# **Z-FOCUS: PERCENT ZOK ENHANCE**

#### There are two level of Z-Focus set up: Basic and Advantage

In this document I will introduce with you the basic set up of Z-Focus approach what is base on PZOK approach and my experience when I was try to use and enhance PZOK training approach. It may help you the some idea to enhance PZOK effective.

As you know, with PZOK, in the training time, we don't know and not sure which ones was inside the range and which ones is outside the range. And some of them may moving far away from the mean (z=0) –And the Brain may get rewards when the specific z score staying out of the target range.

How can we address it while still running PZOK? How can we guide the brain going to train some specific z score together with PZOK?

# The main concern is: When the brain gets a reward, we want percent Z score inside the training range must include some or all specific z score which is the most concern z score variables.

We will be using **Event wizard** set up to make sure anytime the brain gets a reward, it must be base on two conditions:

#### 1. PZOKUL (Upper limit, Lower limit) >CT and

#### 2. Some specific Z score must be in training range together.

Let make it easy and convenient, we will use specific event for specific Z score category. As you know, we have six categories of Z score variables. That is:

- Absolute power
- Relative power
- Power ratio
- Amplitude asymmetry
- Coherence
- Phase difference

Z score variable was defined as:

- ZAP1A: Z score ABSOLUTE POWER of alpha frequency channel1
- ZRP2D: Z score RELATIVE POWER of delta frequency channel 2
- ZPR3TB: Z score POWER RATIO of Theta/Beta frequency channel 3
- ZAA12A: Z score Amplitude ASYMMETRY of alpha frequency between channel 1&2
- ZCO12T: Z score COHERENCE of Theta frequency between channel 1 & 2
- ZPH13A: Z score PHASE difference of alpha frequency between channel 1 & 3

The Z score may have negative/positive value and they are moving around the mean (z=0)

The equation on Event list will be:

- 1. Event 1: x=E6F+ (E6F+E7F+E8F+E9F+E10F+E11F+E12F)/10-This is combine event.
- 2. Event 2: x=E1P -This event use to show the training direction (percent time event 1 meet condition)
- 3. Event 3: x=UTHR –This event use for adjust the training range

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- 4. Event 4: x=GTHR -This event use for adjust the threshold of combine event (event 1)
- 5. Event 5: X=E1F -This event use for driven the Flash game or Multimedia player
- 6. Event 6 : x=PZOKUL(UTHR,-UTHR)
- 7. Event 7 : x=Average (Z scores Absolute power)
- 8. Event 8 : x=Average (Z scores Relative power)
- 9. Event 9 : x=Average (Z scores Power ratio)
- 10. Event 10 : x=Average (Z score Asymmetry)
- 11. Event 11: x=Average (Z score Coherence)
- 12. Event 12: x=Average (Z score Phase difference)

#### I define Event 1 is **Combine event**, and all the other is **Sub-event**.

The main setup task is: we are going to convert specify z score variables become the absolute value (because the z score variable can be negative / positive value ) and put it into specify the **Sub - event**. And then average it in each expression of relative **Sub-event**. We will use **abs(x)** built-in function to do it:

- In Event 7 : x=( abs(ZAP1D)+abs(ZAP2D)+abs(ZAP3D)+abs(ZAP4D))/4
- In event 8 : x=(abs(ZRP2T)+abs(ZRP2T)+abs(ZRP3A)+abs(ZRP4A))/4
- In event 9 : x=(abs(ZPR1TB)+abs(ZPR2AB))/2
- In event 10: x=(abs(ZAA12B)+abs(ZAA24A)+abs(ZAA34D))/3
- In event 11: x=(abs(ZCO122)+abs(ZCO133)+abs(ZCO14G)+abs(ZCO23A)+abs(ZCO34G))/5
- In event 12 : x=(abs(ZPH12A)+abs(ZPH12A)+abs(ZPH14A)+abs(ZPH232))/4

We can put any z score into any **Sub-event** and then average it .However ,I suggest one should be put same z score category in one **Sub-event** together for convenient.(such as : absolute power/relative power...)

We can put as many as z score variables into **Sub-event**.But the one should be put only few z score in each event for easy control and **Focus** on **training objective**.

With expression in **Combine event** and depend on how many specific Z score variables we want to train together with PZOK, we will adjust the combine threshold (GTHR) by G key. The value of GTHR threshold can be set to archive the training objective as the table below.

