



User Manual

For tactile feedback stuffed stuffed animals
with active *pIRx3* extension cable



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Made exclusively for: EEG Info

Product name: Tactile feedback animal with
active *pIRx3* extension cable

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**Instructions for tactile feedback animal
with active *pIRx3* extension cable for NeuroAmp and
Bioexplorer/Cygnet**

1. **The tactile feedback animal plugs directly into the NeuroAmp.**
Locate the male DIN connector at the end of the cable that protrudes from the stuffed animal.

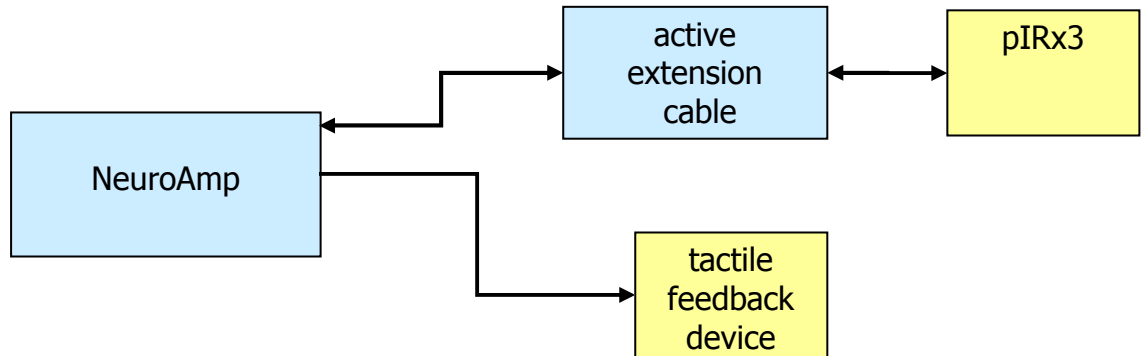


2. **Then plug the connector** into any of the DIN receptacles on the bottom face of the NeuroAmp.



3. Active extension cable

In case the *pIRx3* is used together with a tactile feedback animal, it is necessary to plug the active extension cable between the NeuroAmp and the *pIRx3*. Otherwise the temperature measurements could be adversely affected.



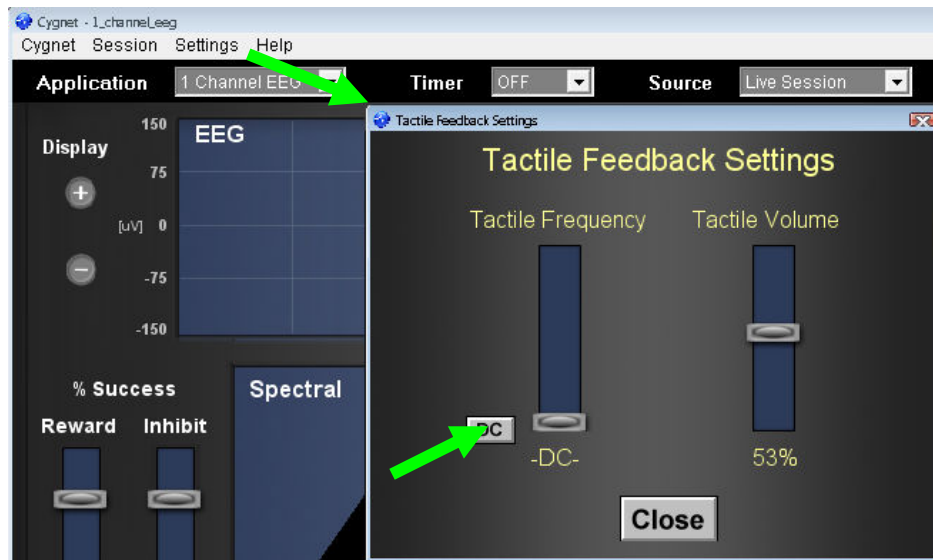
Note: You need the active extension cable only if you have a *pIRx3*.

4. Configuring Tactile Feedback Settings

In BioExplorer or Cygnet the **tactile frequency** is recommended to be set to 0 (DC):

4.1 Cygnet:

In **Cygnet**, click on **Settings** and then on **Tactile Feedback Settings** (from version 1.1.1 on).



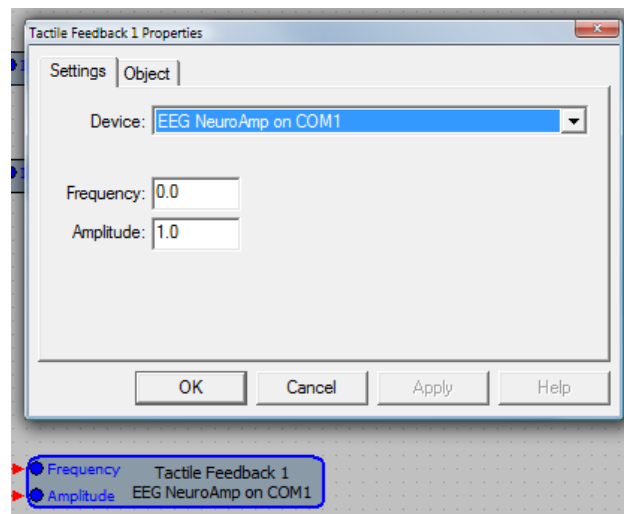
Adjust the **tactile volume** to a comfortable level. This will adjust the degree to which the bear vibrates.

Note: With Cygnet you must be in an active **LIVE** session to feel the animal vibrating. The animal will **NOT** operate in **simulation** mode.

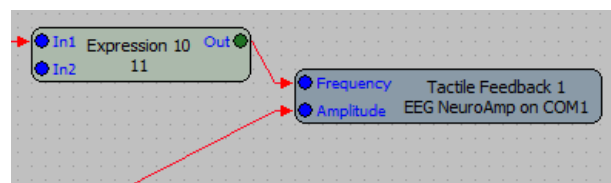
4.2 BioExplorer:

In **BioExplorer** the settings are adjusted in the element **Tactile Feedback**:

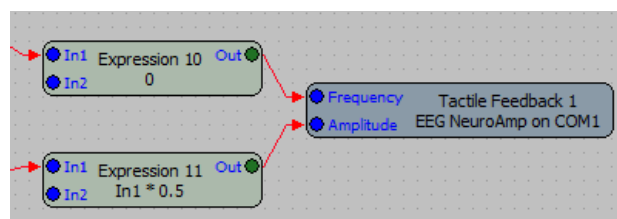
This element controls the tactile feedback device via two settings: frequency and amplitude. The settings for frequency and amplitude in the properties of the BioExplorer element “tactile feedback” only have an effect if the corresponding inputs are not used. In many designs the frequency input is not used. In these cases the setting as shown in the picture below is sufficient: Frequency = 0.



Sometimes there is an ExpressionEvaluator added as shown in the following picture. This has to be either removed or the number inside (here 11) has to be set to zero.



The amplitude is often controlled by the added BioExplorer components in the range between 0 (no vibration) to 1 (maximum vibration). In most cases the tactile feedback will be too strong with the setting “1” and it can become too noisy. We advise to reduce the amplitude by adding an ExpressionEvaluator as shown in the following picture:



The example shown here multiplies incoming values with 0.5, therefore, the intensity of the tactile feedback is reduced to 50%.

In case values over 1 can occur, it might be reasonable to limit the maximum intensity, e.g. to 50%. The equation for the ExpressionEvaluator then is as follows:

$$\text{IF}((\text{In1} * 0.5 > 0.5), 0.5, \text{In1} * 0.5)$$