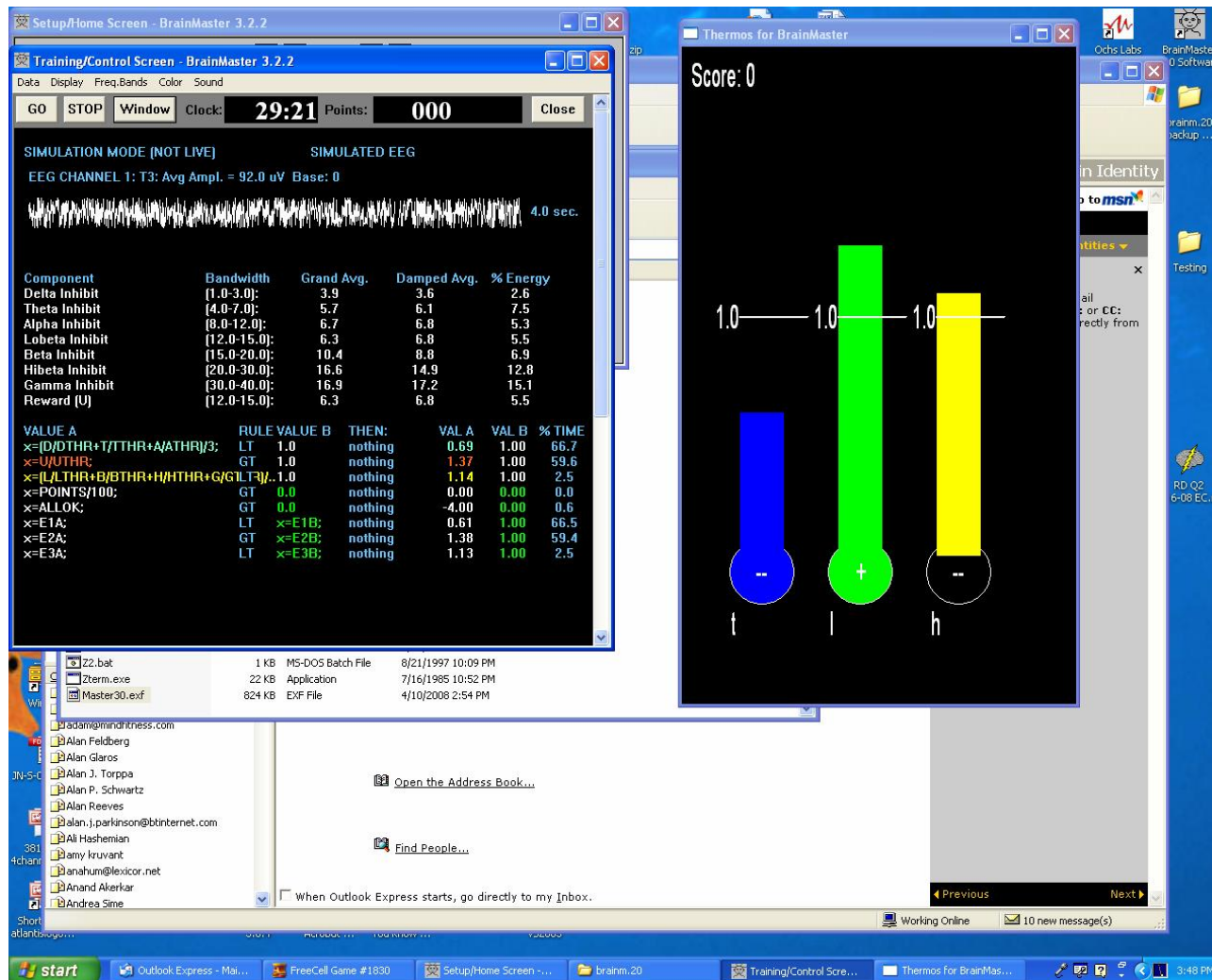


BrainMaster DLL Memory Mapping Emulation Mode for Somatic Vision and other external programs

Multiple Inhibits:



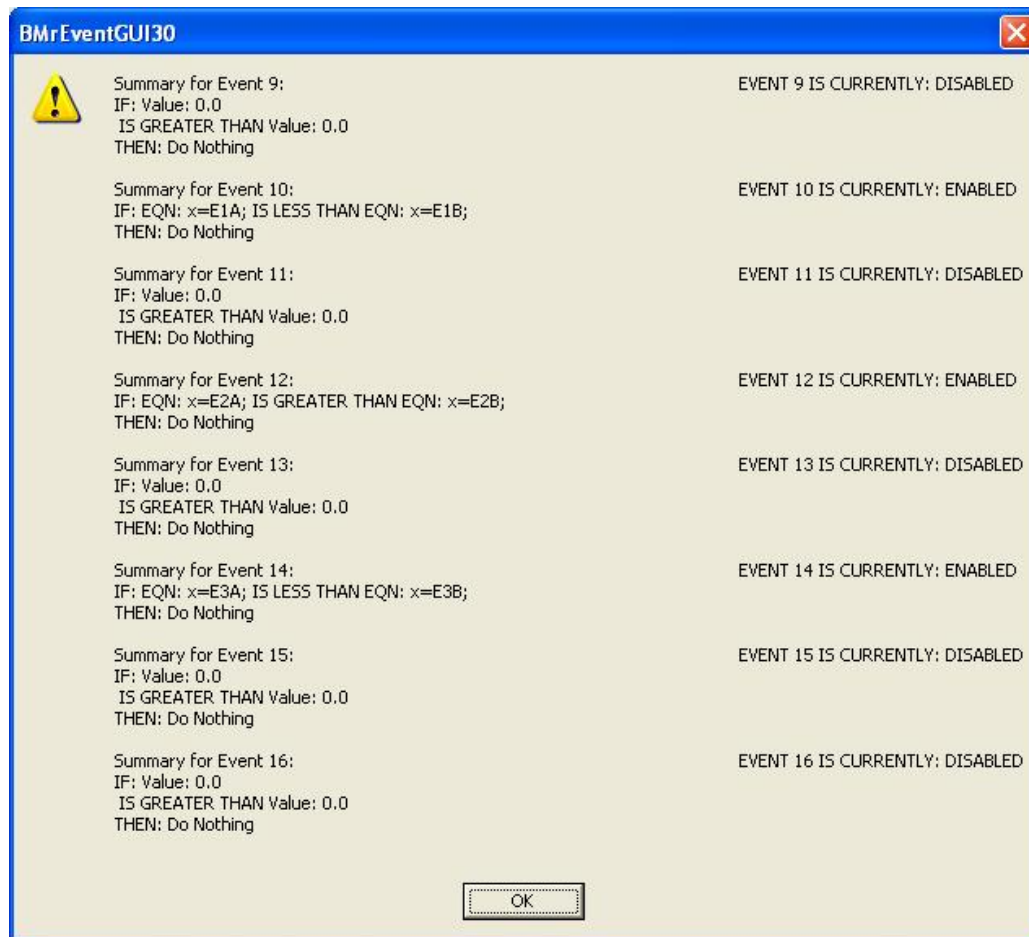
BrainMaster DLL Memory Mapping Emulation Mode for Somatic Vision and other external programs

Multiple Inhibits design:



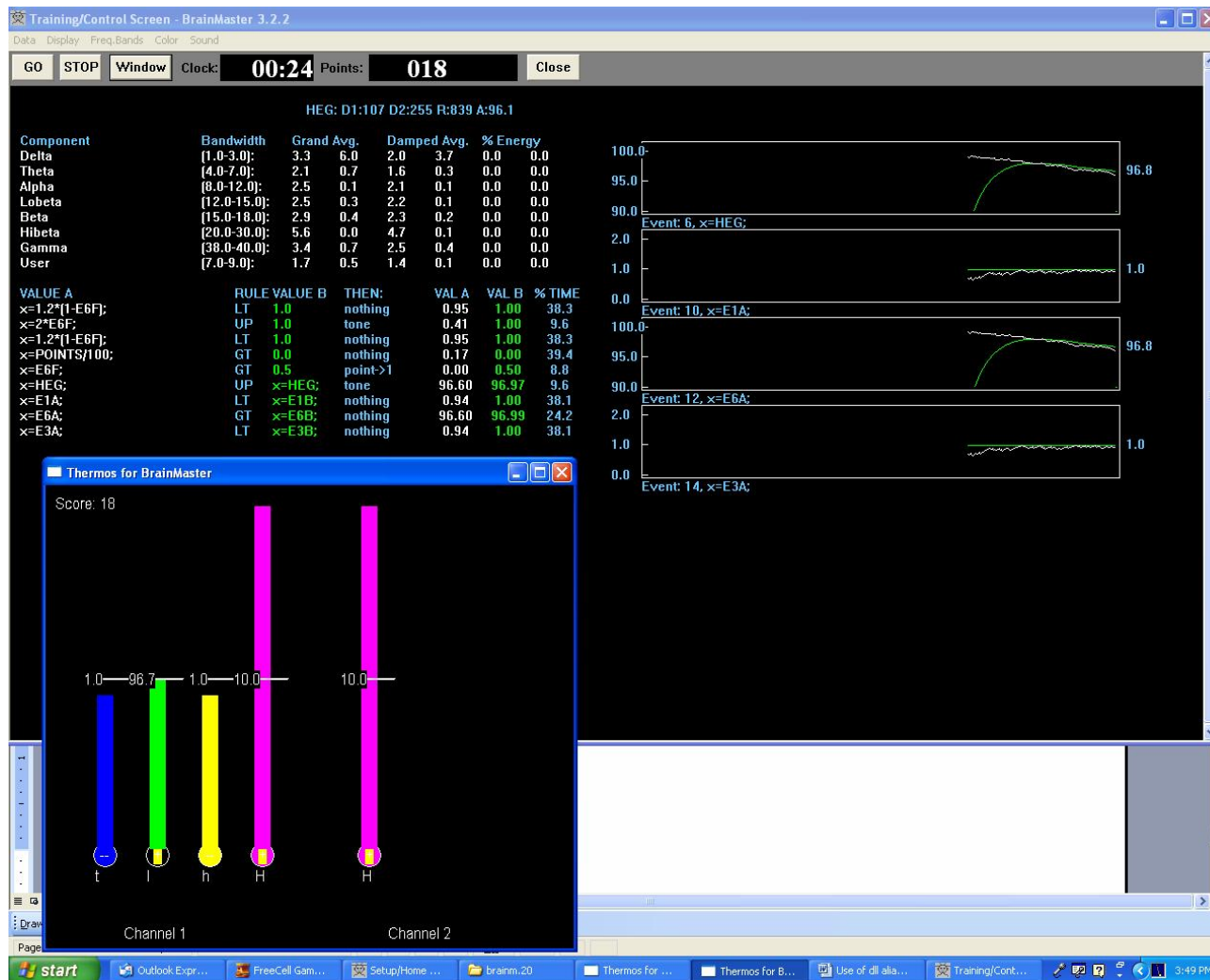
BrainMaster DLL Memory Mapping Emulation Mode for Somatic Vision and other external programs

Events 10, 12, and 14 are used, to “emulate” theta, lobeta, and hibeta to the external program.



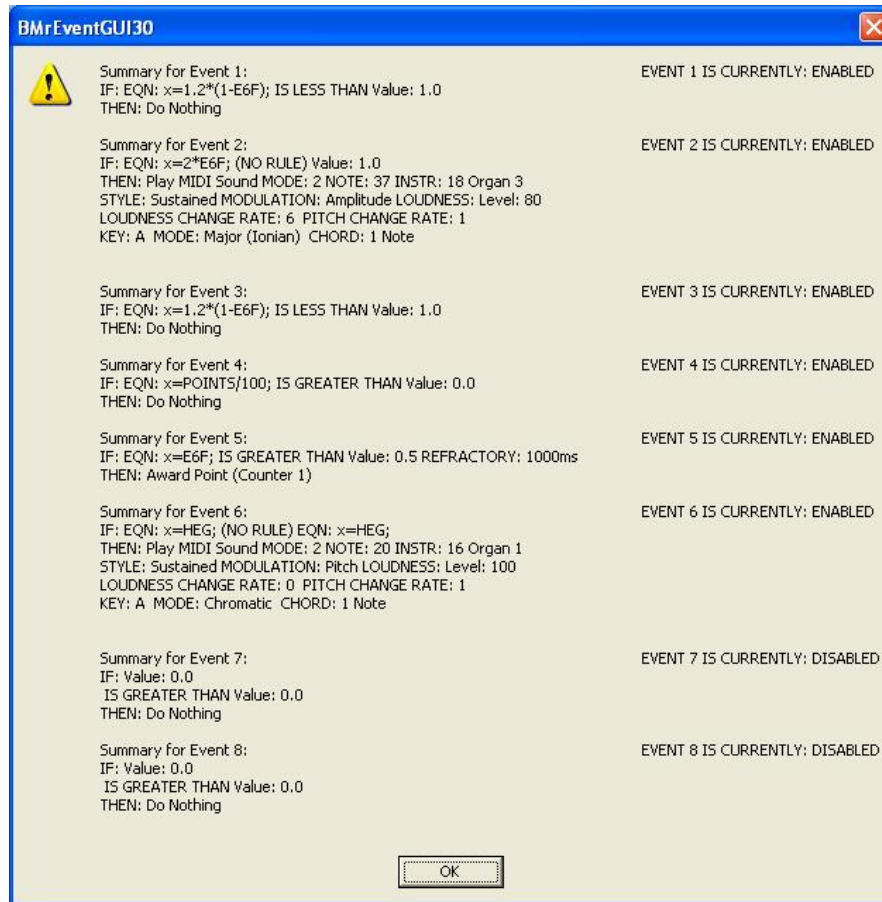
BrainMaster DLL Memory Mapping Emulation Mode for Somatic Vision and other external programs

