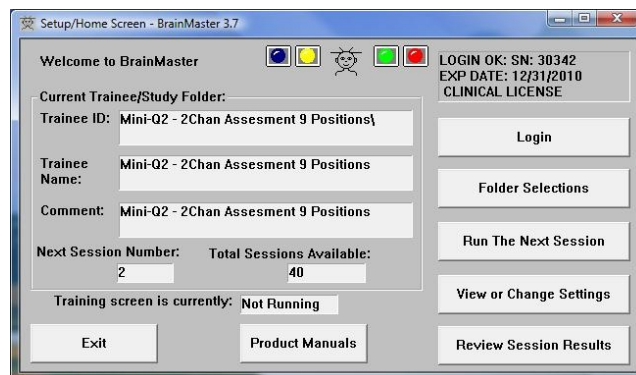


ANI Z-Score DLL for BrainMaster Software

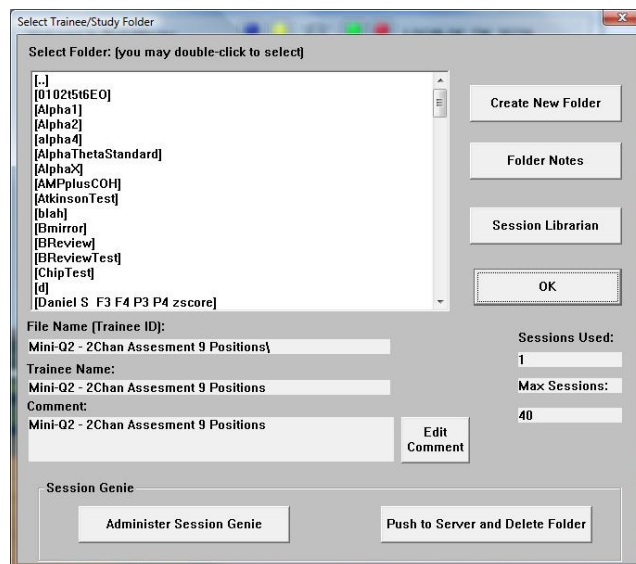
Activating for the BrainMaster 3.0 or Discovery Software

PLEASE NOTE: ANI Z-Score DLL can only be activated on 2 Computer Systems. Please be sure before activating, that you are doing this on the system that you want this to be on

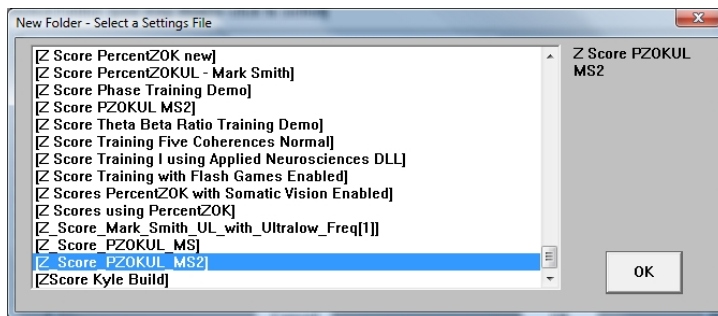
1. From the Setup/Home Screen, click the Folder Selections Button



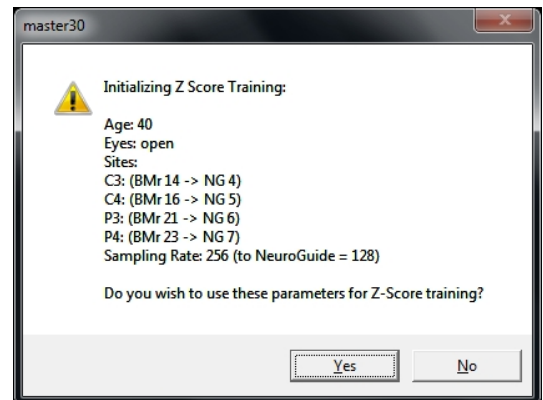
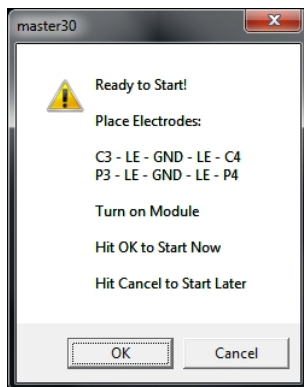
2. From the Select Trainee/Study Folder Menu, click the Create New Folder Button



