

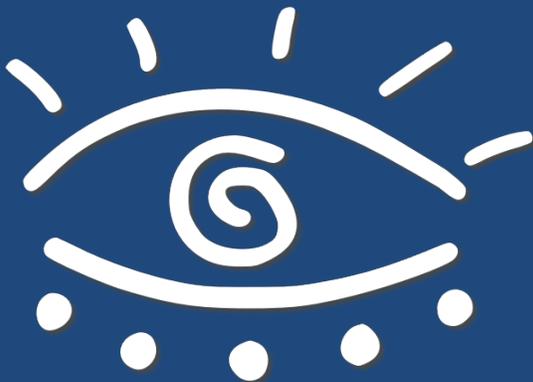
# HTS2

## HTS2 - Online VT

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# Convergence Doctor Manual

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**HTS2 - Online VT**

**Developed By**

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# Convergence

When in the default Daily Therapy Protocol, Convergence will run for 7 minutes each session.

TODAY'S ASSIGNMENT	MIN.
Pursuits	03:00
Saccades	03:00
Divergence	07:00
Convergence	07:00
Accommodative Rock	05:00

If all of the Stars have been earned for Convergence and you wish your patient to continue Convergence, you may place the Exercise in Maintenance Mode. A Exercise in Maintenance Mode will always be displayed in the patients Daily Therapy Protocol until removed from Maintenance. Maintenance Mode may be accessed by Clicking Existing Patients from the Navigation bar and selecting a patient from the list to modify their programming.

 **Maintenance On**

When using RDS targets, your patient will select an Exercise Type, either Classic, Clicker, or Spaceship.

### Choose Mode



Patients who cannot appreciate a RDS may be assigned Flat Fusion targets. The patient may select the Flat Fusion target to use.

**Important Note:** When treating a strabismic patient who does not appreciate stereopsis with a RDS, one must make sure that the patient can achieve NRC (normal retinal correspondence) fusion before using second degree targets to enhance fusion. This can be done with a cover test to make sure that there is no unilateral movement of the eyes while fusing a second degree target. By doing this one can avoid the rare, potential complication of intractable diplopia.

### Choose Image



The patient will start the Exercise by Clicking on "Begin" button.



If using Clicker or Spaceship modes, the patient may select the soundset they desire.

### Select a soundset from the choices below.



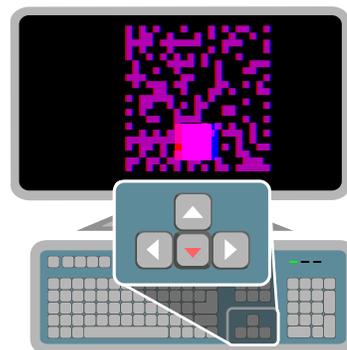
## While running Convergence

### Classic Mode

The task is, using the arrow keys on the keyboard, to respond to the position of the small square that is popping out of the screen.

The small square will appear either left, right, above, or below the center of the screen.

Correct responses will be denoted by a BEEP tone. Incorrect responses will be denoted by a BOOP tone.

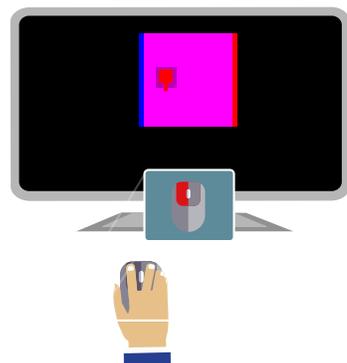


### Clicker Mode

A small square that pops out of the screen will appear in a random location within the larger square.

The task is to locate the small 3D square in the large square, then move the mallet to respond. Move the mallet by moving the mouse in the direction the mallet needs to go, then Left click on the mouse to respond.

Responses will be denoted by a correct and incorrect sounds based on the soundset selected.

