

Description of Optional AVI Animations Package

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1.1 Introduction:

This software option opens up the BrainMaster AVI animator, to give you a variety of possibilities using video animations in conjunction with neurofeedback protocols. Animations are controlled by the EEG training protocol, so that the trainee gets the added reward incentive of making the animations progress, providing interesting displays. These include displays that are relaxing, amusing, exciting, or captivating, depending on your needs.

Firstly, there are an additional 5 professional animations that can be played, including "flybys" and cartoons. These allow the trainee to watch a flight through a detailed landscapes, with mountains, water, and other features. In addition, several interesting cartoon animations are useful for providing reward incentive, with an amusing twist.

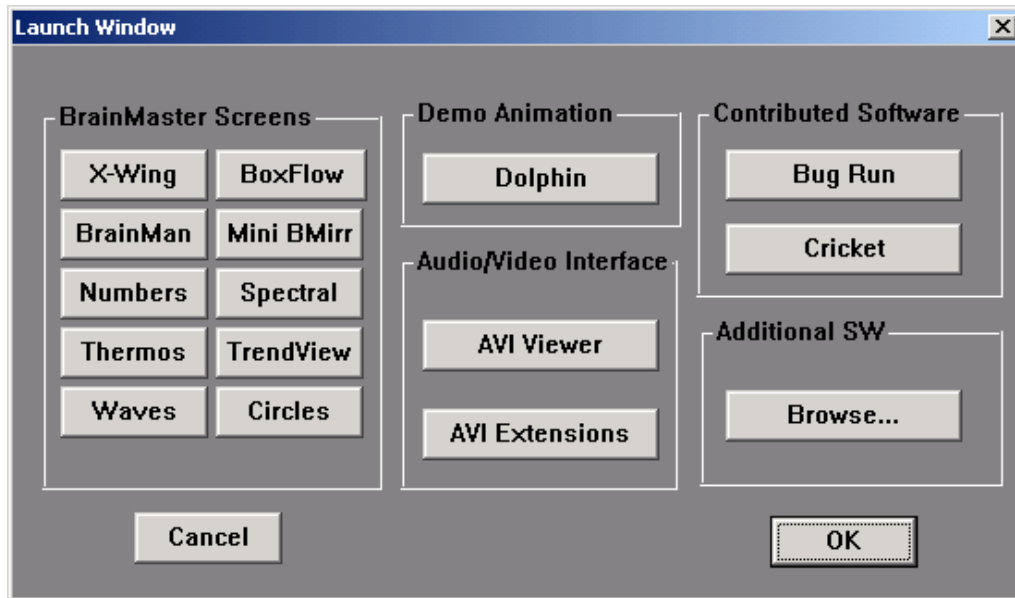
In addition, there are 44 additional "contributed" animations that are short, unusual displays. These include space ships, growing plants, robots, the dancing baby, and other short displays. Finally, the user with this option is able to "browse" and use any other animations in the standard "AVI" format, to use with the BrainMaster. Animations can be downloaded, purchased, or created using commonly available software, providing endless possibilities.

The AVI viewer runs in its separate window, and supports all the EEG protocols. In addition, there is an option to run under the control of "all thresholds" for standard EEG training, or under the control of "any threshold," which is particularly useful for alpha/theta types of training. The AVI window can be resized or reshaped or moved, even onto a separate monitor, for maximum flexibility. It can also be combined with other displays such as the "thermometer" or "boxflow" displays, to provide a highly informative and productive training display.

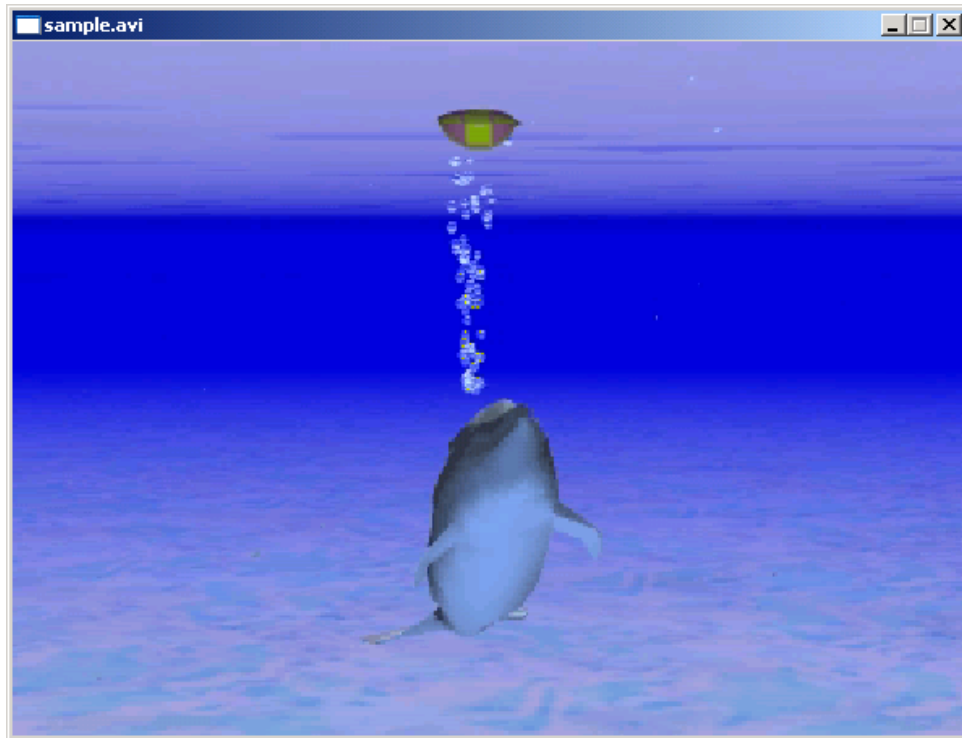
NOTE: As of the 2.0SE release, the AVI option now also includes the EEG Audio Option. For details of this option, see the description below.