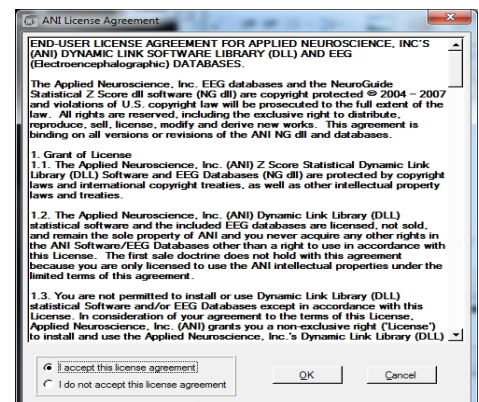
3. Create a folder named ZscoreInstall, that contains a Z-Score protocol. After the folder is created, click View or Change Settings Button. On the Setup Options Menu, click the Session Control Button. On the Session Control Menu, make sure that the Session Type is set to Simulation. Once this is complete, click OK on the Session Control Menu, USE THESE SETTINGS on the Setup Options Menu, and click the Run The Next Session Button



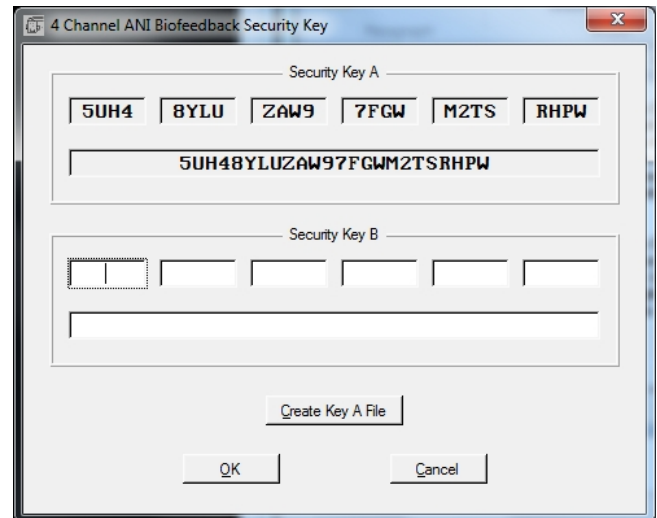
4. Click GO on the Training/Control Screen, and confirm the following screens



5. When the following screen appears, click I accept the license agreement option, and click OK to continue



6. When the following screen appears, click the Create Key A File Button. This will create a text document

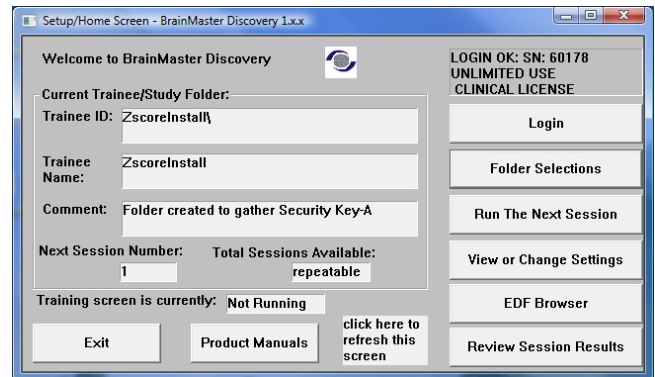


7. Save the document to the folder that was created named BrainMasterInstalls. E-Mail the document to geeg@appliedneuroscience.com. Once the Key-B is created, it will be E-Mailed to you. In order to put the Key-B into the system, you will need to run another session with the folder created to receive our Key-A

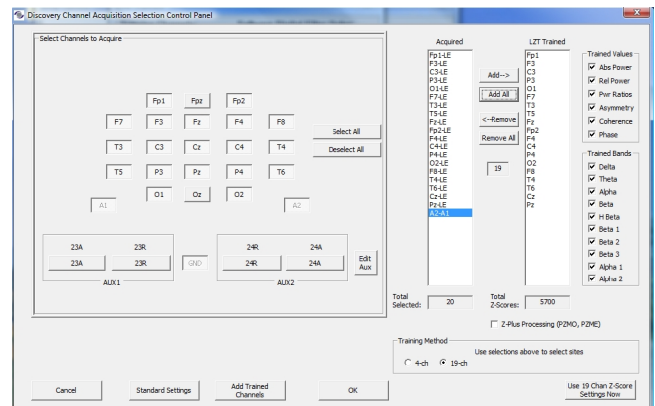
Upgrading from 4 to 19channel Z-Score training for Discovery

PLEASE NOTE: In order for the upgrading process to be successful, you will need to assure that you are running the latest Discovery software. You will also need to assure that you have received your key from BrainMaster Technologies that is enabled for 19Channel Z-Score training.