GTHR	Х	Result when Combine event meet condition (X > GTHR)
1.0	1.1	The brain will get reward when event 6 meet condition (in this case we will only <b>Focus</b> to
1.1	1.2	The brain will get reward when event 6 and <b>ONE</b> of all the other sub-event meet condition
1.2	1.3	The brain will get reward when event 6 and <b>two</b> of all the other sub-event meet condition
1.3	1.4	The brain will get reward when event 6 and <b>three</b> of all the other sub-event meet condition
1.4	1.5	The brain will get reward when event 6 and <b>four</b> of all the other sub-event meet condition
1.5	1.6	The brain will get reward when event 6 and <b>five</b> of all the other sub-event meet condition
1.6	1.7	The brain will get reward when event 6 and all of <b>SiX</b> the other sub-event meet condition

#### Note:

 In the training progress, depend on the client need or the how good the client improve, the one may want to include/exclude some Z scores (Sub-event) in the training session. In this case just go to relative Sub-event to DISABLE/ENABLE it . That 's all .No need to touch to Combine event .

- The U key will use for control training range for all Combine & Sub-event
- The C key will control how many z score in training range
- Of course we can use up to 16 event . If one want to use up to 16 event and then one must be change expression of **Combine event**.
- Don't forget press "**USE NOW**" button anytime you completed event set up
- And don't forget press "**Use this setting**" button to come back the training screen
- There is small change in training range : It will be (UTHR,-UTHR) instead of (UTHR,-GTHR)
- abs(x) : is the built-in function . It is will convert any variable(negative or positive value) become absolute value

Below is a sample to setup.

#### Event 1:

Event Number:	This Event Is:	Visibility:
• 10 C 2 C 3 C 4 C 5 C 6 C 7 C 8 C 9 C 10 C 11 C 12 C 13 C 14 C 15 C 16	Enabled C Disabled	C Visible 🔍 Hidden
Event Condition: IF: Use Equation:  Delta  Amplitude Delta		
Check Equation x=E6F+(E6F+E7F+E8F+E9F+E10F+E11F+E12F)/10;	Sustained Reward Criterion     Condition must be met for:	Refractory Period
RULE: IS GREATER THAN:		
Line Equation: Underson Delta Coherence Delta	MIDI Sound Properties:	
	Starting Note: 37 A	(440.0) • 1 to 88
Check Equation x=GTHR;	Instrument: 41 Vio	la <u> </u>
Note: You must press "Check Equation" to check and save any changes made to equations	Playing Style: Sustai	red Yercus, or Su
Event Result:	Statting Loudness: Level:	80 V 0 to 128
THEN: Award Point (Counter 1)	Loudness Change Bate: 3	▼ 0 to 20
<b>x</b>	Note Change Rate: 3	▼ 0 to 20
Obey Inhibits ("stops")     Control MMP Player	Musical Scale (Mode): Chrom	atic 💽 🛨 15 choices
Event Trend Granh	Musical Key: 🗛	C to B Flat
Scale Factor: 100 Diffset: 0	Play Note or Chord: 1 Note	• ■ 1 to 8 Notes
Event Summary.	Enable All Events Disable	All Events Data Dictionary
IF: EQN: x=E6F+(E6F+E7F+E8F+E9F+E10F+E11F+E12F)/10; IS GREATER THAN EQN: x=GTHR; THEN: Award Point (Counter 1)	Clear All Events Show a	All Events Print All Events
	Help Cop	y Event Paste Event
	Cancel Us	e Now OK

Event 2:

Event Number	- This Event Is:		
C 1 • 2 C 3 C 4 C 5 C 6 C 7 C 8 C 9 C 10 C 11 C 12 C 13 C 14 C 15 C 16		bled  • Visil	ole 🦳 Hidden
Event Condition: Constant: Damping Factor:			
IF: Use Equation:  Delta  Amplitude 0			
Check Equation x=E1P://Percent time Event 1 meet condition	- Sustained Reward Criter	ion Refracto	ry Period
	0 millisecond	is 0	milliseconds
RULE: IS GREATER THAN:			
Line Fouriers - Dollar - Mariability - 8.5	MIDI Sound Properties:		
	Starting Note:	37 A (440.0)	▲ 1 to 88
Check Equation x=E1P;	Instrument:	41 Viola	→ 128 choices
Note: You must press "Check Equation" to check and save any changes made to equations	Playing Style:	Sustained	Percus. or Su
Event Result:	Modulation:		Ampl. or Pitch
HEN: Do Nothing	Starting Loudness:	3	▼ 010128 ▼ 010128
× ×	Note Change Rate:	3	▼ 0 to 20
	Musical Scale (Mode):	Chromatic	▼ 15 choices
	Musical Kev	A	✓ C to B Flat
Event Trend Graph Scale Factor: 100 Offset: 0	Play Note or Chord:	1 Note	▼ 1 to 8 Notes
Event Summary:	Enable All Events	Disable All Events	Data Dictionary
Summary for Event 2: EVENT 21S CURRENTLY: ENABLED IF: EQN: x=E1P;//Percent time Event 1 meet condition IS GREATER THAN EQN: x=E1P; THEN: Do Nothing	Clear All Events	Show All Events	Print All Events
	Help	Copy Event	Paste Event
	Cancel	Lise Now	пк

# Event3:

Event Number: C 1 C 2 • 3 C 4 C 5 C 6 C 7 C 8 C 9 C 10 C 11 C 12 C 13 C 14 C 15C 16	This Event Is: © Enabled © Disa	bled Visibility:	le 🕶 Hidden
Event Condition: IF: Use Equation:  Delta Amplitude Check Equation X=UTHR://Press U key to adjust training range RULE: IS GREATER THAN: Damping Factor: Use Equation: Delta Constant: Damping Factor: Delta Constant: Constant: Delta Constant: Delta Constant: Constant: Delta Constant: C	Sustained Reward Criter Condition must be met fo 0 millisecond MIDI Sound Properties: -	ion Refractor r: Is 0	y Period veen rewards is: milliseconds
Check Equation     x=UTHR;       Note: You must press "Check Equation" to check and save any changes made to equations	Starting Note: Instrument: Playing Style:	37 A (440.0) 41 Viola Sustained	<ul> <li>✓ 1 to 88</li> <li>✓ 128 choices</li> <li>✓ Percus. or Sus</li> </ul>
Event Result: THEN: Do Nothing	Modulation: Starting Loudness: Loudness Change Rate: Note Change Rate:	Level: 80	<ul> <li>Ampl. of Filen</li> <li>0 to 128</li> <li>0 to 20</li> <li>0 to 20</li> </ul>
Obey Inhibits ("stops")     Control MMP Player  Event Trend Graph Scale Factor     100     Offset: 0	Musical Scale (Mode): Musical Key: Play Note or Chord:	Major (Ionian) A 1 Note	<ul> <li>15 choices</li> <li>C to B Flat</li> <li>1 to 8 Notes</li> </ul>
Event Summary: Summary for Event 3: IF: EQN: x=UTHR;//Press U key to adjust training range IS GREATER THAN EQN: x=UTHR; THEN: Do Nothing	Enable All Events Clear All Events	Disable All Events Show All Events	Data Dictionary Print All Events
	<u>H</u> elp	Copy Event Use Now	Paste Event OK

#### Event 4:

Event Wizard Designer	
Event Number: C 1 C 2 C 3 • 4 C 5 C 6 C 7 C 8 C 9 C 10 C 11 C 12 C 13 C 14 C 15C 16	This Event Is: © Enabled © Disabled © Visibility: © Visible © Hidden
Event Condition: IF: Use Equation:  Delta Amplitude Constant: Damping Factor: Check Equation Constant: Constant: Constant: Constant: Damping Factor: Use Equation: Delta Coherence Constant: Damping Factor: Constant:	Sustained Reward Criterion Condition must be met for: MIDI Sound Properties: Starting Note: Starting Style: Playing Style: Sustained Modulation: MIDI Sound Properties:
THEN: Do Nothing	Loudness Change Rate: 3
Event Trend Graph Scale Factor: 100 Diffset: 0	Play Note or Chord: 1 Note 1 to 8 Notes
Event Summary: Summary for Event 4: IF: EQN: x=GTHR://Press G key to adjust Threshold for Event 1 IS GREATER THAN EQN: x=GTHR; THEN: Do Nothing	Enable All Events     Disable All Events     Data Dictionary       Clear All Events     Show All Events     Print All Events       Help     Copy Event     Paste Event
	Cancel Use Now OK

