HTS2

HTS2 - Online VT

Jump Random Doctor Manual

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Jump Random

Jump Duction Random is the final polishing procedure designed to maximize fusional sustaining ability.

Jump Ductions Random is more demanding than Jump Ductions as the demands do not build up gradually as in the Step Jump Ductions, therefore there is no predictability. The program will present alternative BI and BO random vergence demands within the default limits of 8 diopters Divergence and 24 diopters Convergence. If the patient is unable to respond correctly at the default level, the limits may be reduced. Always work at a level at which a patient can succeed.

When in the default Daily Therapy Protocol, Jump Random will run for 7 minutes each session.

Jump Random requires Jump Ductions to be completed first.

TODAY'S ASSIGNMENT	MIN.
Jump Random	07:00

If all of the Stars have been earned for Jump Random and you wish your patient to continue Jump Random, you may place the Exercise in Maintenance Mode. A Exercise in Maintenance Mode will always be displayed in the patients Daily Therapy Protocol until removed from Maintenance. Maintenance Mode may be accessed by Clicking Existing Patients from the Navigation bar and selecting a patient from the list to modify their programming.

✓ **Maintenance On**

When using RDS targets, your patient will select an Exercise Type, either Classic, Clicker, or Spaceship.

Choose Mode

| Classic | Clicker | Spaceship |

Patients who cannot appreciate a RDS may be assigned Flat Fusion targets. The patient may select the Flat Fusion target to use.

Important Note: When treating a strabismic patient who does not appreciate stereopsis with a RDS, one must make sure that the patient can achieve NRC (normal retinal correspondence) fusion before using second degree targets to enhance fusion. This can be done with a cover test to make sure that there is no unilateral movement of the eyes while fusing a second degree target. By doing this one can avoid the rare, potential complication of intractable diplopia.

Choose Image

The patient will start the Exercise by Clicking on "Begin" button.

Begin

If using Clicker or Spaceship modes, the patient may select the soundset they desire.

**Select a soundset from the choices below.**

| 1 | 2 | 3 | 4 |

While running Jump Random

Classic Mode

The task is, using the arrow keys on the keyboard, to respond to the position of the small square that is popping out of the screen.

The small square will appear either left, right, above, or below the center of the screen.

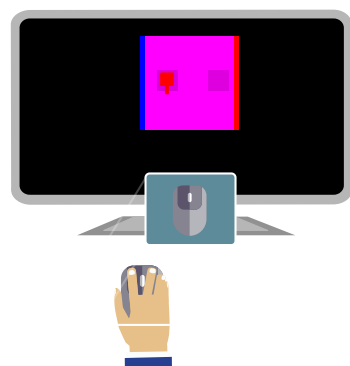Correct responses will be denoted by a BEEP tone. Incorrect responses will be denoted by a BOOP tone.
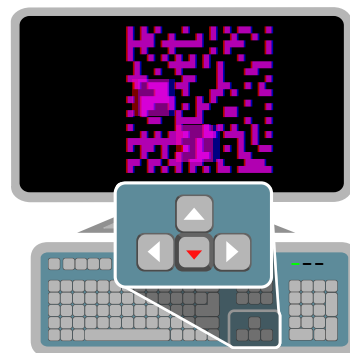
Clicker Mode

A small square that pops out of the screen will appear in a random location within the larger square.

The task is to locate the small 3D square in the large square, then move the mallet to respond. Move the mallet by moving the mouse in the direction the mallet needs to go, then Left click on the mouse to respond.

Responses will be denoted by a correct and incorrect sounds based on the soundset selected.

Spaceship Mode

A small square that pops out of the screen will appear at the top of the large square and will progressively drop towards the bottom.

The task is, using the mouse, to move the spaceship in line with the falling square, then shoot it by clicking the left mouse button.

Responses will be denoted by a correct and incorrect sounds based on the soundset selected.
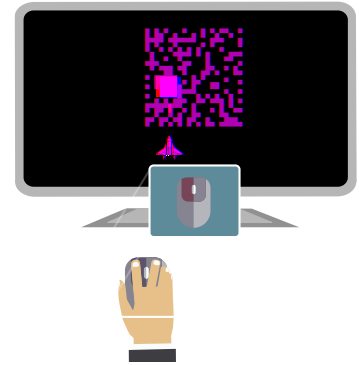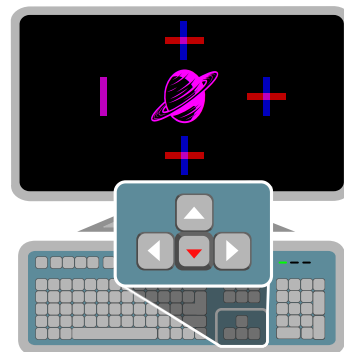
Flat Fusion Non Stereo Cues

An image will be presented in the center of the screen surrounded by three crosses and one line that is not a cross

Using the arrow keys on their keyboard, the patient responds to the location of the line that is not a cross. Either up, down, left, or right.