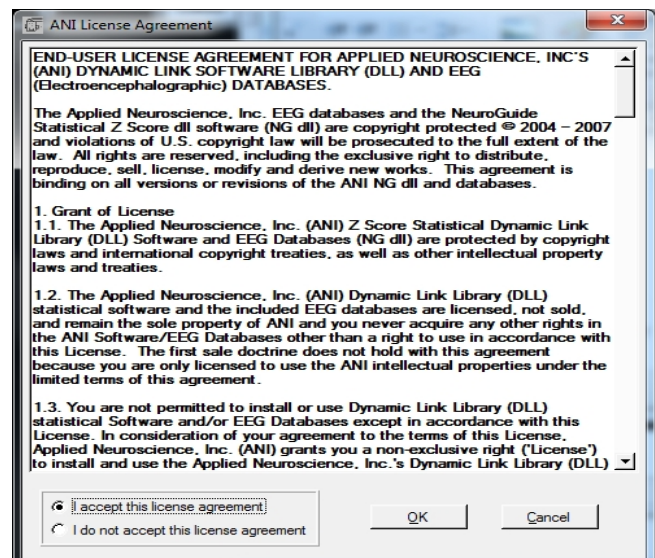
1. Choose ZscoreInstall from the Folder Selection Menu



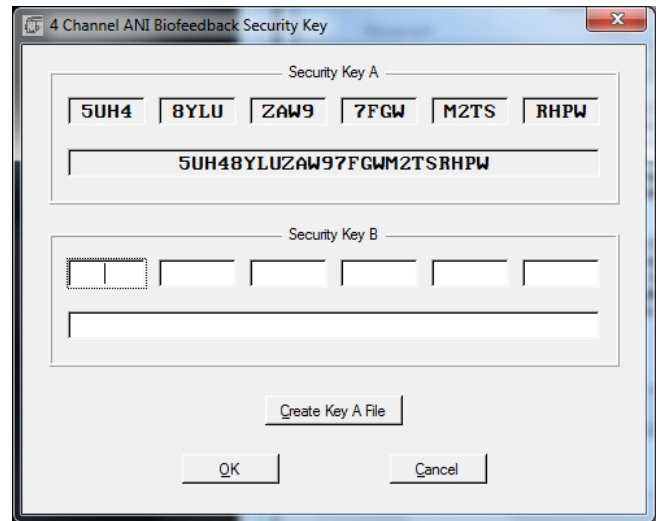
2. Press View or Change Settings. In the Setup Options Menu, choose Data Channels. In the Data Channels Menu, click Discovery Acquisition Control. In the Discovery Acquisition Menu, set Training Method from 4 to 19 channels. After you have done this, choose more than 4 channels to be LZT Trained. Click OK/USE THESE SETTINGS until you have returned to the Setup/Home Screen



3. Click Run the Next Session, then click GO. Confirm through the following screens, and you will receive a pop-up stating "Invalid passkey for number of channels selected. Click OK, and The ANI License agreement will pop-up. Click I Accept, and click OK to continue



