

BASE PACK FOR VECTIS MINI

2025.1

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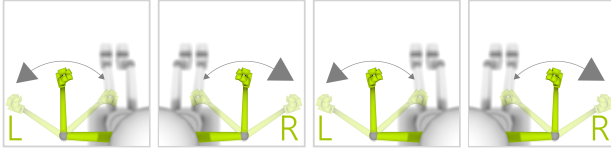


RANGE OF MOTION

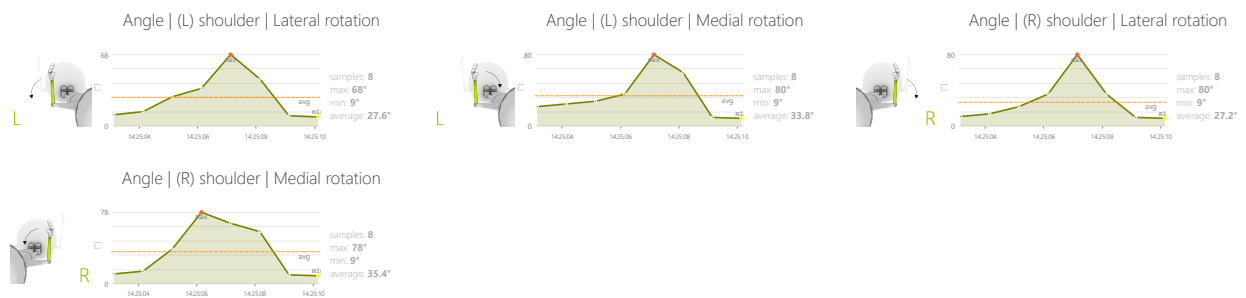
ANGLES EVALUATION

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

CONTROL MODES



RESULTS

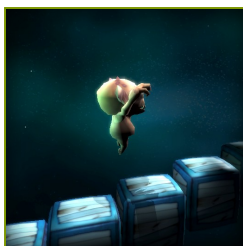


OBJECTIVES

- Range of motion examination

INSTRUCTION FOR PATIENT

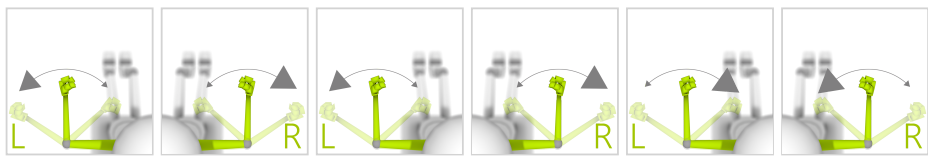
Try to achieve best result



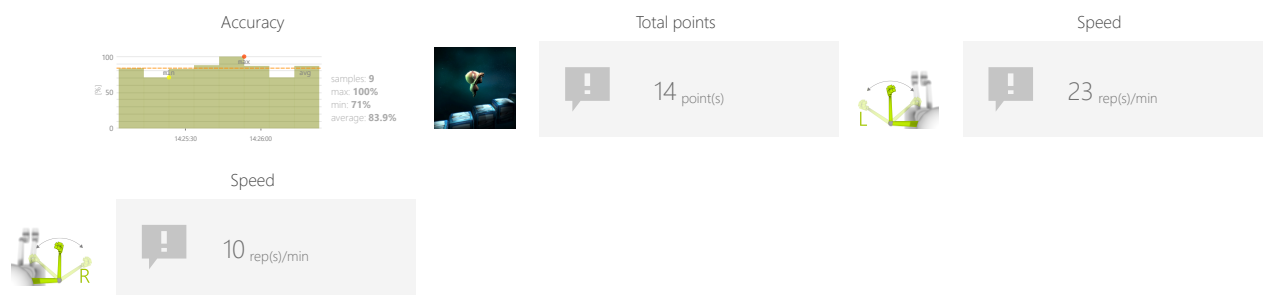
SPEED STAIRS

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

CONTROL MODES



RESULTS



ADJUSTMENTS

- Direction
- Task duration
- Torque range
- Range adjustment
- Angle
- Max time per floor
- Number of stairs
- Pause length

OBJECTIVES

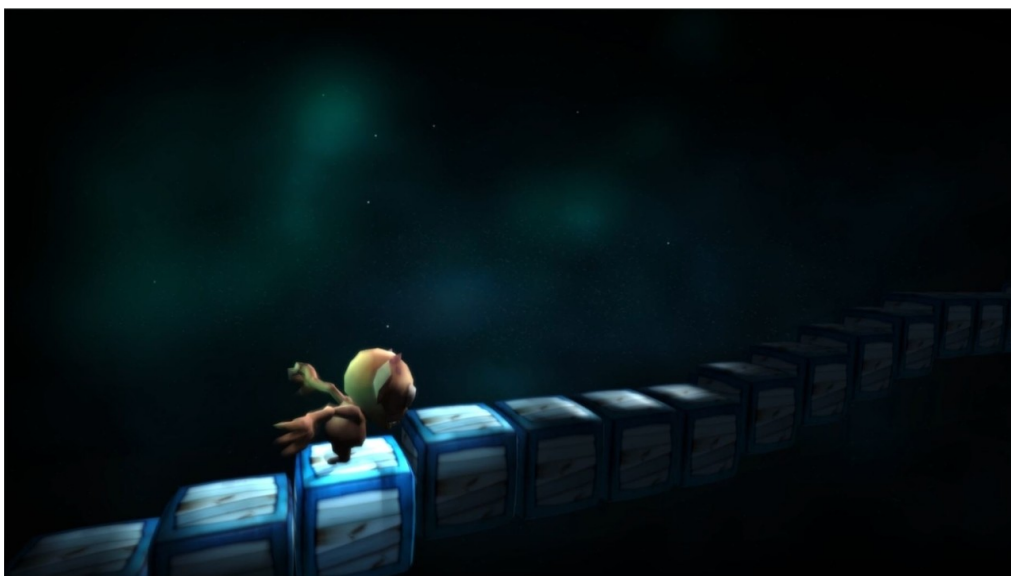
- Jumping
- Knees lifting
- Dynamics of planned movements

INSTRUCTION FOR PATIENT

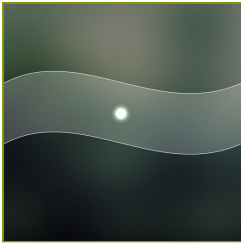
Climb the stairs before they disappear.