1.2 Dolphin Animation:

The dolphin animation is included in 2.0 as a standard window. Press the “dolphin” button on the Windows control to activate this screen:

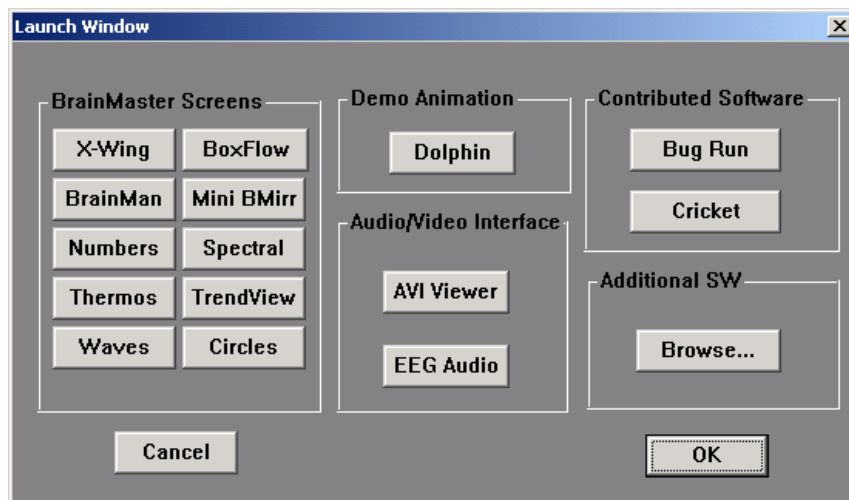


You will see the swimming dolphin. The dolphin will swim faster, the better the trainee is meeting the criteria:



1.3 Optional Animations:

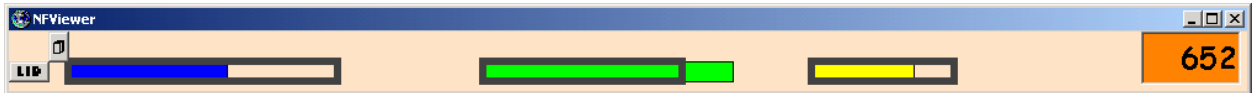
There are also a variety of optional animations. All animations are controlled using the NFViewer control bar. This bar will appear whenever you use the “Dolphin” start button, or the “AVI Viewer” start button, on the Launch Window control panel:



The AVI control panel is shown as follows:

NOTE: the “browser” button with the folders shown may look different on your version of Windows. It will still function as intended, even if it looks different on the control panel.

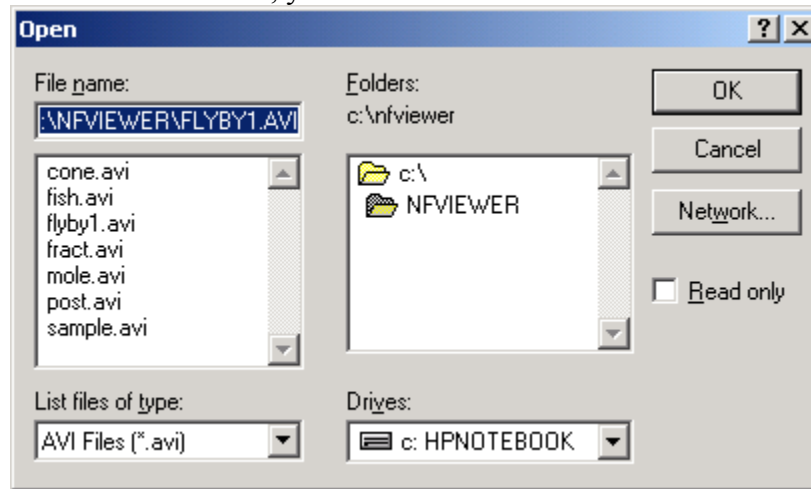
Location of “browser” button



If you have optional animations, you will have the “browser” button at the top left of this control.

It is located to the right of where the “GO” button appears, as shown in the following example.

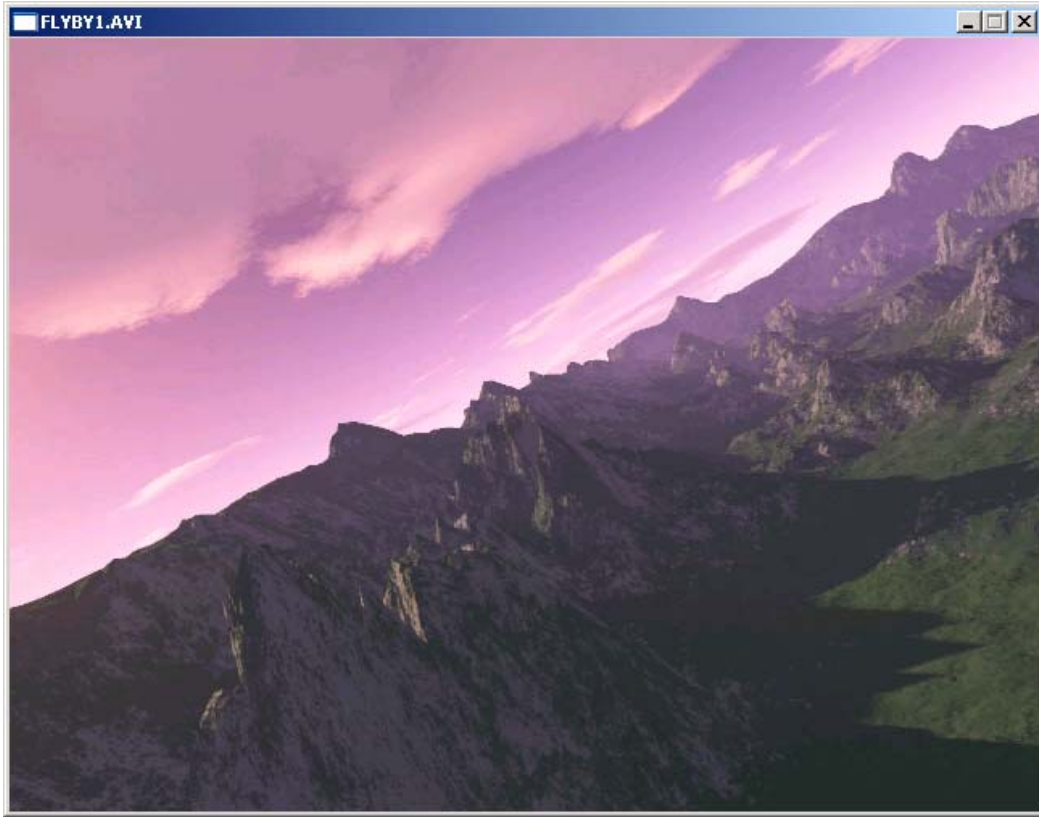
If you press the “browser” button, you will see a selector control as follows:



Select the animation you want to see, and then press “OK”, then press the “GO” button that will appear on the control tool:

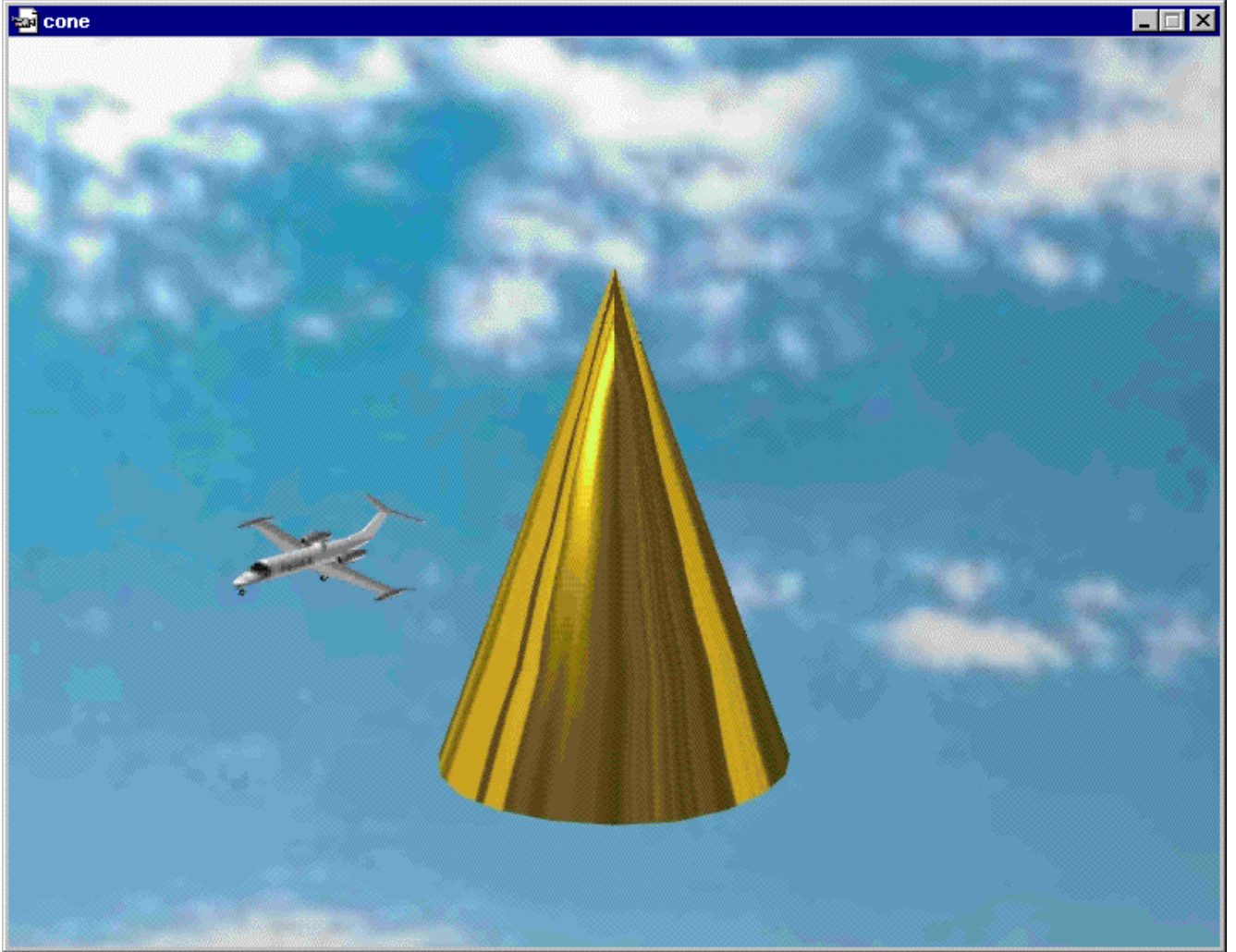


The following is an example of one of the additional animations, “flyby1”.

