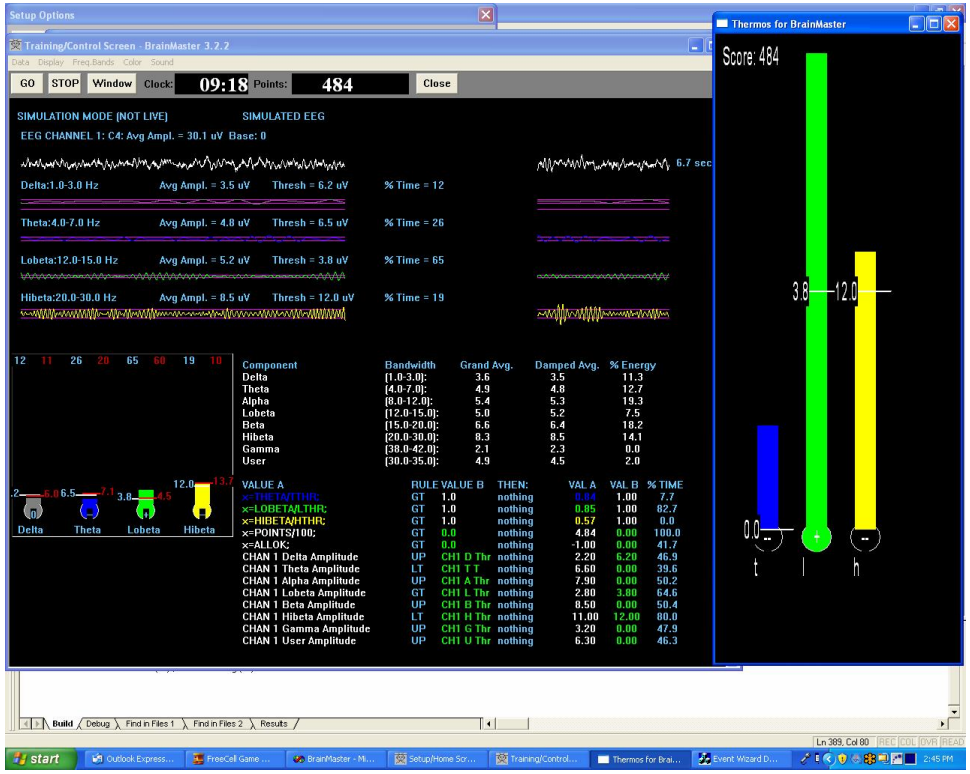
Use of dll aliasing mode to put events into DLL in standard “amplitude” and “threshold” and “mode” locations:
Event 9 data shows up as “delta” to external programs. Event 10 shows up as “theta”, and so on.
There are built-in designs in the new 3.2.2 for this, including “EEG Pro 1 channel Multiple Inhibits with Somatic Vision Enabled, “Percent ZOK with Somatic Vision Enabled, and “HEG pIR or nIR or Temp with Somatic Vision Enabled. Use these protocols, and turn on the “emulation” mode in “Data Channels” to use them.