SAMPLE SETTINGS



◀	Difficulty custom	▶
Duration 90s		Angular range start ? end ?
Range adjustment 0% ↔ 100% ? ↔ ?		Max time per floor 15s
		Number of stairs 5
Pause length 3		Resistance rubber 1

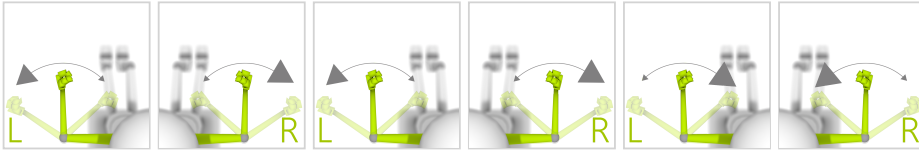


MOVEMENT PRECISION

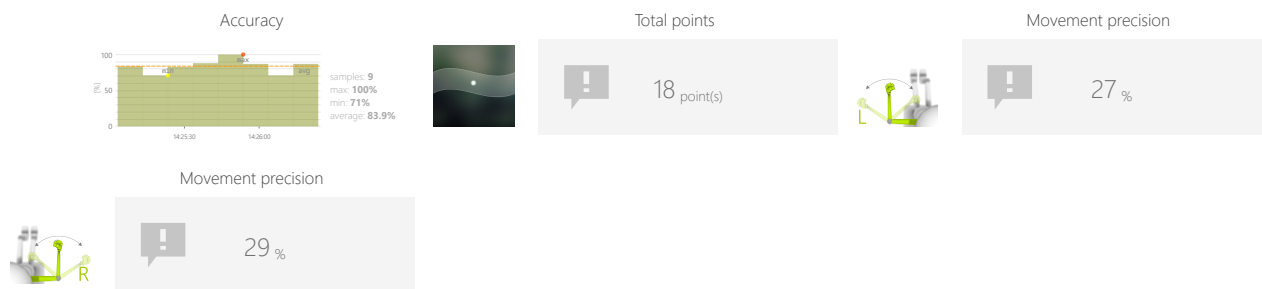
GRAPH

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.)
- Direction
- Task duration
- Torque range
- Range adjustment
- Angle

OBJECTIVES

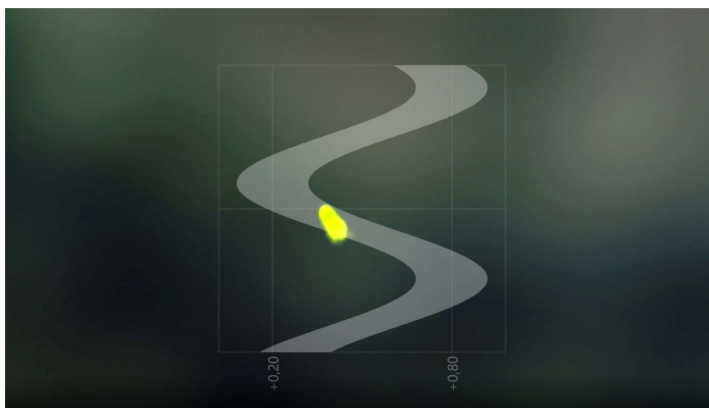
- Movement precision
- Activity in a given rhythm
- Repetitive movements
- Hands raising


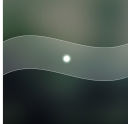
INSTRUCTION FOR PATIENT

Try to stay within the borders.

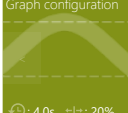


SAMPLE SETTINGS






Difficulty **3/3**

Graph configuration


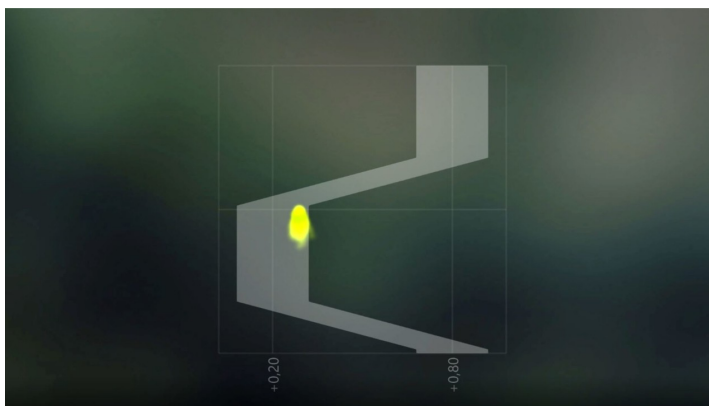
⌚: 4.0s +/-: 20%


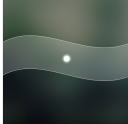
Duration
30s

Angular range

start ? end ?

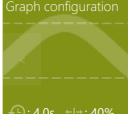
Range adjustment
0% ↔ 100%
? ↔ ?

Resistance rubber
1






Difficulty **1/3**

Graph configuration


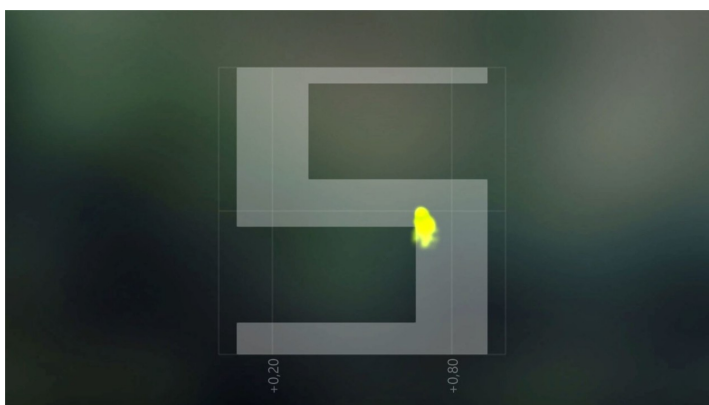
⌚: 4.0s +/-: 40%


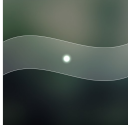
Duration
90s

Angular range

start ? end ?