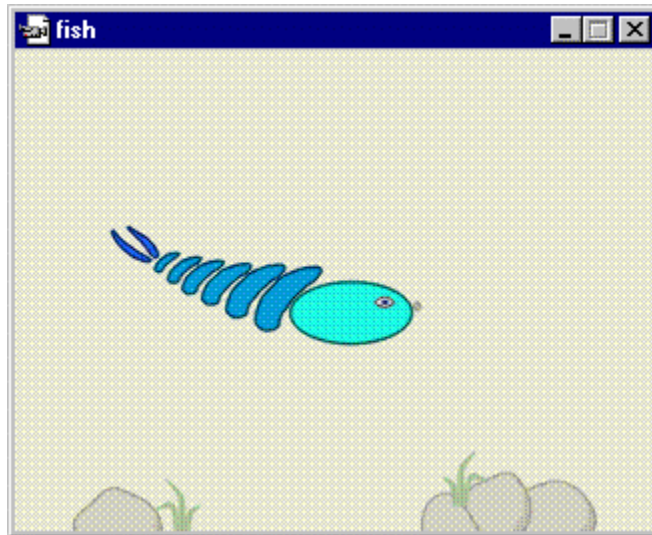


AVI Library 1 Screens

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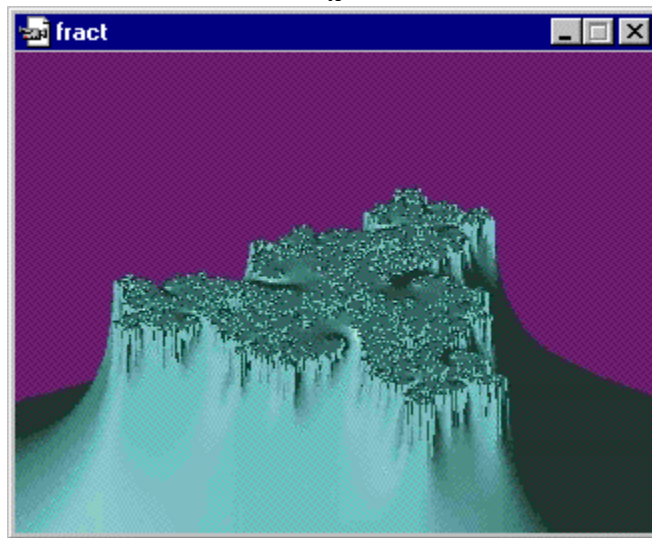
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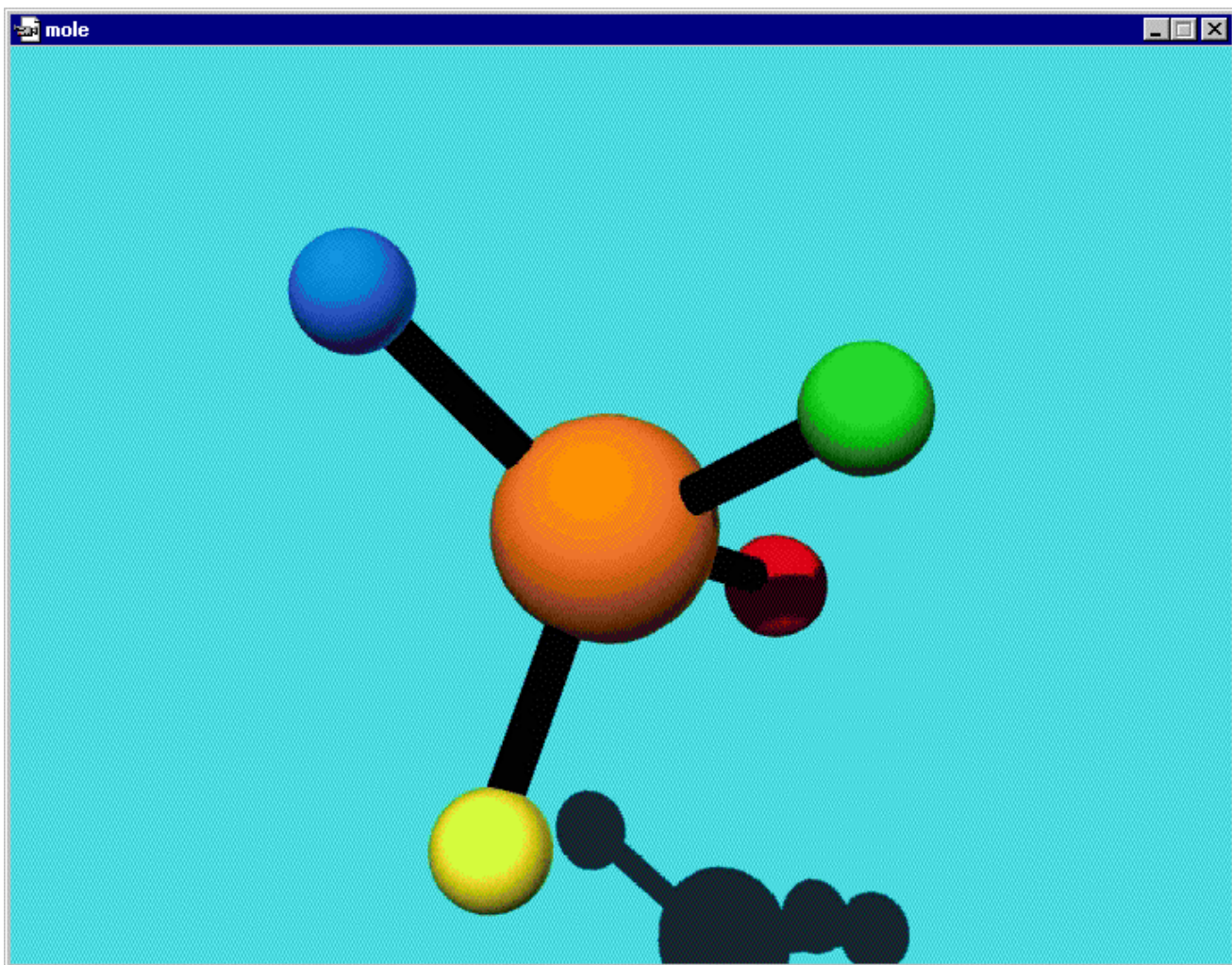
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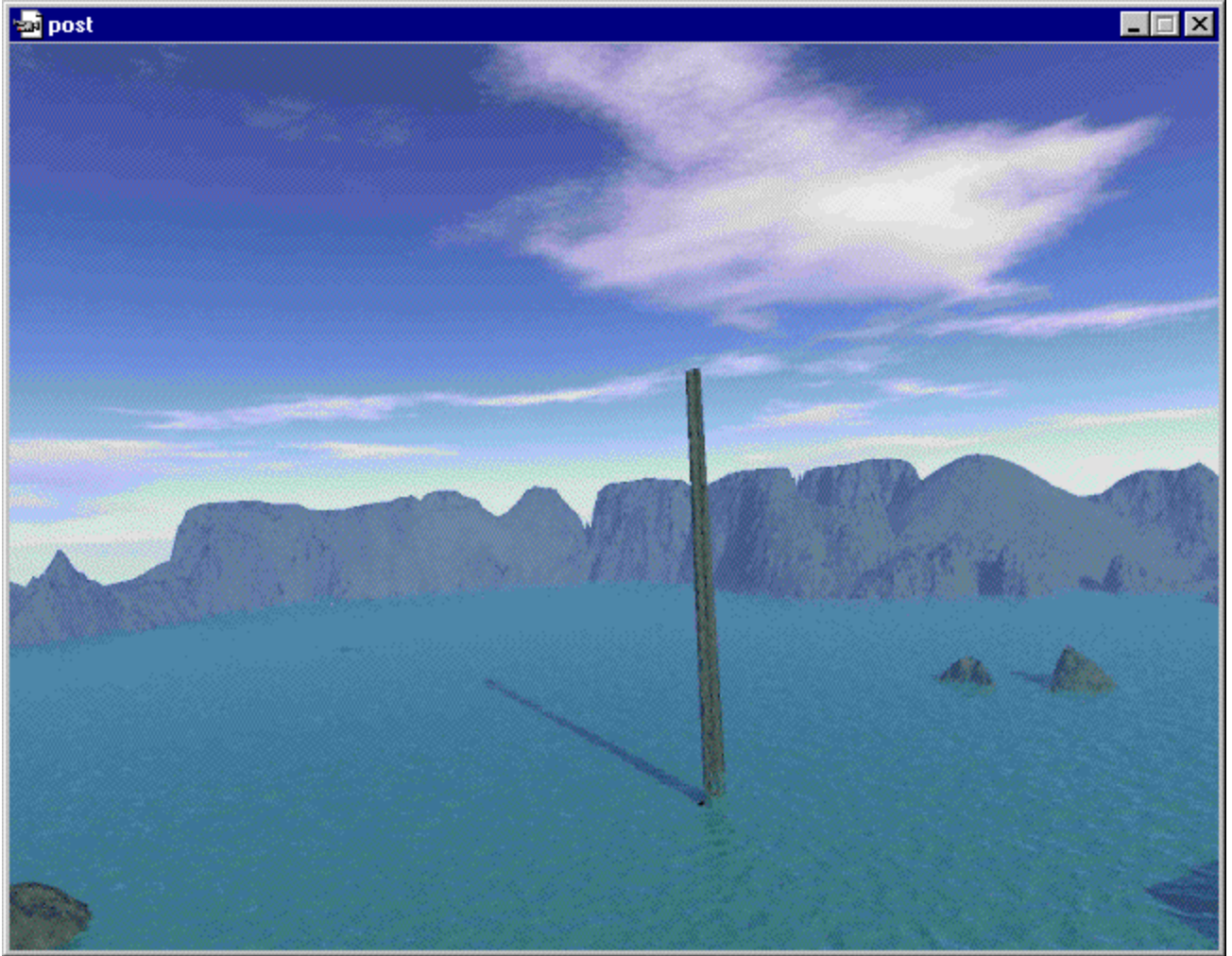
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1.4 Contributed AVI Screens



