

# DVA Test

# Module tutorial



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# 1. General

## 1.1. Introduction

### 1.1.1. Acronyms and definitions

**DVA** = Dynamic Visual Acuity

**SVA** = Static Visual Acuity

**VPT** = Visual Processing Time

**GST** = Gaze Stabilization Test

**logMAR** :

- log = logarithm
- MAR = Minimum Resolution Angle
- The LogMAR (or Log MAR) is a unit that quantifies visual acuity in such a way as to be able to perform statistical calculations (e.g., the mean, the standard deviation of visual acuity in a population of eyes, etc.), unlike the expression of visual acuity in decimals (in tenths).

### 1.1.2. Description

**DVA Test** is a software for evaluating image stabilization during high-speed head movements. In DVA Test, the patient must make rapid head movements, stop their movement and identify the optotype that appears under various conditions.

By default, DVA Test runs a series of tests:

- **SVA** : Static Visual Acuity: *Determines static visual acuity.*
- **VPT** : Visual Processing Time: *Gives the minimum perception time for a flashed optotype.*
- **GST** : *Calculates the maximum velocity of the head for the perception of an optotype.*
- **DVA** : Dynamic Visual Acuity, *measures visual acuity during dynamic head movement.*

**The DVA evaluates** a person's ability to stabilize an image on the retina when the head is moving, it evaluates the function of the vestibulo-ocular reflex (VOR)

**Principle of the test:** measure the maximum visual acuity at which a patient can read an optotype by abruptly stopping his head movement on this optotype. He must read it to the practitioner. With each success, the difficulty increases (the size of the optotype decreases and/or the speed required increases). The test stops automatically after 3 incorrect answers for a given acuity.

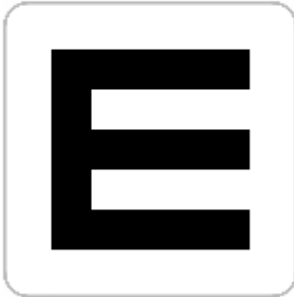


Patients must indicate the direction of the branches of the E that they will see.






**i Optotype verification**

Optotype



Answer

You can validate, invalidate or declare the optotype as unrecognized with the buttons at the bottom of this panel.



Validate the answer



Error or optotype not recognized or not seen



## 1.2. Required accessories

VRHeadset (turned ON).

1 tracker + DVA Headband.

A ruler graduated in mm to calibrate the module with your screen (see following chapters).

Optional: xBox controller, footswitch pedal.

Optional: a 2nd Tracker screwed on the screen clamp (supplied).

**Recommendation:** Be sure to turn off trackers after use.

## 1.3. Patient setup

The patient should preferably be seated or standing in front of the screen at least 1.5 m from the screen during the assessment.

Screw a tracker onto the "DVA headband".

Place the headband with the tracker on the patient's head. Ensure the light of the tracker is directed forwards towards the computer screen.

By default, the "Manual Distance" checkbox is selected. If you clear this box, place a second tracker on the screen clip and install it on the screen.



## 2. Settings

### 2.1. Session settings

**Select one or more tests:**

- Automatic assessment (all tests)

**Static visual acuity (SVA)**

① Determines the Static Visual Acuity.

**Visual Processing Time (VPT)**

① Gives the minimum duration of perception for a flashed optotype.  
Note: uses the SVA data.

**Gaze stabilization test (GST)**

① Calculates the maximum head velocity for the perception of an optotype.  
Note: uses SVA and VPT data.

**Dynamic visual acuity (DVA)**

① Measures the Dynamic Visual Acuity during a head movement.  
Note: uses SVA, VPT and GST data.

**Settings**

Optotype choice

Snellen E     Landolt C     A to Z

Trackers & distance to the screen

Manual distance (only 1 tracker required)

1.5 m

Note: The patient must be placed at 1.5 m from the screen. The light on the tracker must be directed to the screen.

Force optotype display to the center

Evaluate tilts

Skip the tutorials

**Previous results**

|                | SVA         | VPT                     |
|----------------|-------------|-------------------------|
| Visual acuity  | 0.10 logMAR | Duration 100 ms         |
|                | GST         | DVA                     |
| Left velocity  | 119 °/s     | Left acuity 0.3 logMAR  |
| Right velocity | 122 °/s     | Right acuity 0.2 logMAR |

#### 2.1.1. Automatic or manual assessment

##### 2.1.1.1. Automatic assessment

**Select one or more tests:**

- Automatic assessment (all tests)

**Static visual acuity (SVA)**

① Determines the Static Visual Acuity.

**Visual Processing Time (VPT)**

① Gives the minimum duration of perception for a flashed optotype.  
Note: uses the SVA data.

**Gaze stabilization test (GST)**

① Calculates the maximum head velocity for the perception of an optotype.  
Note: uses SVA and VPT data.