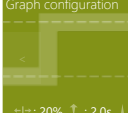
Range adjustment
0% ↔ 100%
? ↔ ?

Resistance rubber
1






Difficulty **custom**

Graph configuration


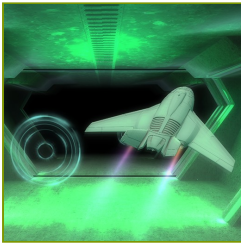
+/-: 20% ↑ : 2.0s ↓ : 2.0s ↗ : 1.0s ↘ : 1.0s

Duration
30s

Angular range

start ? end ?

Range adjustment
0% ↔ 100%
? ↔ ?

Resistance rubber
1

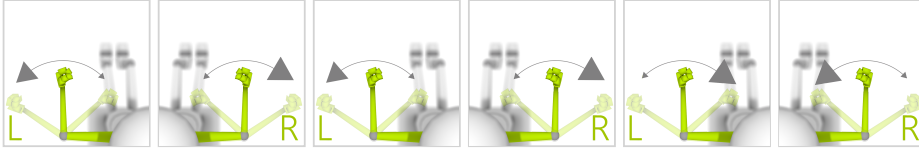


FUNCTIONAL MOVEMENTS

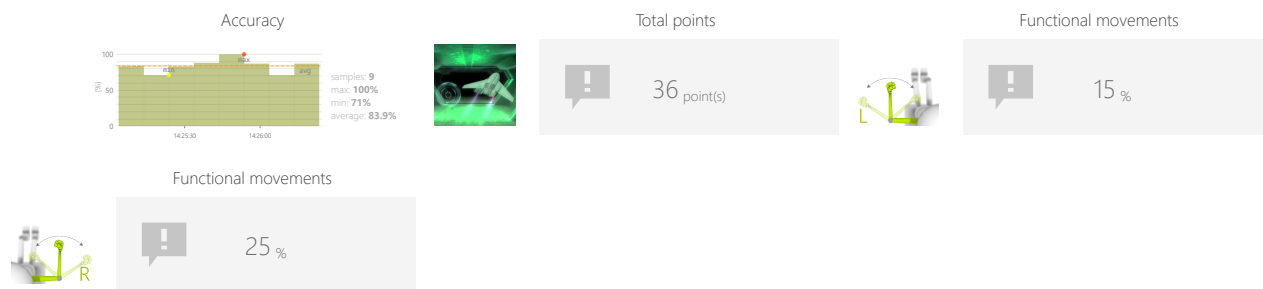
AIRPLANE

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
- Direction
- Task duration
- Torque range
- Range adjustment
- Angle

OBJECTIVES

- Focusing
- Perceptivity
- Movement precision
- Predicting the trajectory of objects in 3D space
- Balance and equilibrium training

INSTRUCTION FOR PATIENT

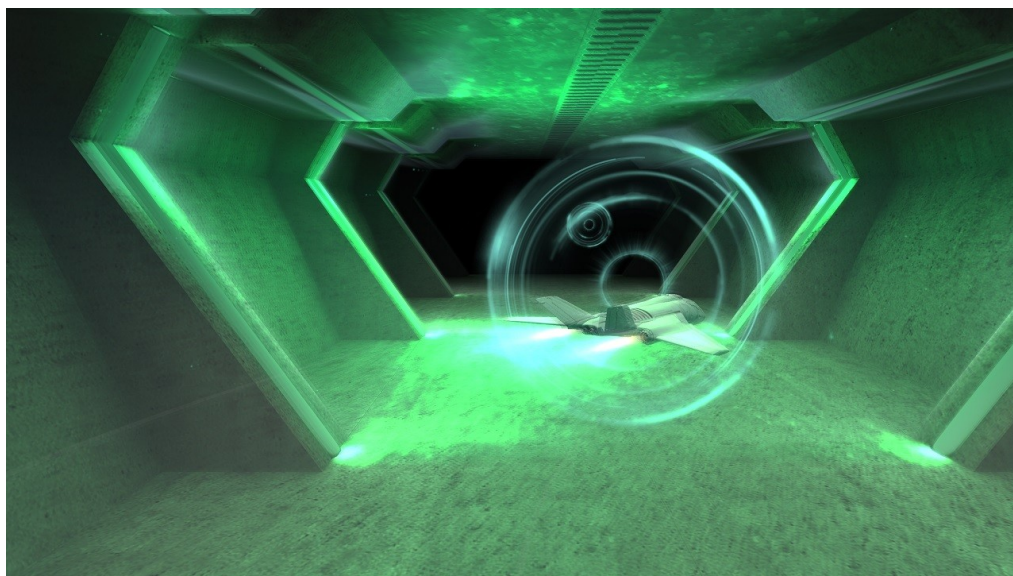
Make the airplane fly through the circles. The closer to the center it flies the more points you get.


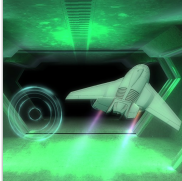


FUNCTIONAL MOVEMENTS

AIRPLANE

SAMPLE SETTINGS





◀

Difficulty
2/4

▶

Speed


< 100% >


speed set automatically

Duration

< 90s >

Angular range

<  >


start ? end ? 

Range adjustment

0% ↔ 100%
? ↔ ?