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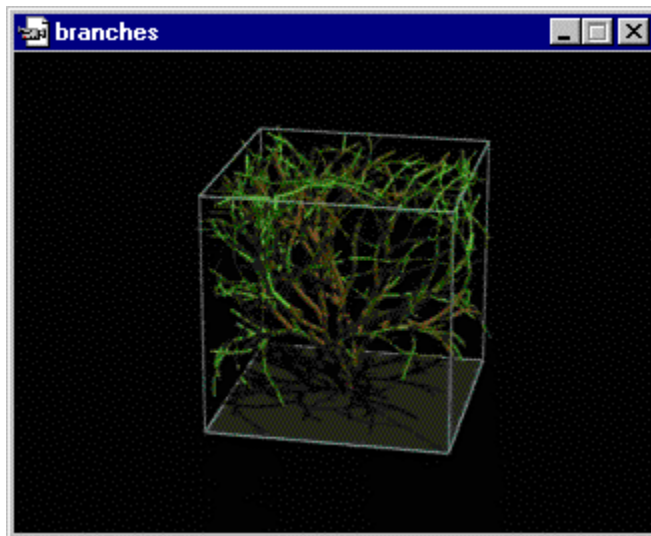
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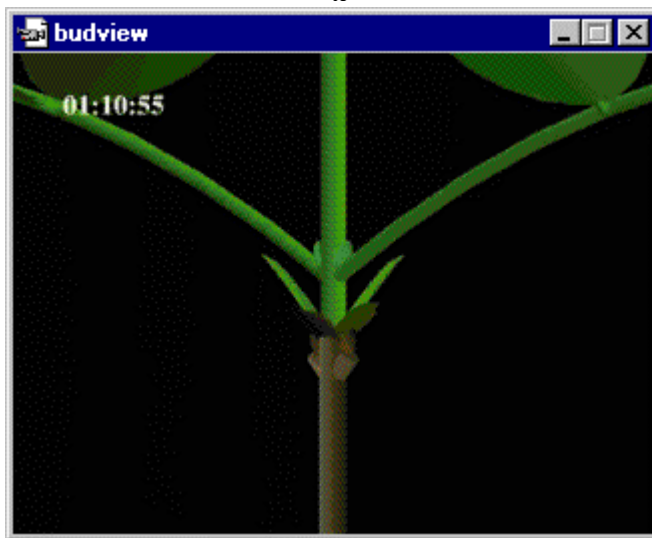
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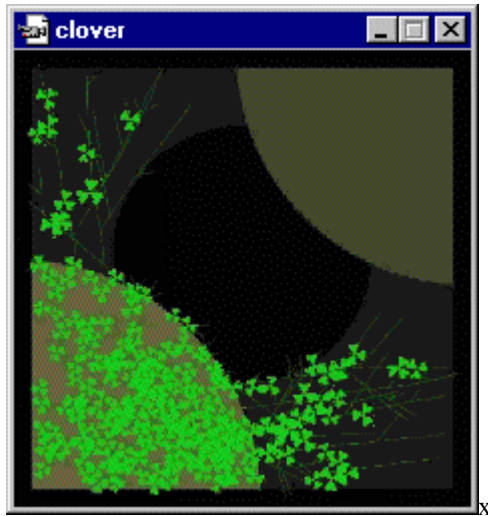
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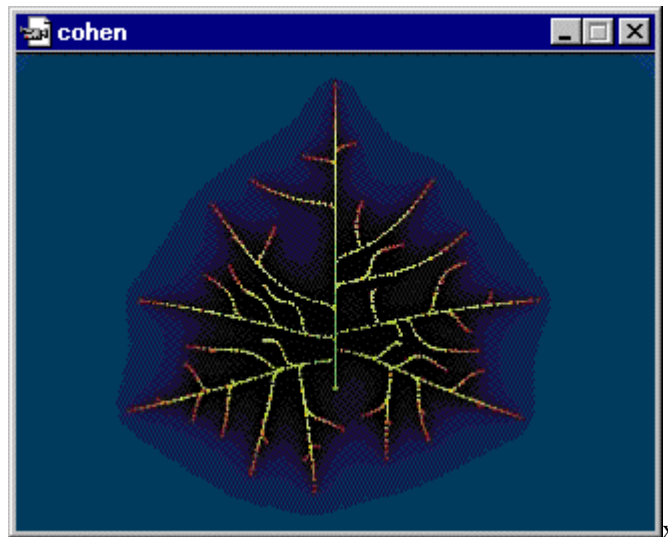
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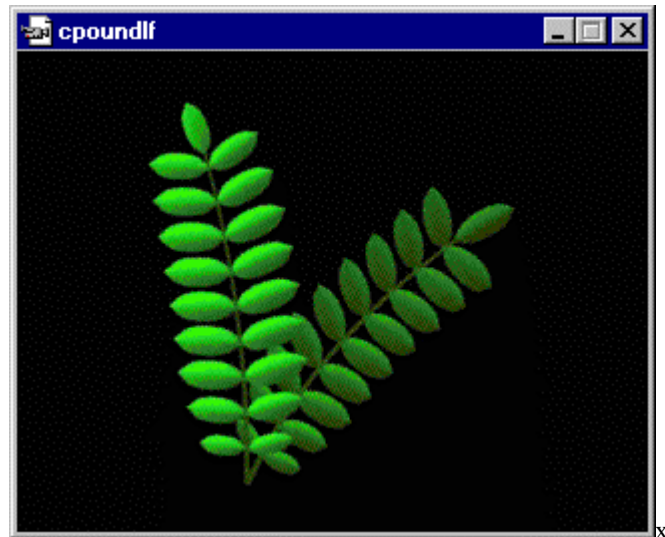