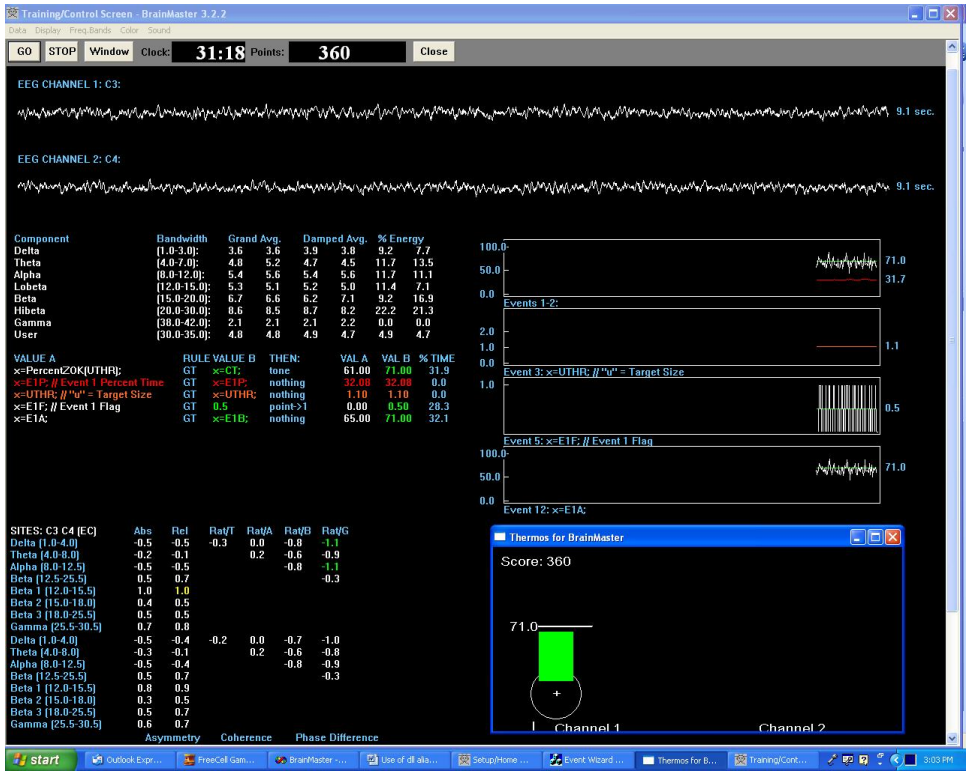
The following shows a design that sets up the events to have the values normally seen, as a demonstration. The popup programs behave normally, even though the emulation mode is now being used.



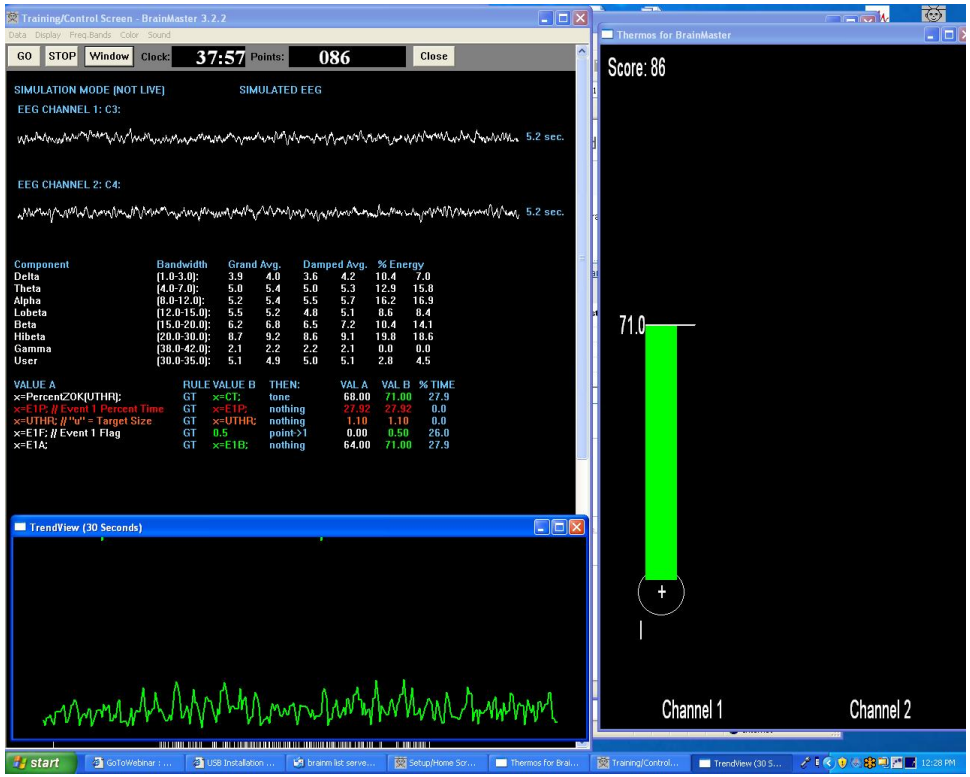
Events in this design are set up to look like their normal values.

When emulation mode is on, the events 9-16 can be reprogrammed to any values whatsoever, and will then "appear" to external programs as if they were the values of the expected components delta, theta, alpha, lobeta, beta, hibeta, and gamma.