< >

Resistance rubber

< 1 

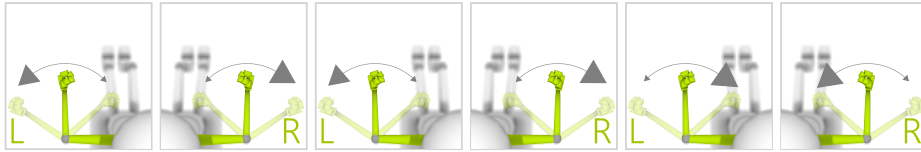


FUNCTIONAL MOVEMENTS

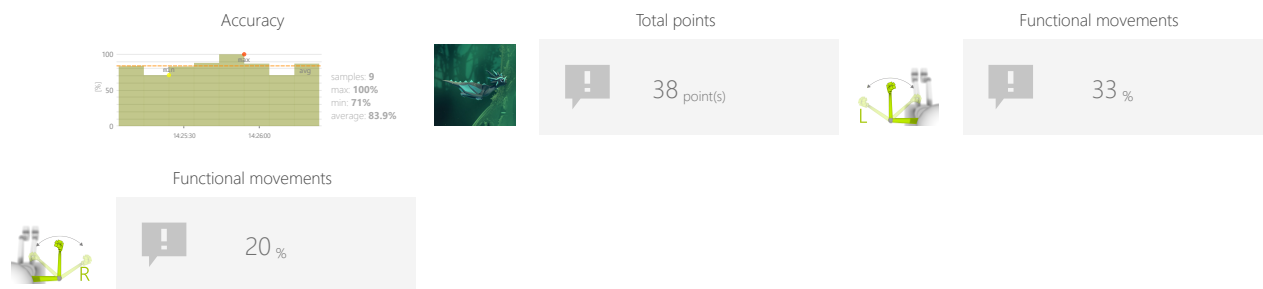
DRAGON

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

- Direction
- Task duration
- Torque range
- Range adjustment
- Angle
- Coins group size
- Distance between coins
- Gravity force

OBJECTIVES

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

INSTRUCTION FOR PATIENT

Fly and collect the coins.



FUNCTIONAL MOVEMENTS

DRAGON

SAMPLE SETTINGS



◀	Difficulty custom	▶
Duration 90s		Angular range start ? end ?
Range adjustment 0% ↔ 100% ? ↔ ?		Coins group size 3
		Distance between coins 250%
Gravity force 100%		Resistance rubber 1



◀	Difficulty 1/3	▶
Duration 90s		Angular range start ? end ?
Range adjustment 0% ↔ 100% ? ↔ ?		Coins group size 5
		Distance between coins 250%
Gravity force 100%		Resistance rubber 1

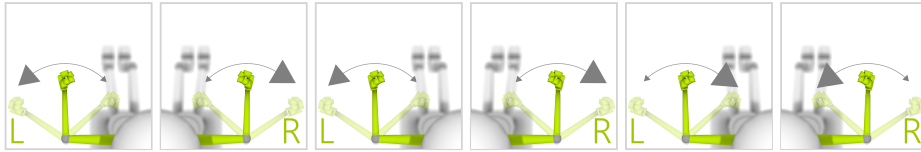


FUNCTIONAL MOVEMENTS

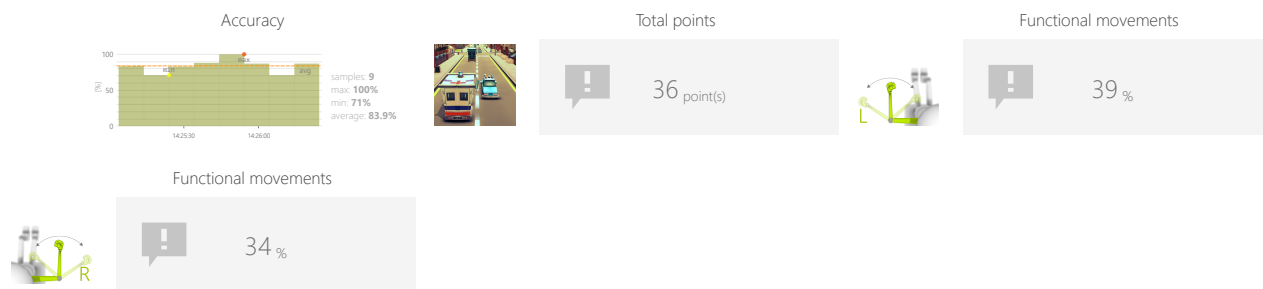
AMBULANCE

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



ADJUSTMENTS

- Speed
- Direction
- Task duration
- Torque range
- Range adjustment
- Angle
- Distance between cars

OBJECTIVES

- Balance and equilibrium training
- 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

< 30s >

Angular range

<  >

start ? end ? 

Range adjustment


0% ↔ 100%

? ↔ ?



Distance between cars

< 50% >

Resistance rubber

< 1  >





◀

Difficulty

▶

custom

Speed


< 50% >


speed set automatically

Duration

< 30s >

Angular range

<  >

start ? end ? 

Range adjustment


0% ↔ 100%

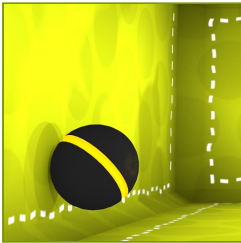
? ↔ ?

Distance between cars

< 200% >

Resistance rubber

< 1  >

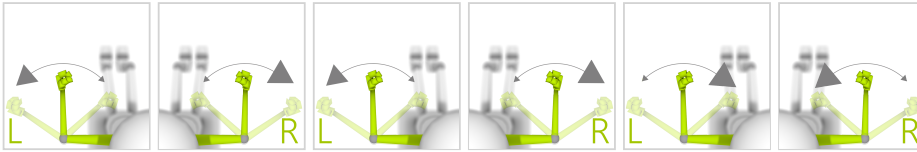


FUNCTIONAL MOVEMENTS

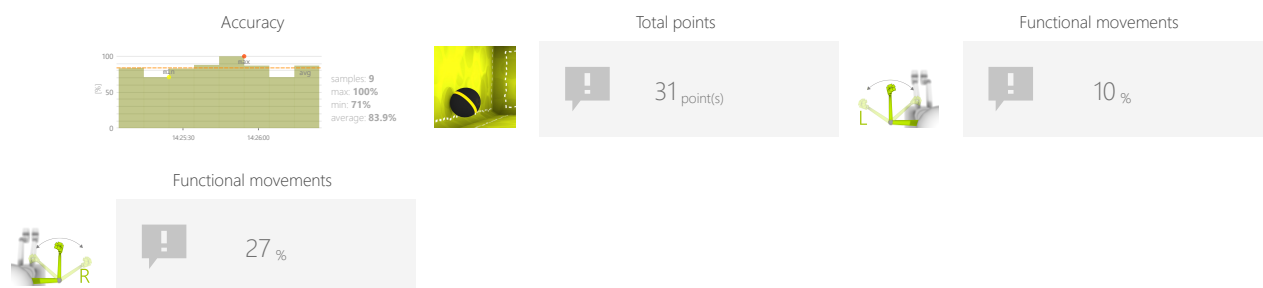
ARCANOID

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

- Direction
- Task duration
- Torque range
- Range adjustment
- Angle
- Reticle size
- Speed of objects