### Event 5:

Event Number: C 1 C 2 C 3 C 4 C 🖲 C 6 C 7 C 8 C 9 C 10 C 11 C 12 C 13 C 14 C 15 C 16	This Event Is:	bled Visibility:	ble 🕫 Hidden
Event Condition: IF: Use Equation:  Delta Amplitude Delta Amplitude Delta Delta Amplitude Delta	Sustained Reward Criter Condition must be met fo 0 millisecond MIDI Sound Properties: - Starting Note: Instrument: Playing Style: Modulation: Starting Loudness: Loudness Change Rate: Note Change Rate: Musical Scale (Mode): Musical Scale (Mode):	ion r: Is Befracto Time bet 0 1 1 1 1 1 1 1 Note Refracto Time bet 0 1 1 1 1 1 1 1 1 1 1 1 1 1	ry Period ween rewards is: milliseconds 128 choices Percus. or Sust Ampl. or Pitch O to 128 O to 20 O to 20 O to 20 O to 20 C to B Flat T to 8 Notes
Event Summary: Summary for Event 5: EVENT 5 IS CURRENTLY: ENABLED IF: EQN: x=E1F://Driven feedback IS GREATER THAN Value: 0.5 THEN: Do Nothing	Enable All Events Clear All Events Help Cancel	Disable All Events Show All Events Copy Event	Data Dictionary Print All Events Paste Event

#### Event 6:

Event Wizard Designer	
Event Number: C 1 C 2 C 3 C 4 C 5 ● 6 C 7 C 8 C 9 C 10 C 11 C 12 C 13 C 14 C 15 C 16	This Event Is: • Enabled C Disabled C Visibility:
Event Condition: IF: Use Equation:  Delta  Amplitude Delta	Sustained Reward Criterion Condition must be met for:
Event Trend Graph Scale Factor: 100 Diffset: 0	Musical Key: A C to B Flat Play Note or Chord: 1 Note 1 to 8 Notes
Event Summary: Summary for Event 6: IF: EQN: x=PZOKUL(UTHR, -UTHR); IS GREATER THAN EQN: x=CT; THEN: Do Nothing	Enable All Events     Disable All Events     Data Dictionary       Clear All Events     Show All Events     Print All Events       Help     Copy Event     Paste Event
	Cancel Use Now OK

# Event 7:

Event Number: C 1 C 2 C 3 C 4 C 5 C 6 C 7 C 8 C 9 C 10 C 11 C 12 C 13 C 14 C 15 C 16	This Event Is:	abled Visibility:	ole 🔍 Hidden
Event Condition: IF: Use Equation:  Delta Amplitude Delta Amplitude Delta Amplitude Delta Amplitude Delta D	Sustained Reward Criter Condition must be met fo D millisecond MIDI Sound Properties: Starting Note: Instrument: Playing Style: Modulation: Starting Loudness: Loudness Change Rate: Note Change Rate: Musical Scale (Mode): Musical Scale (Mode): Play Note or Chord:	ion Time bet ds Fit A (1760.0) Tit 4 Steel Drums Sustained Ampl. and Pitch Level: 70 3 1 Major (Ionian) A 1 Note	y Period ween rewards is: milliseconds 1 to 88 128 choices Percus. or Sust Ampl. or Pitch 0 to 128 0 to 20 0 to 20 15 choices C to B Flat 1 to 8 Notes
Event Summary: Summary for Event 7: IF: EQN: x=(abs(ZAP1D)+abs(ZAP2D)+abs(ZAP3D)+abs(ZAP4D))/4; IS LESS THAN EQN: x=UTHR; THEN: Do Nothing	Enable All Events Clear All Events <u>H</u> elp Cancel	Disable All Events Show All Events Copy Event Use Now	Data Dictionary Print All Events Paste Event OK