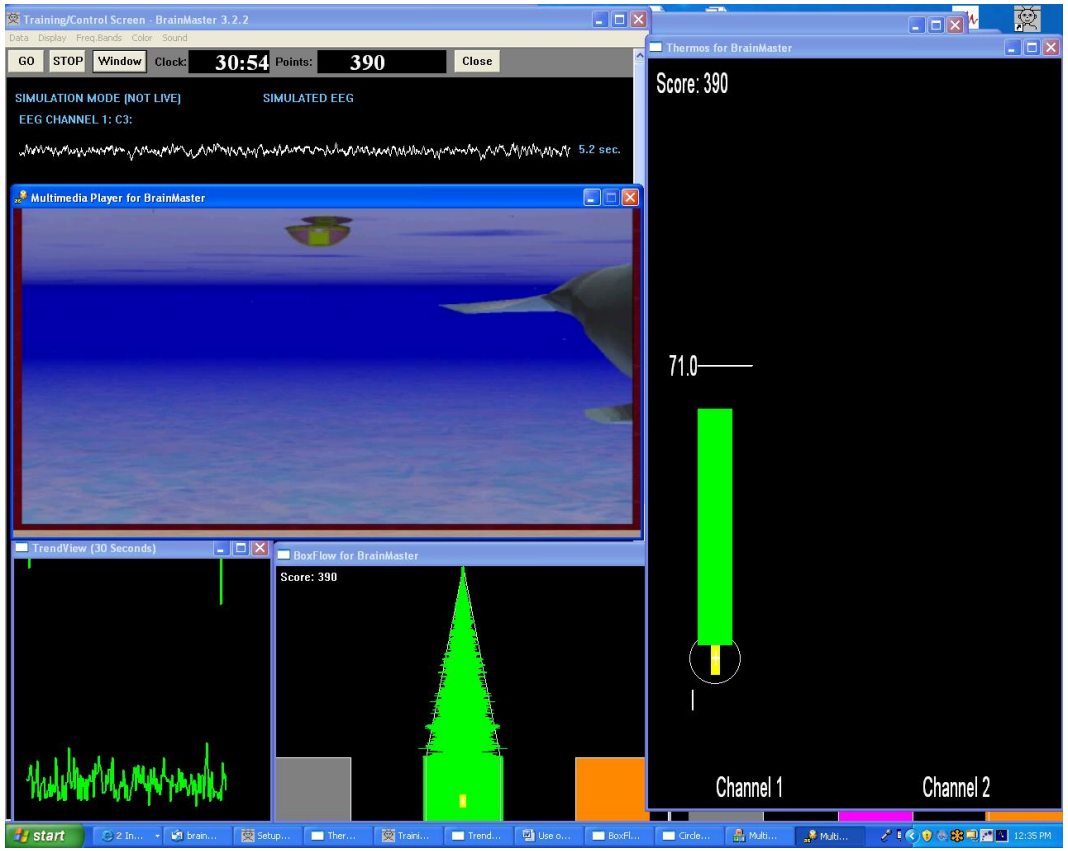
Use with PercentZOK. Now the value of "lobeta" in an external program is actually the percentage of z scores that are normal. Note that Event 12 is set up to reflect the values of Event 1, using the expressions "E1A" and "E1B". It will thus appear, to the external programs, as if it were data coming in as "lobeta". That is why this is called "emulation" mode, because the lobeta "emulates" the values of Event 12.