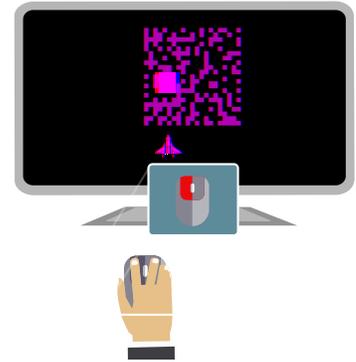


## Spaceship Mode

A small square that pops out of the screen will appear at the top of the large square and will progressively drop towards the bottom.

The task is, using the mouse, to move the spaceship in line with the falling square, then shoot it by clicking the left mouse button.

Responses will be denoted by a correct and incorrect sounds based on the soundset selected.

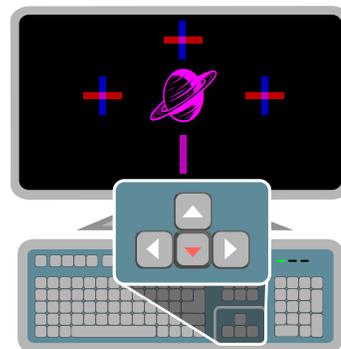


### Flat Fusion Non Stereo Cues

An image will be presented in the center of the screen surrounded by three crosses and one line that is not a cross

Using the arrow keys on their keyboard, the patient responds to the location of the line that is not a cross. Either up, down, left, or right.

Correct responses will be denoted by a BEEP tone. Incorrect responses will be denoted by a BOOP tone.

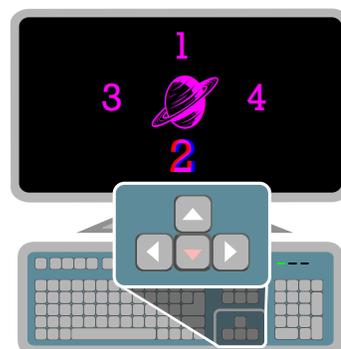


### Flat Fusion Stereo Cues

An image will be presented in the center of the screen surrounded by four numbers, one of which will be popping out of the screen.

Using the arrow keys on their keyboard, the patient responds to the number that is popping out of the screen. Either up, down, left, or right.

Correct responses will be denoted by a BEEP tone. Incorrect responses will be denoted by a BOOP tone.