#### Event 8:

Event Wizard Designer		
Event Number	This Event Is:	isibility:
° 1 ° 2 ° 3 ° 4 ° 5 ° 6 ° 7 ∙ 8 ° 9 ° 10 ° 11 ° 12 ° 13 ° 14 ° 15 ° 16	Enabled     Disabled	⊂ Visible     ● Hidden
Event Condition: Constant: Damping Factor:		
	- Sustained Reward Criterion - R	efractory Period
Check Equation x=(abs(ZRP1T)+abs(ZRP2T)+abs(ZRP3A)+abs(ZRP4A))/4;	Condition must be met for: Ti	ime between rewards is:
RULE: IS LESS THAN:		0 milliseconds
Constant: Damping Factor:	MIDI Sound Properties:	
Use Equation: Variability U.5	Starting Note: 61 A (1760	).0) 💉 1 to 88
Check Equation x=UTHR;	Instrument: 114 Steel Dr	ums 💌 128 choices
Note: You must press "Check Equation" to check and save any changes made to equations	Playing Style: Sustained	Percus. or St
vent Result:	Modulation: Ampl. and Pi	Ampl. or Pitc
HEN: Do Nothing	Starting Loudness: [Level. 70	• 0 to 128
	Note Change Rate: 1	▼ 0 to 20
Obev Inhibits ("stors")     Control MMP Player	Musical Scale (Mode); Major (Ioniar	n) 🗾 15 choices
	Musical Key: A	✓ C to B Flat
Scale Factor: 100 Offset: 0	Play Note or Chord: 1 Note	✓ 1 to 8 Notes
	Enable All Events Disable All Ev	vents Data Dictionary
TEQN: x=das/ZRPTT)+abs/ZRP2T)+abs/ZRP3A)+abs/ZRP4A))/4; IS LESS THAN EQN: x=UTHR; HEN: Do Nothing	Clear All Events Show All Eve	ents Print All Events
	Help Copy Ever	nt Paste Event
	Cancel Use Now	,   ОК

### Event 9:

Event Number:	This Event Is:	Visibility:	
C1 C2 C3 C4 C5 C6 C7 C8 € C10 C11 C12 C13 C14 C15 C16	Enabled C Disal	bled C Visib	ole 🖙 Hidden
Event Condition: IF: Use Equation:  Delta  Amplitude Delta Damping Factor: D Check Equation  ==(abs(ZPR1TB)+abs(ZRP2TB))/2: RULE:  S LESS THAN: Use Equation: Delta Variability Delta Damping Factor: Damping Factor: Delta Variability Delta Varia	Sustained Reward Criteri Condition must be met for 0 millisecond MIDI Sound Properties: Starting Note: Instrument: Playing Style:	on Refractor Time betv 0 61 A (1760.0) 114 Steel Drums Sustained	y Period veen rewards is: milliseconds 1 to 88 128 choices Percus. or Sus
Event Result: THEN: Do Nothing    Control MMP Player	Modulation: Starting Loudness: Loudness Change Rate: Note Change Rate: Musical Scale (Mode):	Ampi, and Pitch Level: 70 3 1 Major (Ionian)	<ul> <li>Ampl. or Pitch</li> <li>0 to 128</li> <li>0 to 20</li> <li>0 to 20</li> <li>15 choices</li> </ul>
Event Trend Graph Scale Factor: 100 Offset: 0	Musical Key: Play Note or Chord:	A 1 Note	<ul> <li>✓ C to B Flat</li> <li>✓ 1 to 8 Notes</li> </ul>
Event Summary: Summary for Event 9: IF: EQN: x=(abs/ZPR1TB)+abs(ZRP2TB))/2; IS LESS THAN EQN: x=UTHR; THEN: Do Nothing	Enable All Events	Disable All Events Show All Events Copy Event	Data Dictionary Print All Events Paste Event

#### Event 10:

🚣 Event Wizard Designer		
Event Number: C 1 C 2 C 3 C 4 C 5 C 6 C 7 C 8 C 9 F 10 C 11 C 12 C 13 C 14 C 15 C 16	This Event Is:	Visibility: C Visible C Hidden
Event Condition:       Constant:       Damping Factor:         IF:       Use Equation:       Pelta       Amplitude       0         Check Equation:       x=(abs(ZAA12B)+abs(ZAA24A)+abs(ZAA34D))/3;       v	Sustained Reward Criterion Condition must be met for:	Refractory Period Time between rewards is: 0 milliseconds
RULE: IS LESS THAN:       Constant:       Damping Factor:         Use Equation:       Delta       Amplitude       D.0         [Check Equation]       x=UTHR:       Image: Check Equation in the check and save any changes made to equations         Event Result:       THEN:       Do Nothing	MIDI Sound Properties: Starting Note: 377 Instrument: 411 Playing Style: Sus Modulation: Am Starting Loudness: Lev Loudness Change Rate: 3	A (440.0)   1 to 88 Viola  128 choices tained  Percus. or Sust. plitude  Ampl. or Pitch rel: 80  0 to 128  0 to 20
Event Trend Graph Scale Factor: 100 Offset: 0	Musical Scale (Mode): Chr Musical Key: A Play Note or Chord: 1 N	omatic
Event Summary for Event 10: Summary for Event 10: IF: EQN: x=(abs;(ZAA12B)+abs;(ZAA24A)+abs;(ZAA34D))/3; IS LESS THAN EQN: x=0; THEN: Do Nothing	Enable All Events Disa Clear All Events Sho Help C	ble All Events Data Dictionary w All Events Print All Events opy Event Paste Event Use Now OK