OBJECTIVES

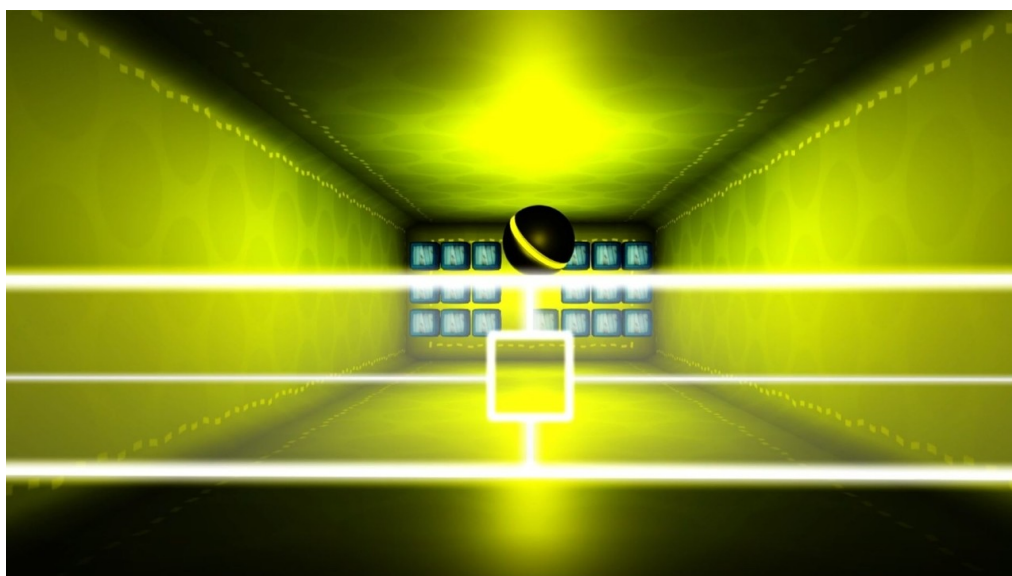
- Dynamics of planned movements
- Predicting the trajectory of objects in 3D space
- Visual motor coordination


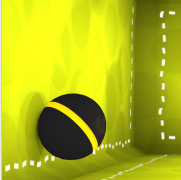
INSTRUCTION FOR PATIENT

Destroy as many boxes as you can.



SAMPLE SETTINGS





◀

Difficulty

▶

custom

Duration

< 90s >

Angular range

< start ? end ? >

Range adjustment

0% ↔ 100%
? ↔ ?

Reticle size

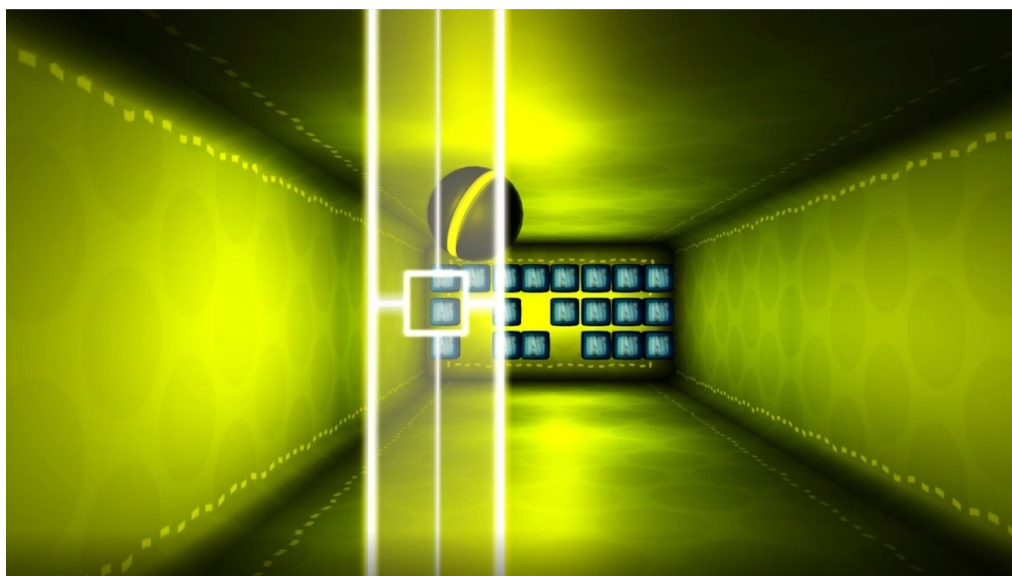
< 100% >


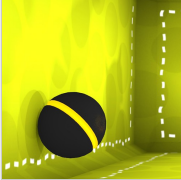
Speed of objects

< 70% >

Resistance rubber

< 1 >





◀

Difficulty

▶

custom

Duration

< 90s >

Angular range

< start ? end ? >

Range adjustment

0% ↔ 100%
? ↔ ?

Reticle size

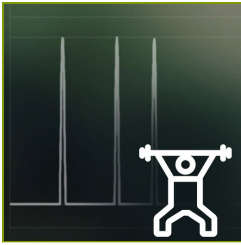
< 75% >

Speed of objects

< 70% >

Resistance rubber

< 1 >

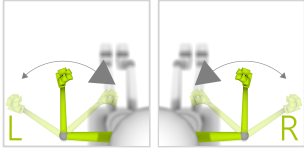


STRENGTH

STRENGTH TEST

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

CONTROL MODES



ADJUSTMENTS

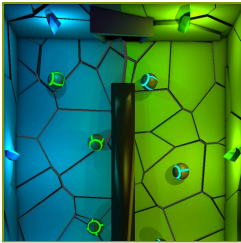
- Direction
- Torque range
- Time to complete action
- Angle