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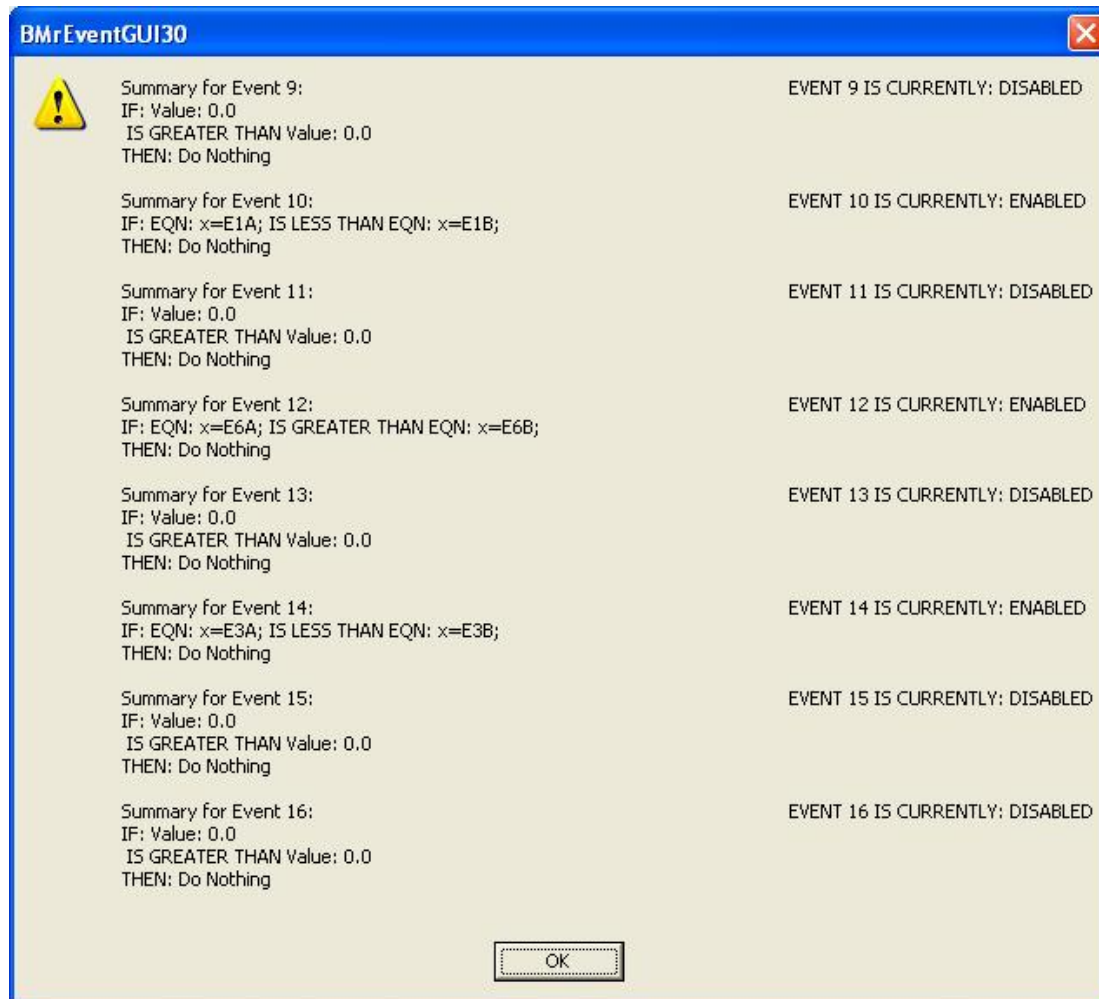


