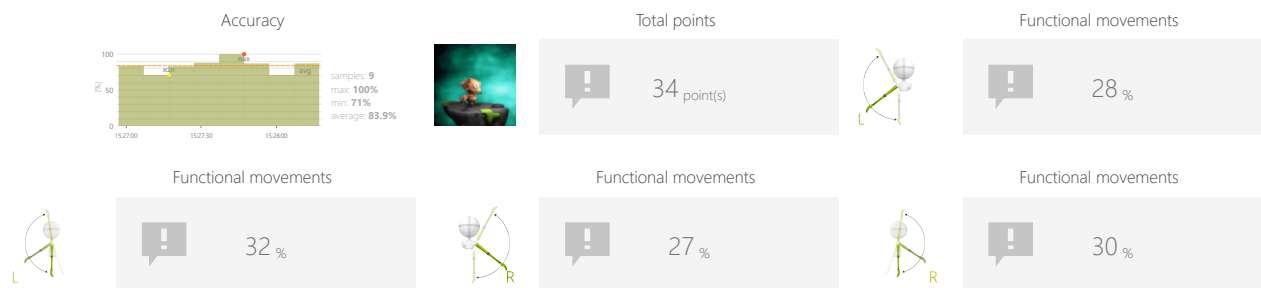
## ROCKET JUMPING

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
- Time between objects
- Bomb format
- Speed of objects
- Resistance

## 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.


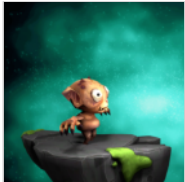


# FUNCTIONAL MOVEMENTS

ROCKET JUMPING

## SAMPLE SETTINGS





◀	Difficulty <b>1/3</b>	▶
Direction < Adduction > ⚙		Duration < 90s >
Torque range < min ? > max ? ⚙		Range adjustment 0% ↔ 100% ? ↔ ?
Angle < 90° > ⚙		Time between objects < 5s >
Bomb format < 1 >		Arm length < set in runtime > ⚙
Speed of objects < 100% >		



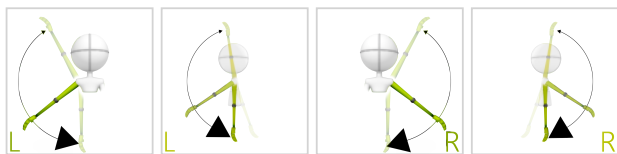


# STRENGTH

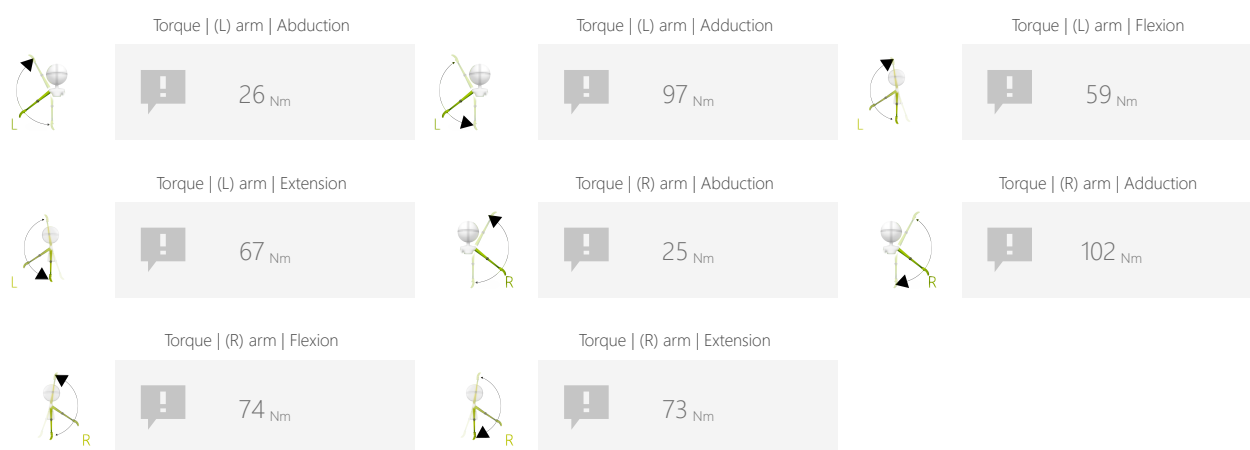
## STRENGTH TEST

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

### CONTROL MODES



### RESULTS

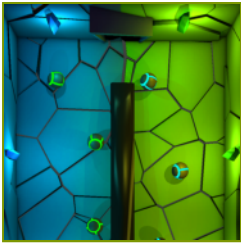


### OBJECTIVES

- Strength examination
- Muscle strengthening

### INSTRUCTION FOR PATIENT

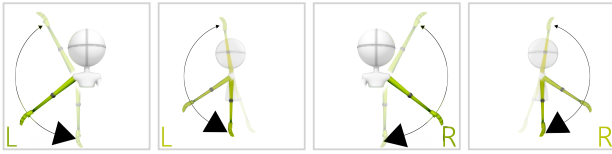
Try to achieve best result



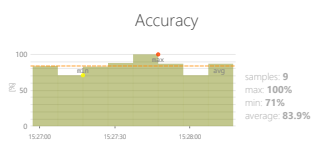
# DIVIDED ATTENTION SORTER

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

31 point(s)