OBJECTIVES

- Strength examination
- Muscle strengthening

INSTRUCTION FOR PATIENT

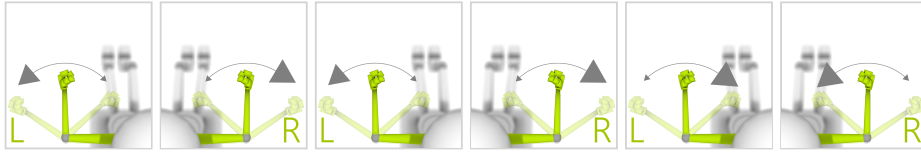
Try to achieve best result



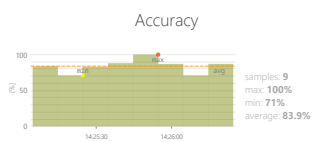
DIVIDED ATTENTION SORTER

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

36 point(s)



Divided attention

39 %

ADJUSTMENTS

- Direction
- Task duration
- Torque range
- Range adjustment
- Angle
- Number of objects
- Gap size
- Speed of objects

OBJECTIVES

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

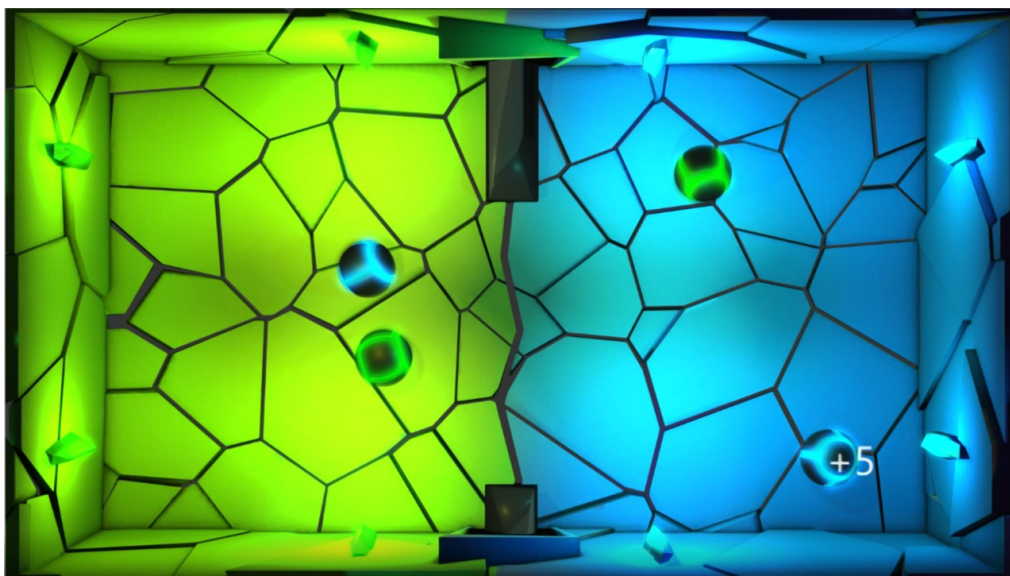
INSTRUCTION FOR PATIENT


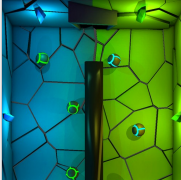
Pass or block the balls so that the blue balls are on the blue side and the green balls are on the green side of the screen.



DIVIDED ATTENTION SORTER

SAMPLE SETTINGS







◀

Difficulty
1/3

▶

Duration
30s


Angular range

start ? end ? 

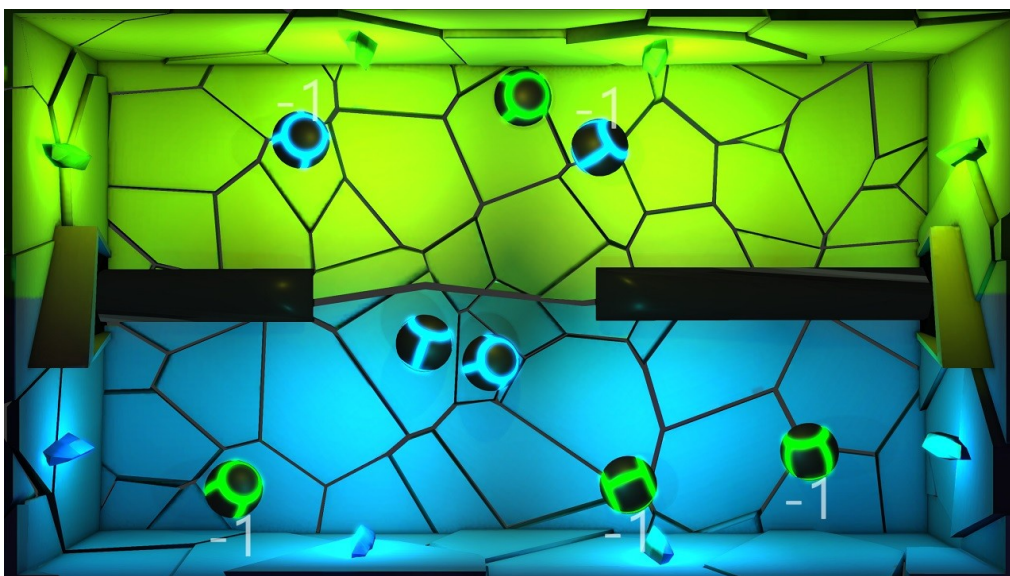
Range adjustment
0% ↔ 100%
? ↔ ?


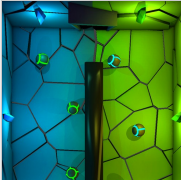
Number of objects
< 4

Gap size
< 150%

Speed of objects
< 100%

Resistance rubber
< 1 







◀

Difficulty
1/3

▶

Duration
30s


Angular range

start ? end ? 

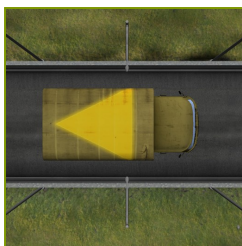
Range adjustment
0% ↔ 100%
? ↔ ?