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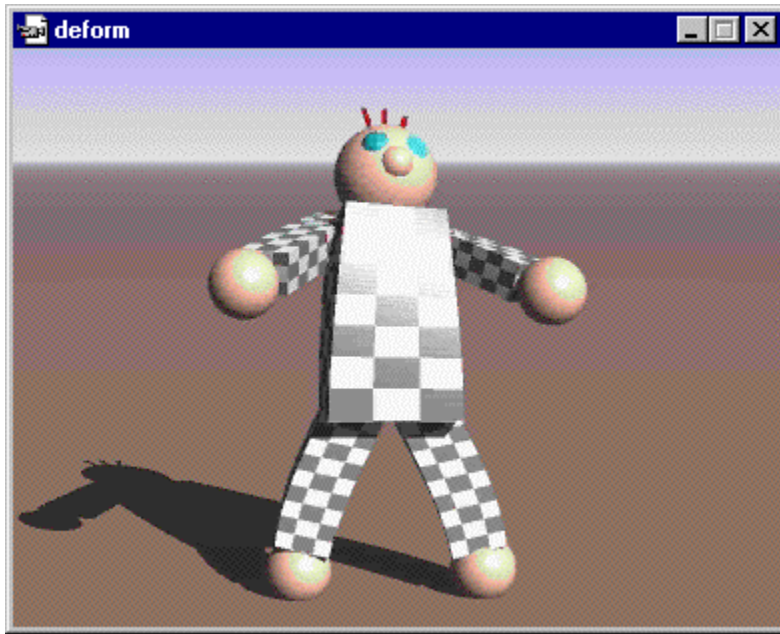
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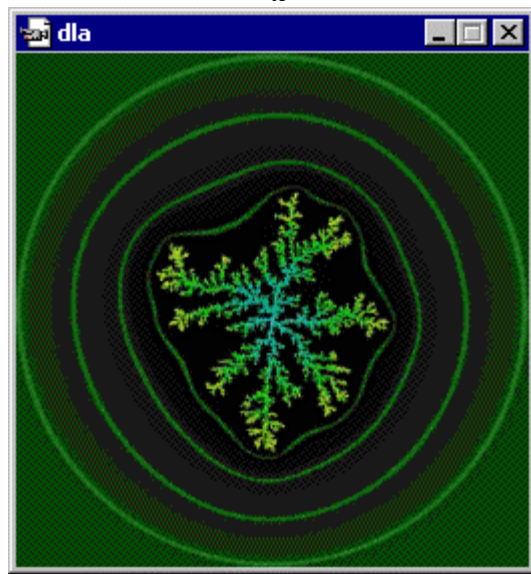
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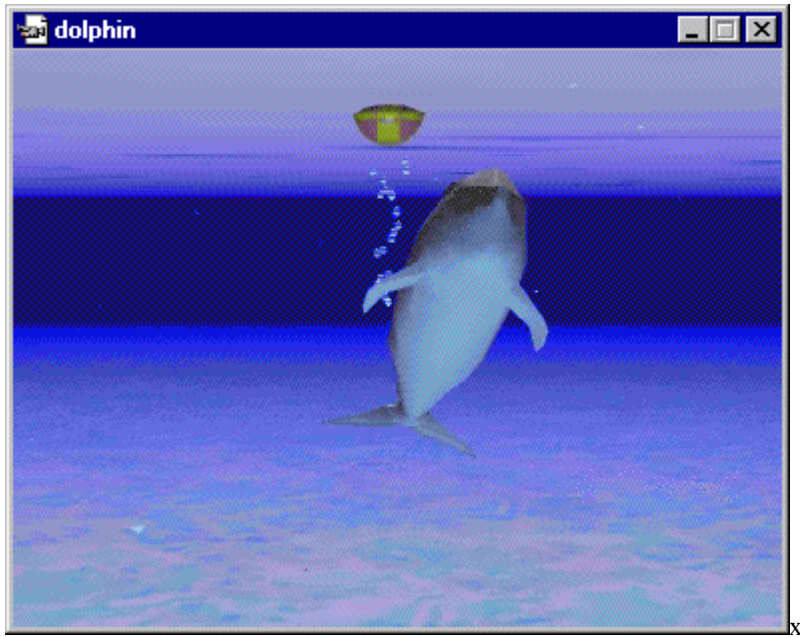
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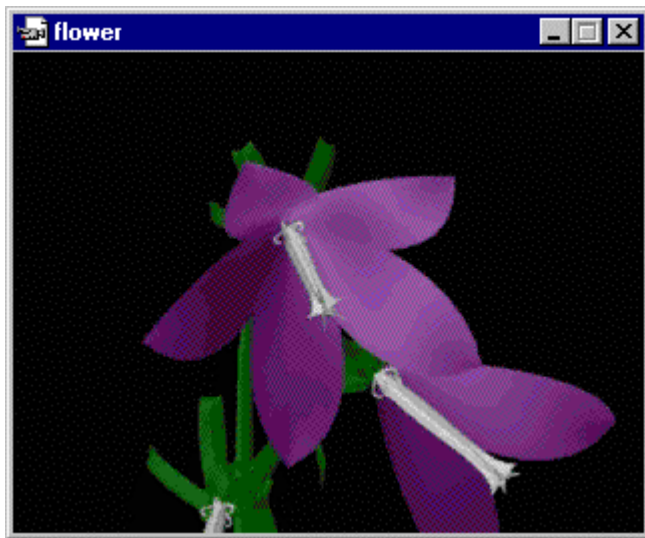
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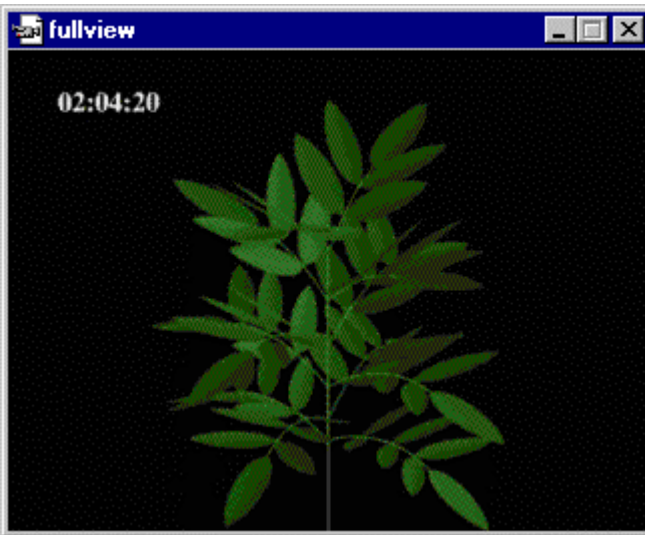
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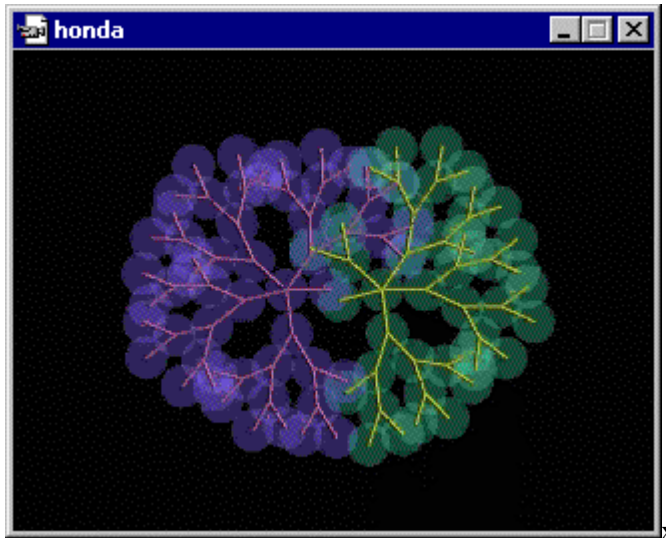