Divided attention

19 %

## ADJUSTMENTS

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

## OBJECTIVES

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

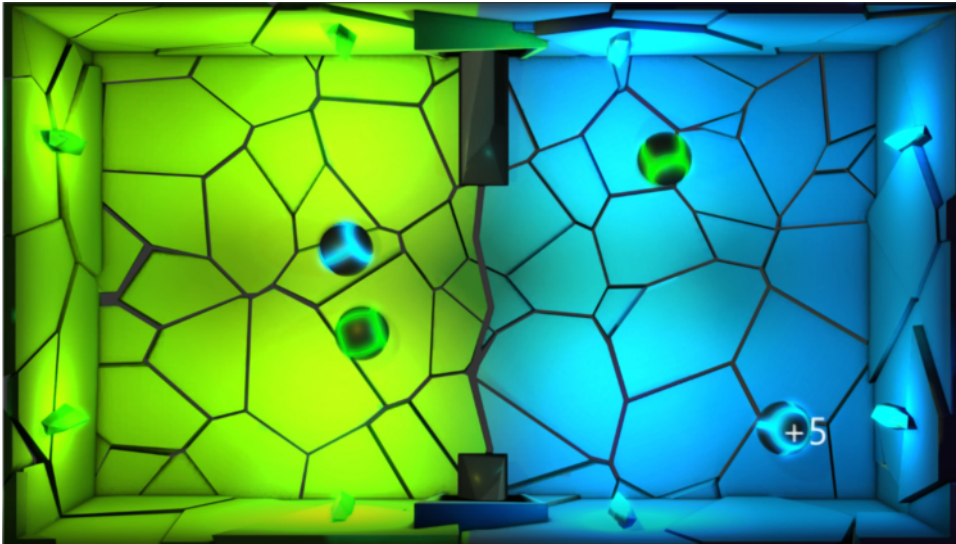
## INSTRUCTION FOR PATIENT


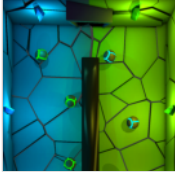
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



# DIVIDED ATTENTION SORTER

## SAMPLE SETTINGS





Difficulty **1/3**

Direction  
< Adduction >

Duration  
90s

Torque range  
< min ? >  
max ?

Range adjustment  
0% ↔ 100%  
? ↔ ?

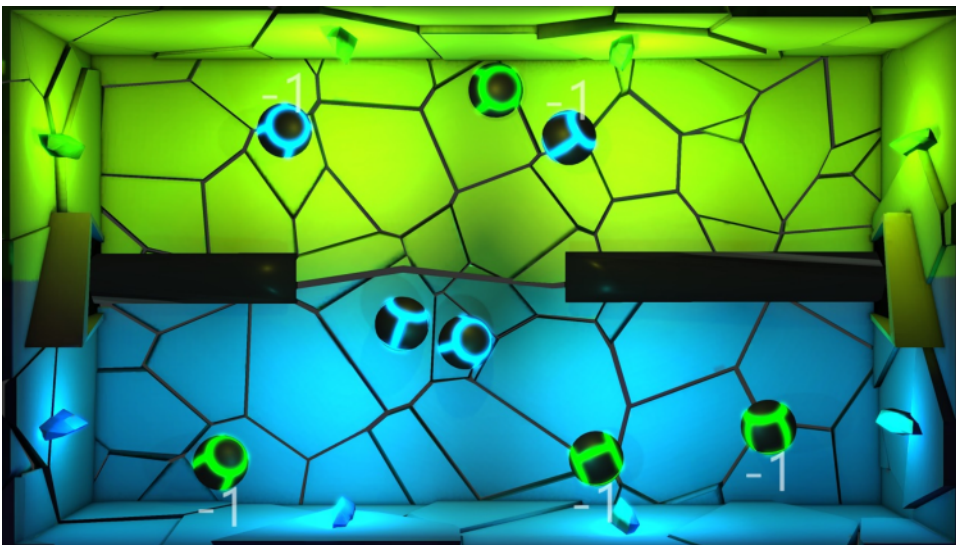
Angle  
90°

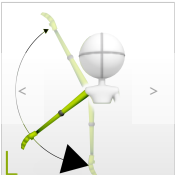
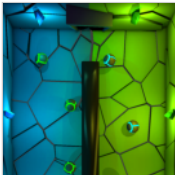
Number of objects  
4

Arm length  
set in runtime

Gap size  
150%

Speed of objects  
100%





Difficulty **custom**

Direction  
< Adduction >

Duration  
90s

Torque range  
< min ? >  
max ?