BrainMaster DLL Memory Mapping Emulation Mode for Somatic Vision and other external programs

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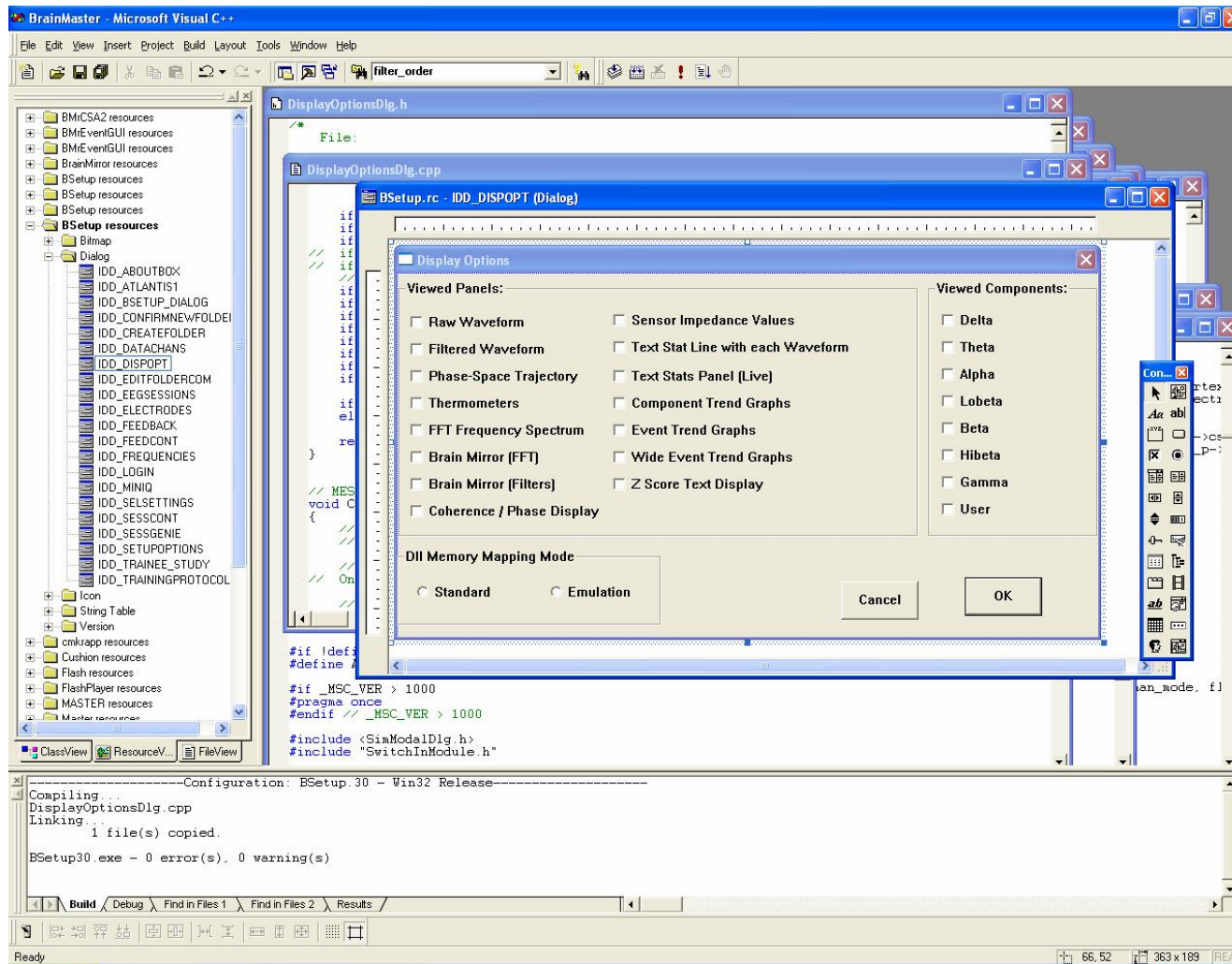