Correct responses will be denoted by a BEEP tone. Incorrect responses will be denoted by a BOOP tone.

Flat Fusion Stereo Cues

An image will be presented in the center of the screen surrounded by four numbers, one of which will be popping out of the screen.

Using the arrow keys on their keyboard, the patient responds to the number that is poping out of the screen. Either up, down, left, or right.

Correct responses will be denoted by a BEEP tone. Incorrect responses will be denoted by a BOOP tone.
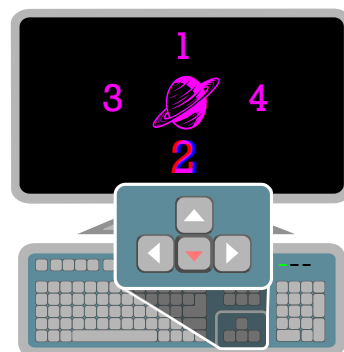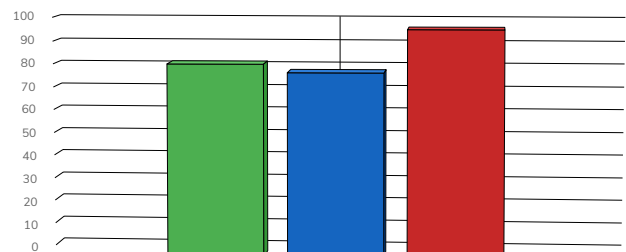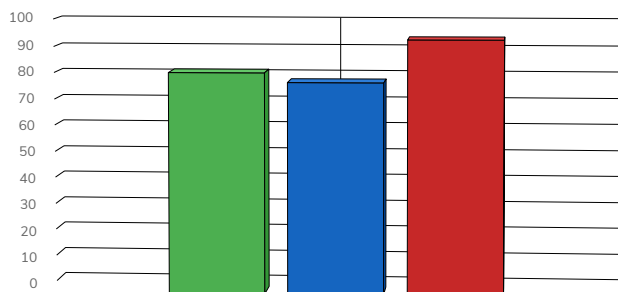
Goals

Percent Correct

A Correct Response denotes responding to the current location of the stereo square.
80% is the default goal.
You may move your mouse pointer over the columns in the graph to display the numerical values.

Divergence   Convergence

| Goal | Last Session | This Session |

Stars Achieved

After achieving 7 Stars, the target will decrease in size which increases the difficulty of the task.

Settings

Mode

Choice of exercise mode. Classic, Clicker, or Spaceship.

Choose Mode

Classic	Clicker	Spaceship

Target Size

Size of image, Large or Small. This cannot be changed unless in Maintenance Mode.

Target Size

Large	Small

Upper Limit Convergence

Modify Upper limit for Convergence demand.

Upper Limit Con

-	35	+

Upper Limit Divergence

Modify Upper limit for Divergence demand.

Upper Limit Div

-	13	+

Response Time Out

Time allowed to make a response before an error is scored.

Response Timeout Seconds

-	10	+

Jump Vergence Options

Base In/Base Out. Base Out only. Base In only.

Jump Vergence Options

BI/BO	BO	BI

Vertical Offsets

Add Vertical Offset to Vergence target.

If you have a patient that has a hyper deviation, you input a hyper offset. Click the + or - button to create an offset that allows them to fuse at their deviation. Reduce as improvement progresses.

Vertical Offset

-	0	+

Auditory Distractors

Auditory Distractors will present the patient with various verbal prompts that they should verbally respond to. For example, repeat the following word. The patient may select, from a list, the distractor task they wish to respond to.

✓ **Auditory Distrators**

Duration

Assigned Exercise time in minutes.

Duration

-	7.0	+

Session #

The number of sessions completed.

Session: **#1**

Viewing Distance

Working distance from the patients eyes to the screen in inches.