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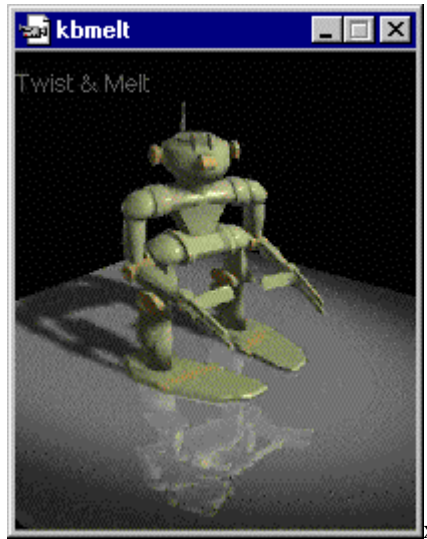
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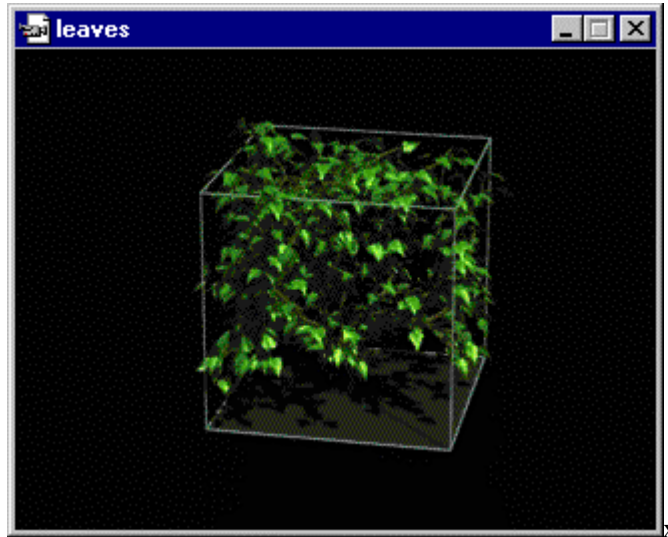
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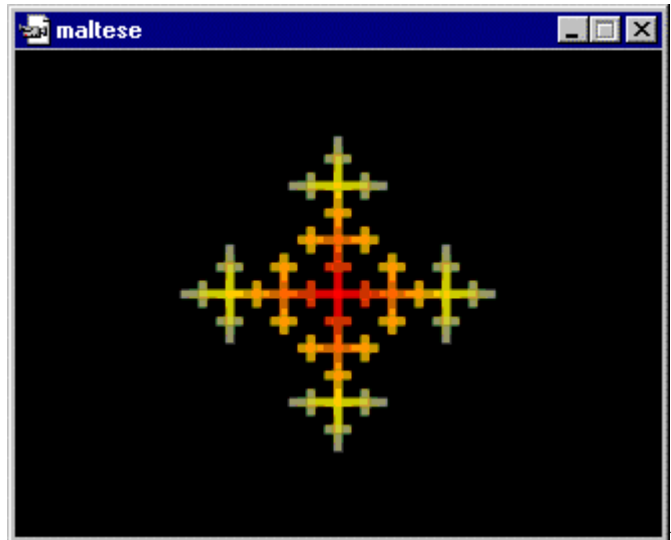
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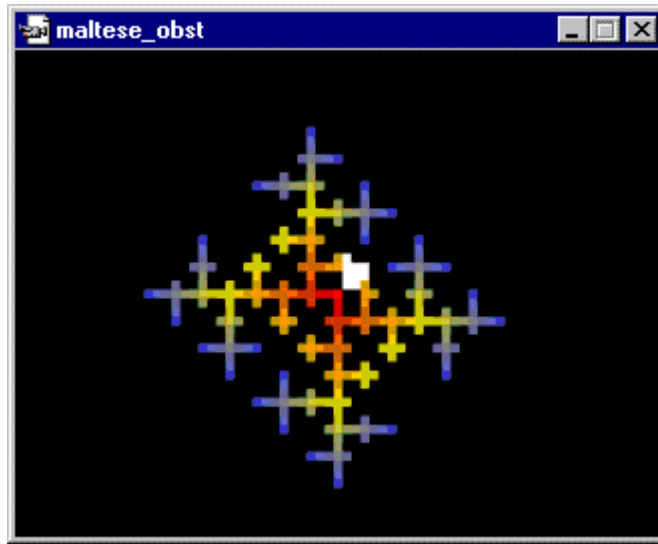
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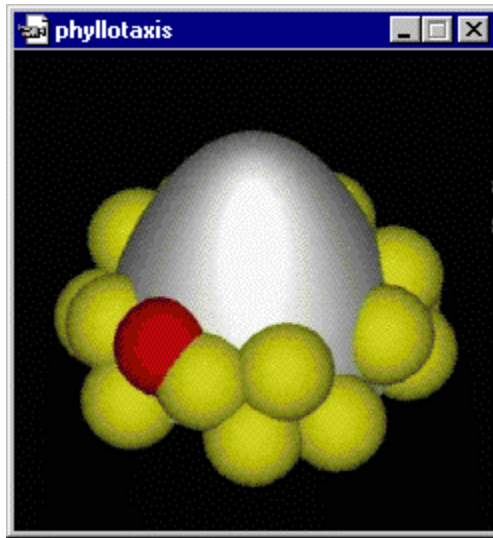