BrainMaster DLL Memory Mapping Emulation Mode for Somatic Vision and other external programs



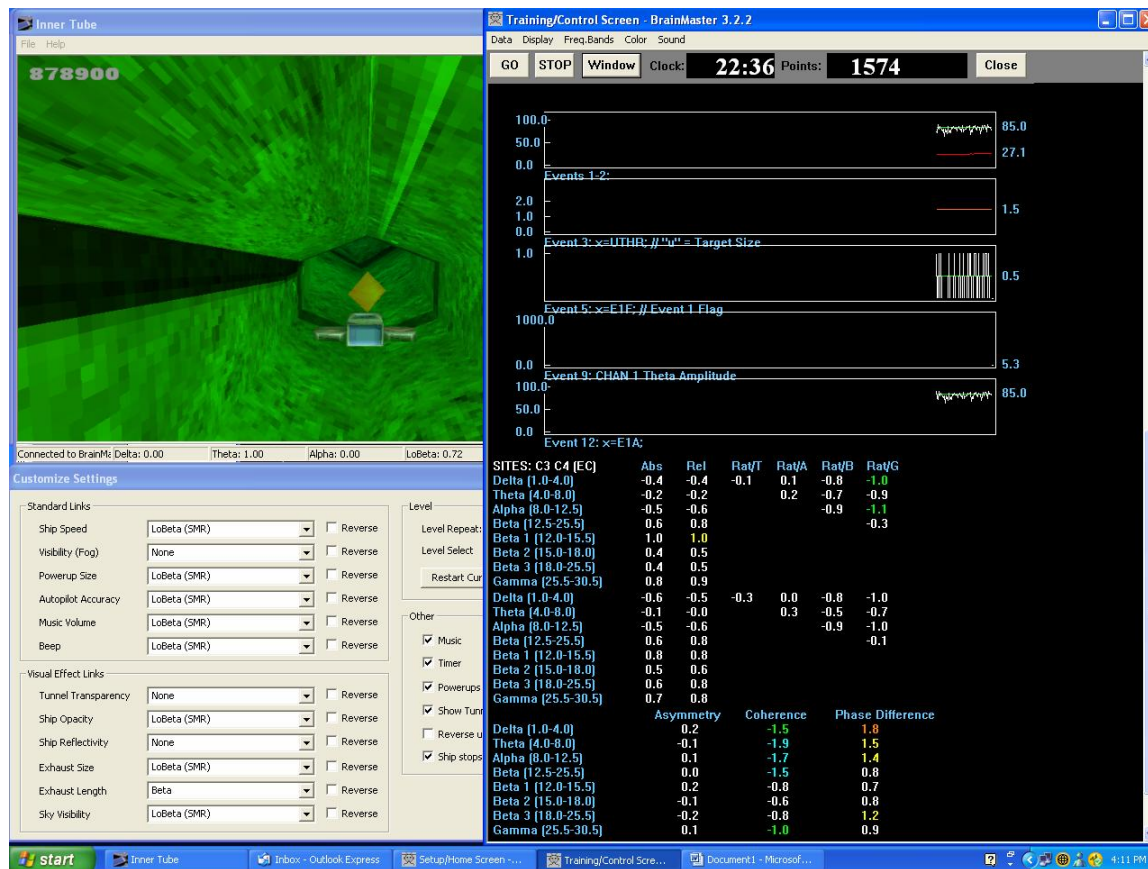
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BrainMaster DLL Memory Mapping Emulation Mode for Somatic Vision and other external programs