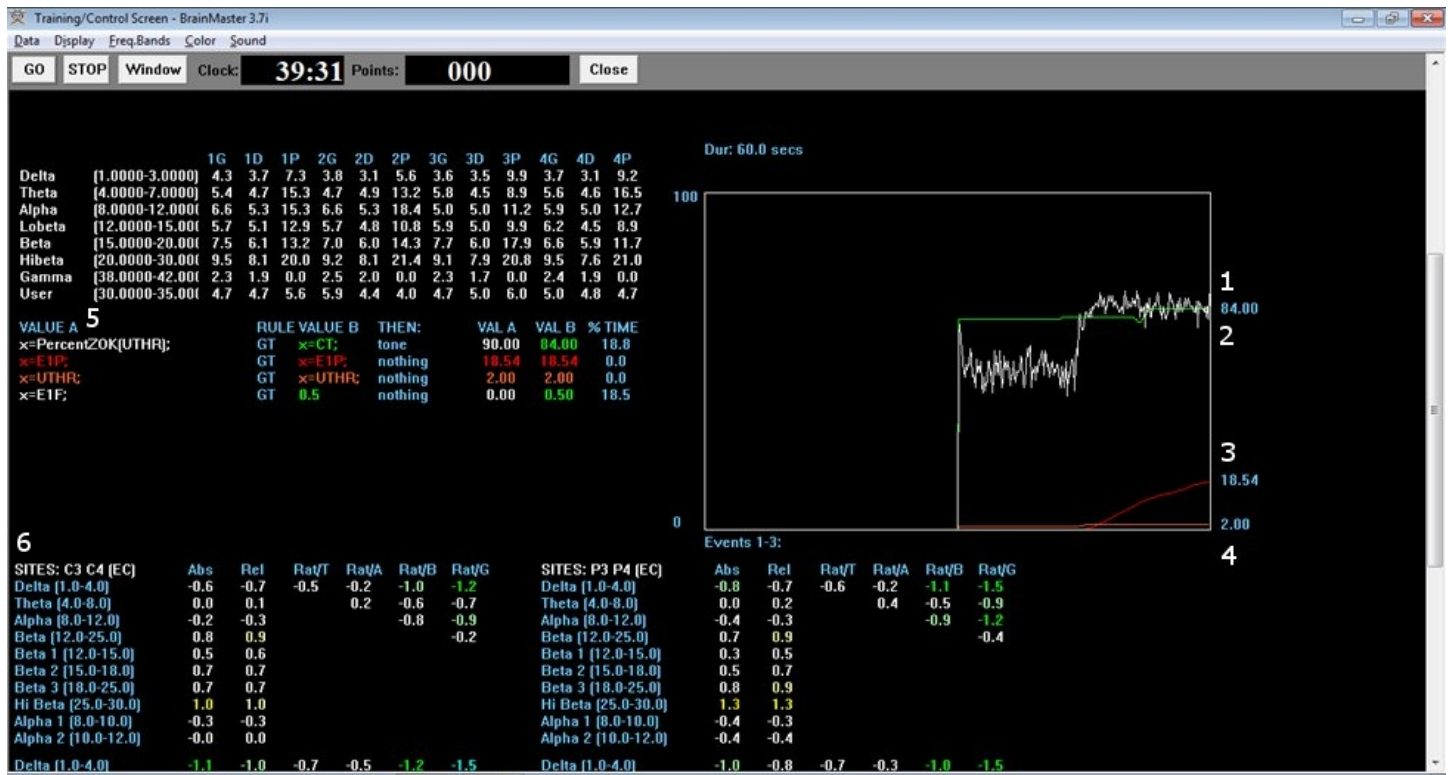
4. When the following screen appears, click the Create Key A File Button. This will create a text document



5. Save the document to the folder that was created named BrainMasterInstalls. E-Mail the document to geeg@appliedneuroscience.com. Once the Key-B is created, it will be E-Mailed to you. In order to put the Key-B into the system, you will need to run another session with the folder created to receive our Key-A

Controls/Displays for a Basic Z-Score Session

Z-Score Using PercentZOK



- 1. Z-ScorePZOK(White Line)** – This line is the Percent of Z-Scores with-in the defined range
- 2. Z-Score Threshold(Green Line)** – This line is the threshold for the Z-Scores. When the Z-Scores are below the threshold, the system will reward the client with the chosen reward. This is controlled by the “C” key.
- 3. Percent of Reward(Red Line)** – This line shows the percent time that the Z-Scores are greater than the Z-Score threshold.
- 4. Z-Score Range Definer(Orange Line)** – This line defines the range of Z-Scores that you are looking at. This is controlled by the “U” key.
- 5. Text Stats** – This gives you a text representation of what is occurring in the graph.
- 6. Z-Scores** – This shows a text representation of the Z-Scores. This is a “damped” change, which is not instantaneous. This is a more stable view of the Z-Scores.

Z-Score Using PercentZOKUL



- 1. Z-ScoresPZOKUL(White Line)** - This line is the Percent of Z-Scores with-in the defined range.
- 2. Z-Score Threshold(Green Line)** – This line is the threshold for the Z-Scores. When the Z-Scores are below the threshold, the system will reward the client with the chosen reward. This is controlled by the “C” key.
- 3. Percent of Reward(Red Line)** – This line shows the percent time that the Z-Scores are greater than the Z-Score threshold.
- 4. Z-Score Range Upper Range(Orange Line)** – This line defines the upper range of Z-Scores that you are trying to train down. This is controlled by the “U” key.
- 5. Z-Score Range Lower Range(Yellow Line)** – This line defines the lower range of Z-Scores that you are trying to train up. This is controlled by the “G” key.
- 6. Text Stats** – This gives you a text representation of what is occurring in the graph.
- 7. Z-Scores** – This shows a text representation of the Z-Scores. This is a “damped” change, which is not instantaneous. This is a more stable view of the Z-Scores.

Troubleshooting

-If you are trying to run a session, and your Z-Score values are “-1.\$”. Please visit www.brainm.com/kb/entry/424 to resolve your issue

-If you are trying to run a session, and you receive an -30 error. Please visit www.brainm.com/entry/443 to resolve your issue

-For a list of Live Z-Score DLL error codes. Please visit www.brainm.com/kb/entry/262 for this information



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