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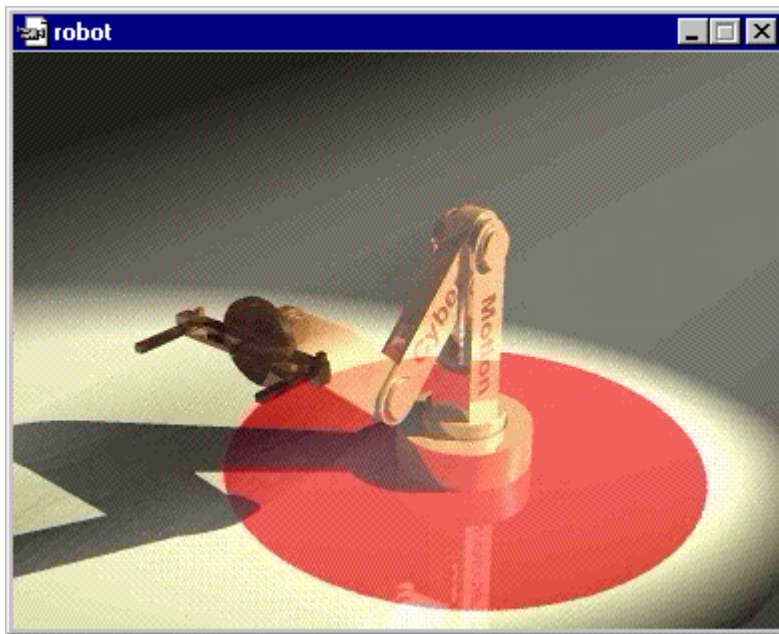
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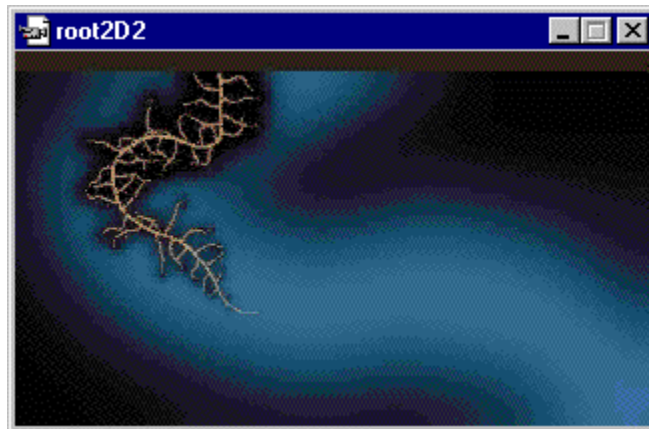
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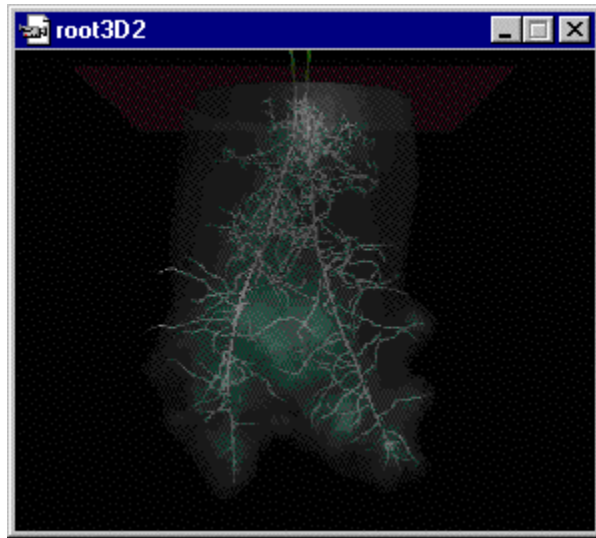
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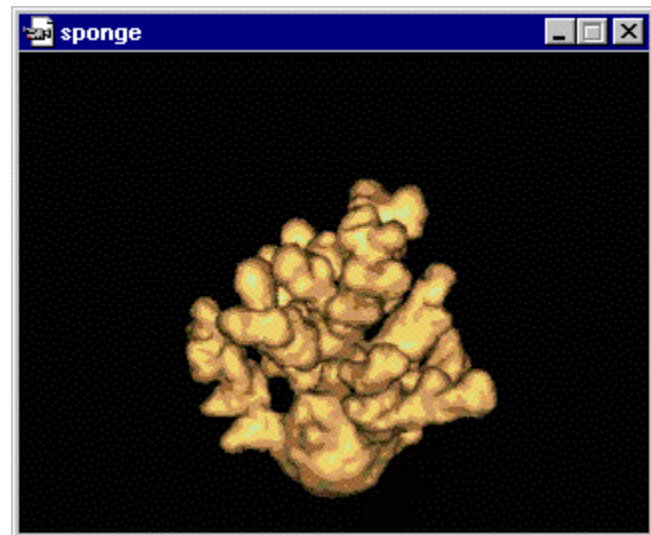
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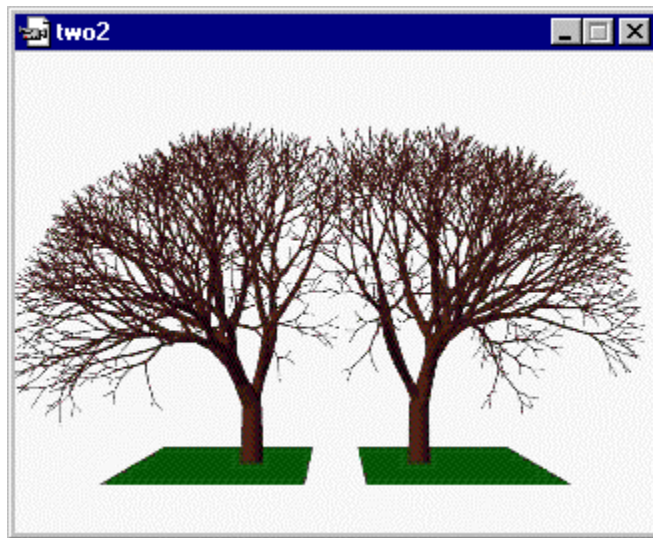
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