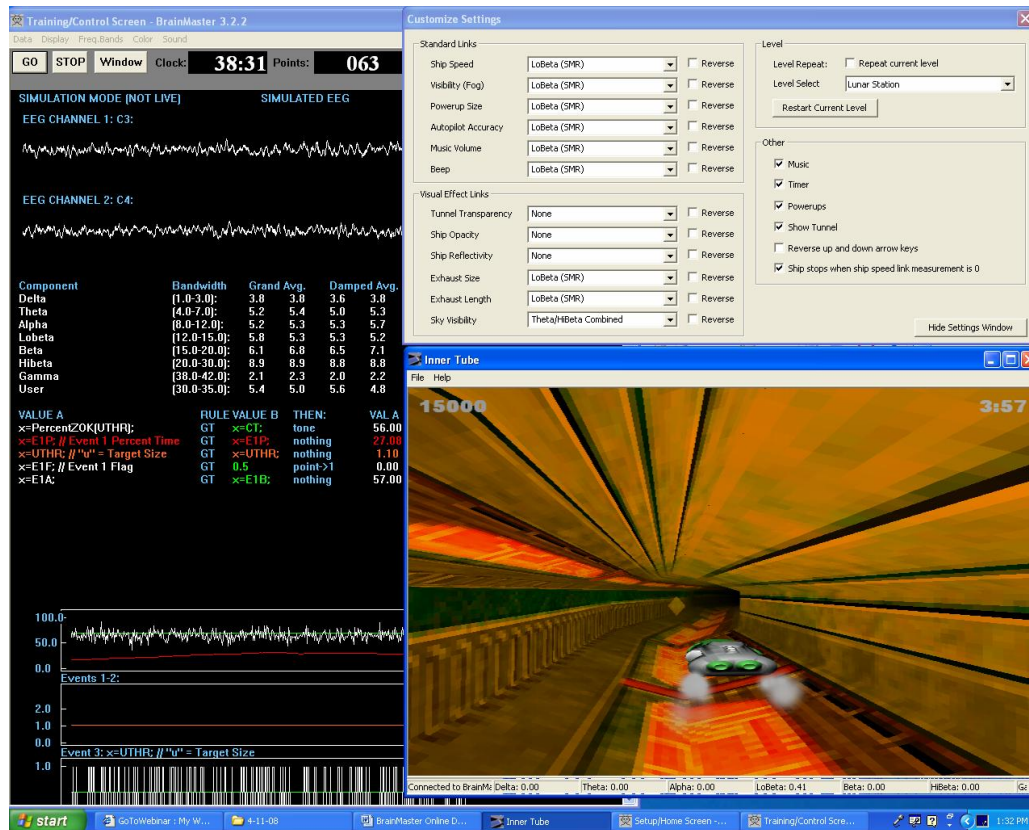


BrainMaster DLL Memory Mapping Emulation Mode for Somatic Vision and other external programs

Inner Tube using screens:



BrainMaster DLL Memory Mapping Emulation Mode for Somatic Vision and other external programs



Appendix;

BrainMaster DLL Memory Mapping Emulation Mode for Somatic Vision and other external programs

BrainMaster 3.0 DLL Emulation Mode Event Values for External Programs

Event Wizard Value	"looks like" to external program
Event 9 A	Delta value
Event 9 B	Delta threshold
Event 9 "Greater than" or "less than" rule	Delta mode "go" "stop" or "ignore"
Event 10 A	Theta value
Event 10 B	Theta threshold
Event 10 "Greater than" or "less than" rule	Theta mode "go" "stop" or "ignore"
Event 11 A	Alpha value
Event 11 B	Alpha threshold
Event 11 "Greater than" or "less than" rule	Alpha mode "go" "stop" or "ignore"
Event 12 A	Lobeta value
Event 12 B	Lobeta threshold
Event 12 "Greater than" or "less than" rule	Lobeta mode "go" "stop" or "ignore"
Event 13 A	Beta value
Event 13 B	Beta threshold
Event 13 "Greater than" or "less than" rule	Beta mode "go" "stop" or "ignore"
Event 14 A	Hibeta value
Event 14 B	Hibeta threshold
Event 14 "Greater than" or "less than" rule	Hibeta mode "go" "stop" or "ignore"
Event 15 A	Gamma value
Event 15 B	Gamma threshold
Event 15 "Greater than" or "less than" rule	Gamma mode "go" "stop" or "ignore"
Event 16 A	User value
Event 16 B	User threshold
Event 16 "Greater than" or "less than" rule	User mode "go" "stop" or "ignore"