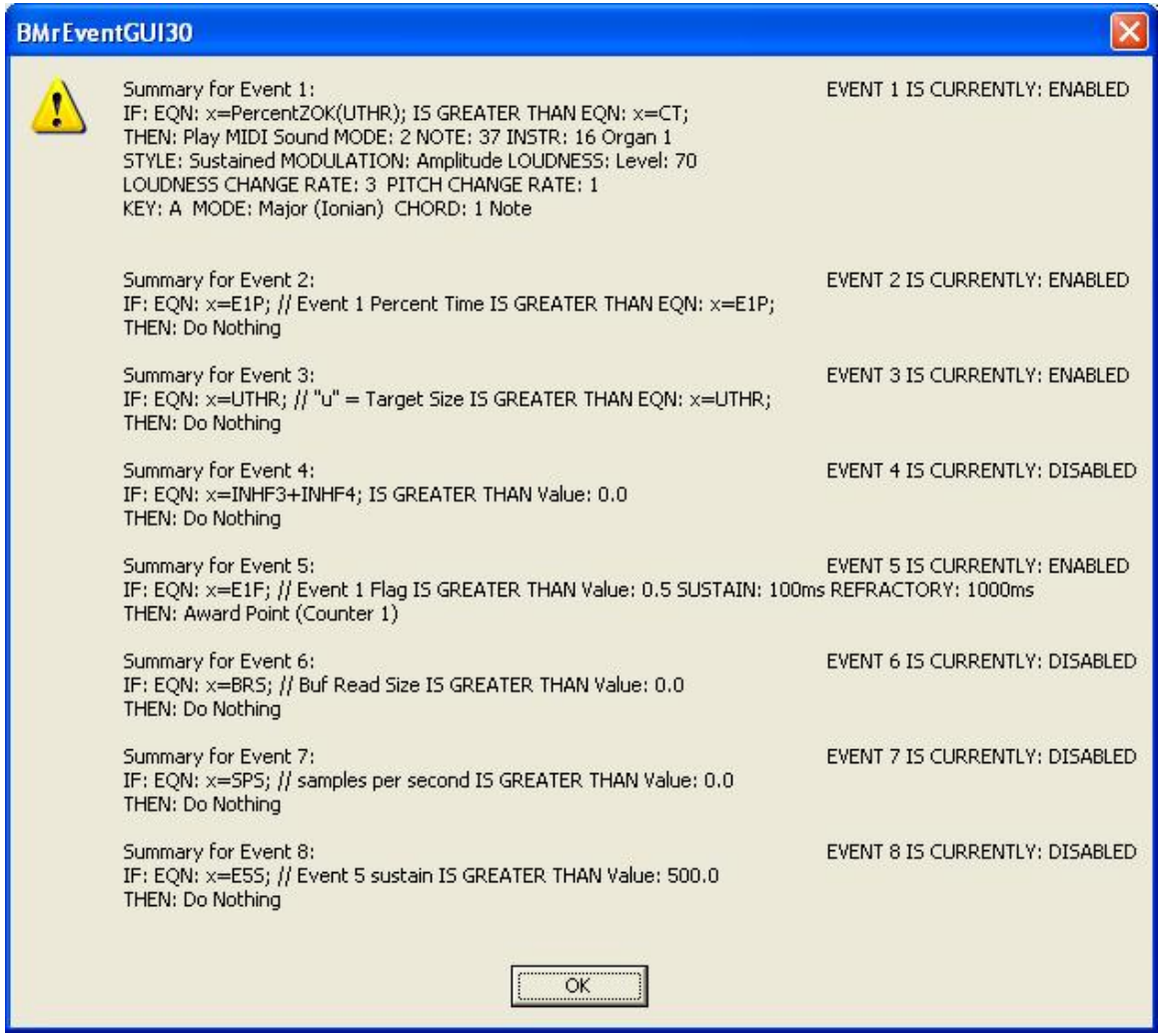
Other popups including trend graph now work in “emulation” mode. They “think” they are looking at a lobeta value, but they are actually being provided with data regarding Event 12, which in this case is the composite PercentZOK value for live Z-Score training.



All popups programs, including the MMP animations, DVD player, games from Somatic Vision (Inner Tube, Particle Editor, etc), Cricket, Bugrun, EEG Audio, etc., will operate with any metric including live Z-scores, HEG, temperature, DC and SCP potentials, HRV (forthcoming) and so on.


Training/Control Screen - BrainMaster 3.2.2
GO
STOP
Window
Clock:
30:54
Points:
390
Close
SIMULATION MODE [NOT LIVE]
SIMULATED EEG
EEG CHANNEL 1: C3:
5.2 sec.
Multimedia Player for BrainMaster
Thermos for BrainMaster
Score: 390
71.0
Channel 1
Channel 2
TrendView (30 Seconds)
BoxFlow for BrainMaster
Score: 390
start

PercentZOK design:



Event 12 is enabled and set up to reflect the values of Event 1.