Range adjustment  
0% ↔ 100%  
? ↔ ?

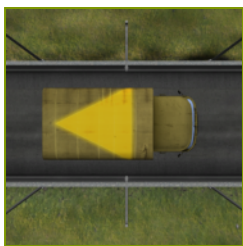
Angle  
90°

Number of objects  
8

Arm length  
set in runtime

Gap size  
150%

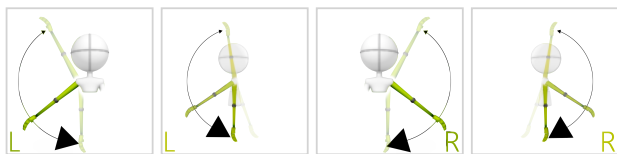
Speed of objects  
100%



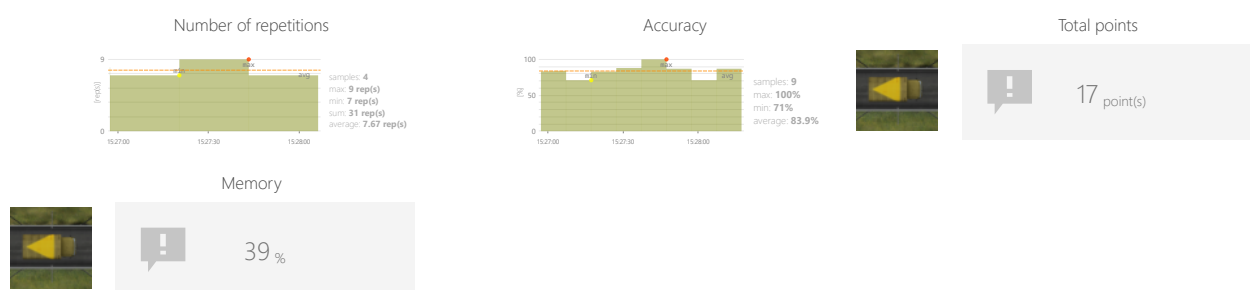
# MEMORY TRUCKS

Measure and train individual's skills to memorize information.

## CONTROL MODES



## RESULTS



## ADJUSTMENTS

- Task duration
- Resistance
- Variations

## OBJECTIVES

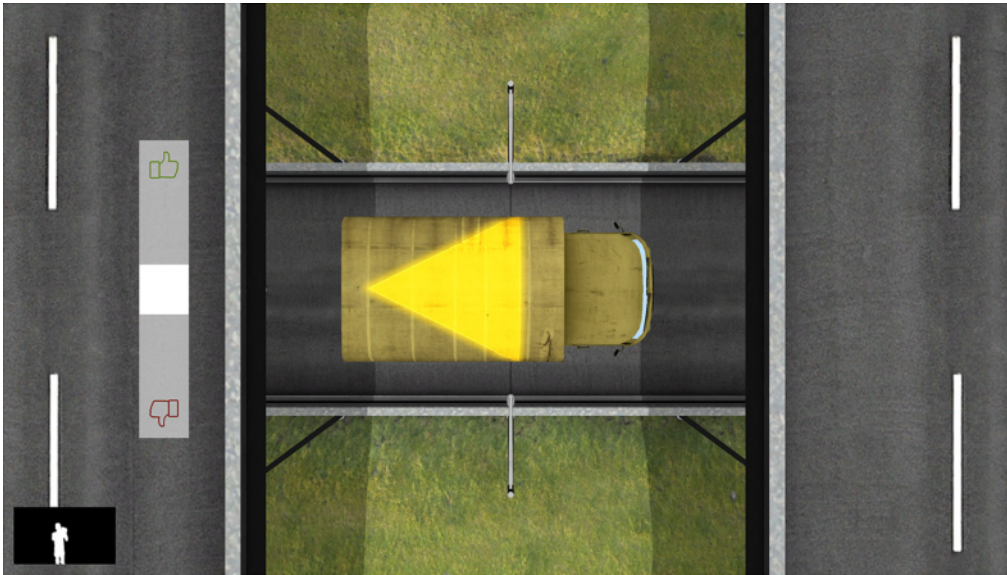
- Logical tasks
- Focusing
- Perceptivity


## 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**

▶

Direction  
< Adduction >  
⚙

Duration  
< 90s >

Torque range  
< min ? >  
max ?  
⚙

Range adjustment  
0% ↔ 100%  
? ↔ ?  
>

Angle  
< 90° >  
⚙

Arm length  
< set in runtime >  
⚙

Variations  
< colors >



# SPECIALIZED

## BLOOD PRESSURE

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

### CONTROL MODES



### ADJUSTMENTS

- Resistance

### OBJECTIVES

- Monitor external parameters

### INSTRUCTION FOR PATIENT

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