# Event 11:

Event Number: C 1 C 2 C 3 C 4 C 5 C 6 C 7 C 8 C 9 C 10 • 11 C 12 C 13 C 14 C 15C 16	This Event Is:	abled Visibility:	ole 🕫 Hidden
Event Condition: IF: Use Equation:  Delta Amplitude Delta Amplitude Delta Amplitude Delta Amplitude Delta D	Sustained Reward Criter Condition must be met fo millisecond MIDI Sound Properties: - Starting Note: Instrument: Playing Style: Modulation: Starting Loudness: Loudness Change Rate: Note Change Rate: Musical Scale (Mode);	ion r: ds Pefractor Time betr 0 61 A (1760.0) 114 Steel Drums Sustained Ampl. and Pitch Level: 70 3 1 Major (Ionian)	y Period ween rewards is: milliseconds 1 to 88 128 choices Percus. or Sus Ampl. or Pitch 0 to 128 0 to 20 0 to 20 15 choices
Event Trend Graph Scale Factor: 100 Offset: 0	Musical Key: Play Note or Chord:	A 1 Note	<ul> <li>✓ C to B Flat</li> <li>✓ 1 to 8 Notes</li> </ul>
Event Summary: Summary for Event 11: EVENT 11 IS CURRENTLY: ENABLED IF: EQN: x=[abs[ZC0122]+abs[ZC0133]+abs[ZC014G]+abs[ZC023A]+abs[ZC034G]]/5; IS LESS THAN EQN: x=UTHR; THEN: Do Nothing	Enable All Events Clear All Events Help	Disable All Events Show All Events Copy Event	Data Dictionary Print All Events Paste Event

#### Event 12:

Event Wizard Designer			x
Event Number: C 1 C 2 C 3 C 4 C 5 C 6 C 7 C 8 C 9 C 10 C 11 C 12 C 13 C 14 C 15 C 16	This Event Is:	bled Visibility:	ole 🕫 Hidden
Event Condition: IF: Use Equation:  Delta  Amplitude Delta Check Equation x=(abs(ZPH12A)+abs(ZPH13A)+abs(ZPH14A)+abs(ZPH232))/4; RULE: IS LESS THAN: Constant: Damping Factor:	Sustained Reward Criter Condition must be met fo millisecond MIDI Sound Properties:-	ion Refracto r: ds	ry Period ween rewards is: milliseconds
Use Equation:   Delta  Variability  0.5  Check Equation  x=UTHR;  Note: You must press "Check Equation" to check and save any changes made to equations  Event Result: THEN: Do Nothing  Check Equation  Check	Starting Note: Instrument: Playing Style: Modulation: Starting Loudness: Loudness Change Rate: Note Change Rate: Musical Scale (Mode):	61 A (1760.0) 114 Steel Drums Sustained Ampl. and Pitch Level: 70 3 1 Major (Ionian)	<ul> <li>1 to 88</li> <li>128 choices</li> <li>Percus. or Sus</li> <li>Ampl. or Pitch</li> <li>0 to 128</li> <li>0 to 20</li> <li>0 to 20</li> <li>15 choices</li> </ul>
Event Trend Graph	Musical Key: Play Note or Chord: Enable All Events	A 1 Note Disable All Events	C to B Flat
Summary for Event 12: EVENT 12 IS CURRENTLY: ENABLED IF: EQN: x=(abs(ZPH12A)+abs(ZPH13A)+abs(ZPH14A)+abs(ZPH232))/4; IS LESS THAN EQN: x=UTHR; THEN: Do Nothing	Clear All Events	Show All Events Copy Event	Print All Events Paste Event