Number of objects
< 4

Gap size
< 150%

Speed of objects
< 100%

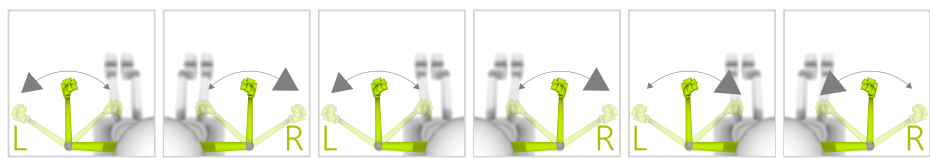
Resistance rubber
< 1 



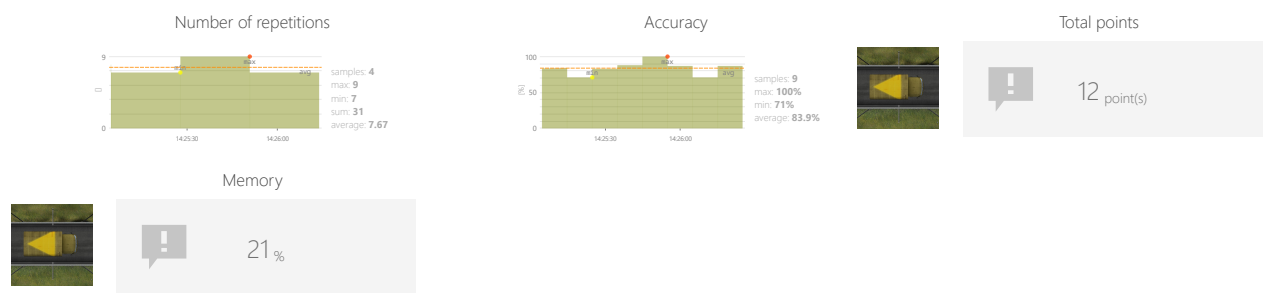
MEMORY TRUCKS

Measure and train individual's skills to memorize information.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Direction
- Task duration
- Torque range
- Range adjustment
- Angle
- Variations

OBJECTIVES

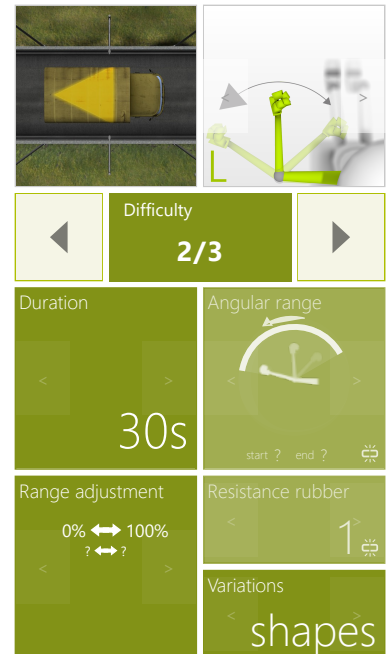
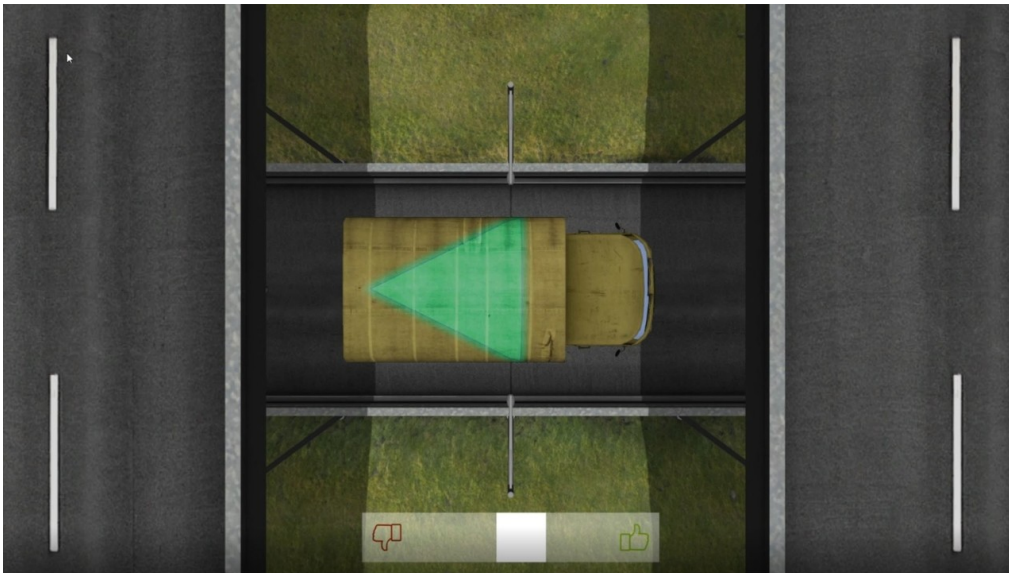
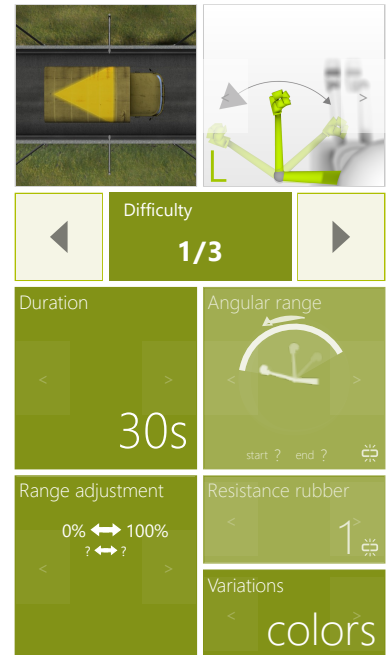
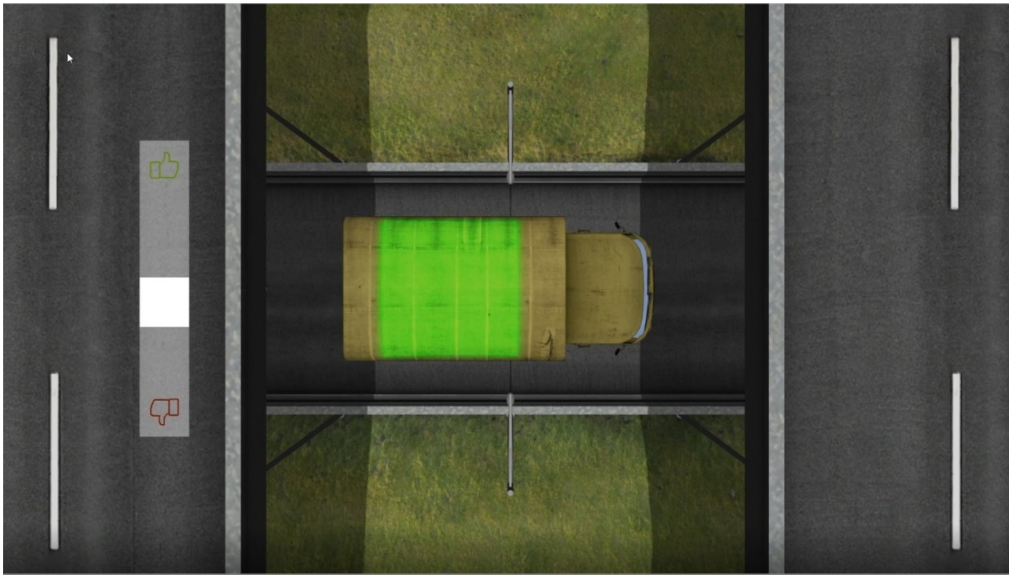
- Logical tasks
- Focusing
- Perceptivity