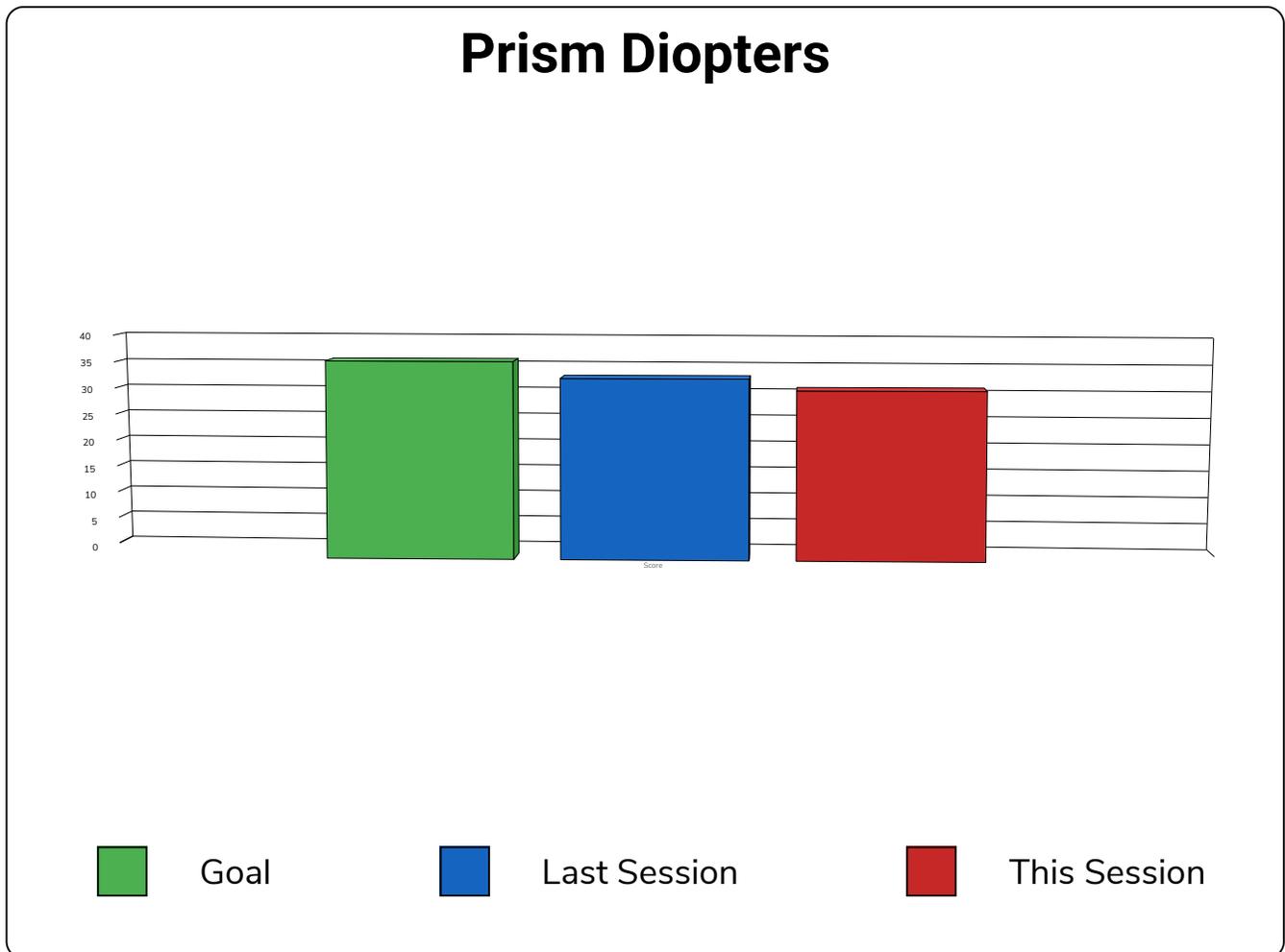


## Prism Diopter

Vergence Demand measured in Prism Diopters.

The default goal is 35 Δ.

You may move your mouse pointer over the columns in the graph to display the numerical values.



## Stars Achieved

After achieving 3 Stars, the image will decrease in size which increases the difficulty of the task.

### Stars Achieved



# Settings

## Mode

Choice of exercise mode. Classic, Clicker, or Spaceship.

### Choose Mode

Classic	Clicker	Spaceship
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## Target Size

Size of image, Large or Small. This cannot be changed unless in Maintenance Mode.

### Target Size

Large	Small
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## Diopters

Modify Vergence Goal.

### Diopters

-	35	+
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## Response Time Out

Time allowed to make a response before an error is scored.

### Response Timeout Seconds

-	10	+
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## Flat Fusion Stereo

Flat Fusion Stereo response cues are stereo.

Flat Fusion Stereo

## Flat Fusion Non-Stereo

Flat Fusion Non-Stereo response cues are non-stereo.

Flat Fusion Non-Stereo

### Horizontal Offset

Add Horizontal Offset to Vergence target.

If you have a Strabismic patient who cannot fuse at ortho, you may offset the starting demand. Click the + button to create an offset that allows them to fuse at their angle.

#### Horizontal Offset

-	0	+
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### Vertical Offsets

Add Vertical Offset to Vergence target.

If you have a patient that has a hyper deviation, you input a hyper offset. Click the + or - button to create an offset that allows them to fuse at their deviation. Reduce as improvement progresses.

#### Vertical Offset

-	0	+
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### Auditory Distractors

Auditory Distractors will present the patient with various verbal prompts that they should verbally respond to. For example, repeat the following word. The patient may select, from a list, the distractor task they wish to respond to.

#### Auditory Distractors

**Duration**

Assigned Exercise time in minutes.

**Duration**

-	7.0	+
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**Session #**

The number of sessions completed.

**Session: #1**

**Viewing Distance**

Working distance from the patients eyes to the screen in inches.