INSTRUCTION FOR PATIENT

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



SAMPLE SETTINGS



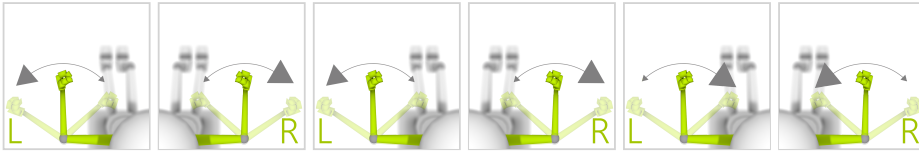


PROBLEM SOLVING

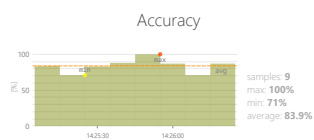
CLONES

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

CONTROL MODES



RESULTS



Total points

17 point(s)



Problem solving

10 %

ADJUSTMENTS

- Direction
- Task duration
- Torque range
- Time to complete action
- Range adjustment
- Angle
- Number of pairs

OBJECTIVES

- Perceptivity
- Visual motor coordination
- Logical tasks

INSTRUCTION FOR PATIENT

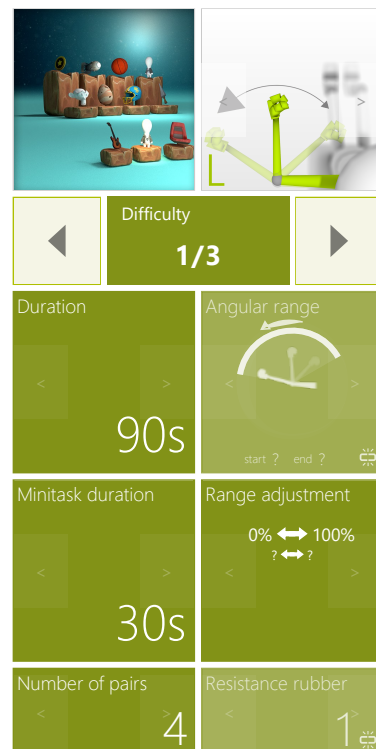
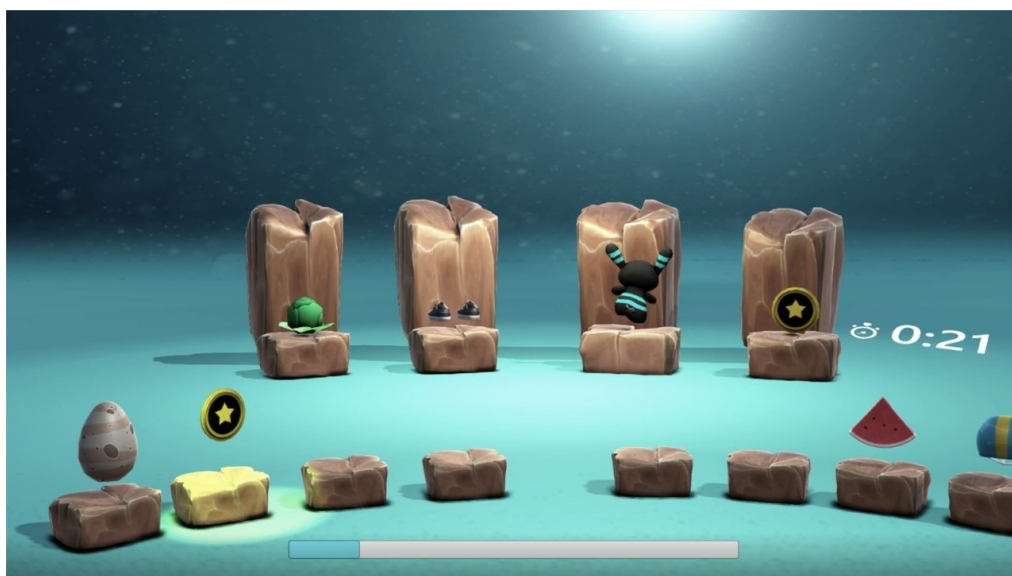
Select the item which has a pair on the screen.



PROBLEM SOLVING

CLONES

SAMPLE SETTINGS

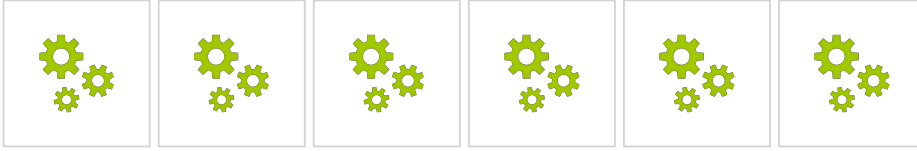




SPECIALIZED BLOOD PRESSURE

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

CONTROL MODES



ADJUSTMENTS

- Direction
- Torque range
- Range adjustment
- Angle

OBJECTIVES

- Monitor external parameters

INSTRUCTION FOR PATIENT

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