**Dynamic visual acuity (DVA)**

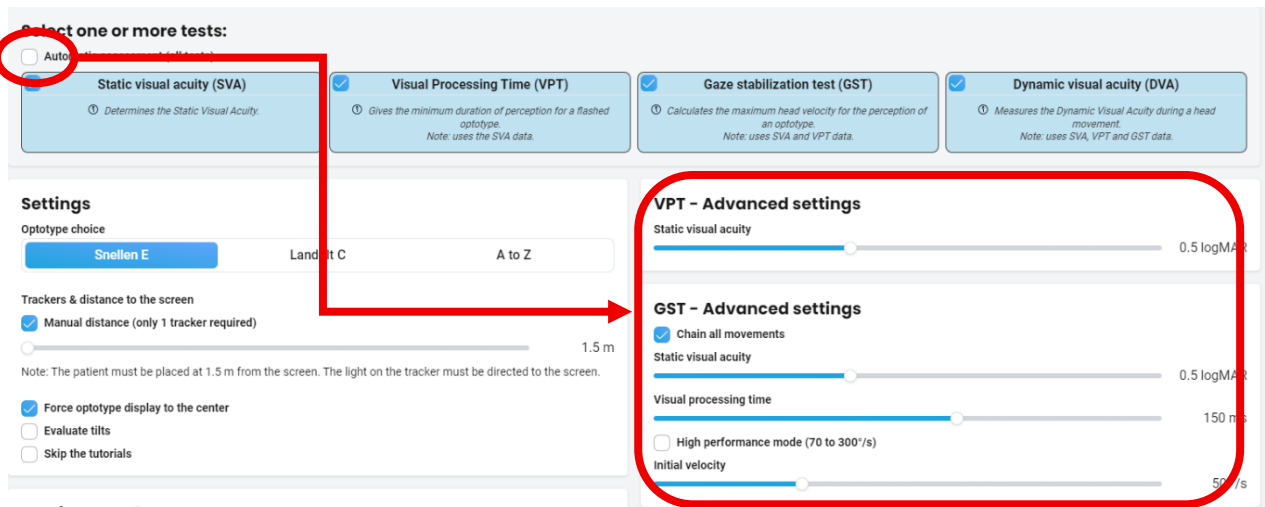
① Measures the Dynamic Visual Acuity during a head movement.  
Note: uses SVA, VPT and GST data.

By default, DVA Test is automatic and chains all the tests.

For specific needs, depending on your objectives, it is possible to launch a sequence with part of the tests.



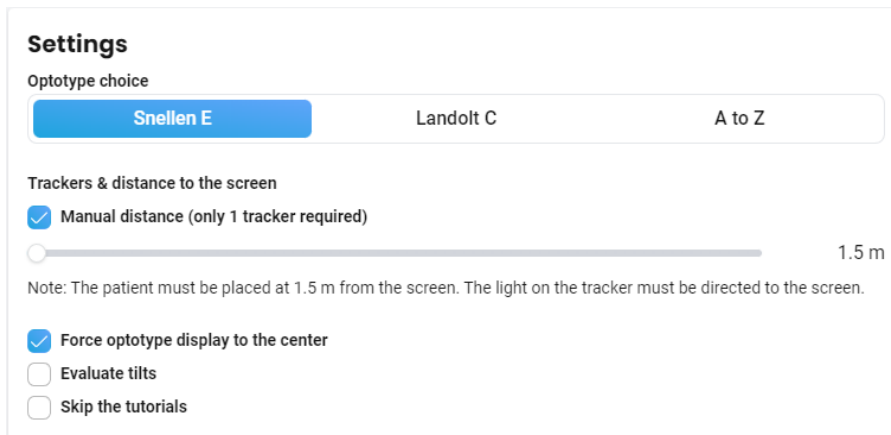
### 2.1.1.2. Manual assessment



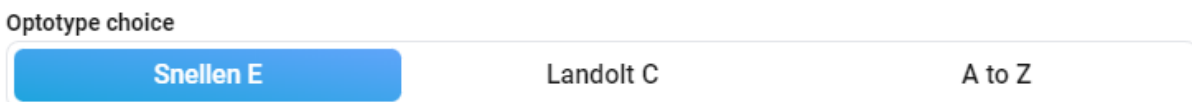
By clearing the Automatic assessment checkbox, you can select which tests to perform based on your goals.

The selected tests display their advanced settings, except for the Static Visual Acuity test which does not need any additional adjustments.

### 2.1.2. Settings



#### 2.1.2.1. Optotype choice



By default, the E Snellen is chosen, the patient will have to say the direction of the branches of the E (example: up, down, left, right)

You can choose another shape of optotype to display: C Landolt or letters A to Z.



### 2.1.2.2. Trackers and distance to the screen

#### Trackers & distance to the screen

Manual distance (only 1 tracker required)

 1.5 m

Note: The patient must be placed at 1.5 m from the screen. The light on the tracker must be directed to the screen.

The checkbox is selected by default. Only one tracker is required. The patient must be seated in front of the screen at a minimum distance of 1.5m. The distance between the patient and the screen must then be entered with the slider [1.5, 5m]. When the box is unchecked, the second tracker, placed on the screen, is required.

### 2.1.2.3. Other settings

Force optotype display to the center

Evaluate tilts

Skip the tutorials

- **Force optotype display to the center:**

By default, the optotype display is enabled in the center. This defines the position of the optotype at the end of the head movement in the center of the screen.

Unchecking this box allows the optotype to be displayed on the edges of the screen.

- **Evaluate tilts:**

The checkbox is not active by default. It only applies to manual mode for GST and DVA tests if you need to evaluate tilts.

- **Skip the tutorials:**

Inactive box by default.

By default, tutorials will be displayed automatically at the start of each new test.



#### 2.1.2.4. VPT - Advanced settings

### VPT - Advanced settings

Static visual acuity

0.5 logMAR

Slider from 1 logMAR to -0.3 logMAR for visual acuity.

#### 2.1.2.5. GST – Advanced - settings

### GST - Advanced settings

Chain all movements

Static visual acuity

0.5 logMAR

Visual processing time

150 ms

High performance mode (70 to 300°/s)

Initial velocity

50 °/s

By default, the chosen sequence includes all head movements.

It is possible to choose the movements that suit you by deactivating this box and then selecting the type of movement to be performed:

Chain all movements

Movement choice

Left - Right
Up - Down
Tilts

If the selected motion is "Tilts", the "Evaluate Tilts" global setting will be ignored and considered active.

Slider from 1 logMAR to -0.3 logMAR for visual acuity.

Display time (Visual Processing Time): 20ms to 1000ms.

High-performance mode: The initial velocity changes from the interval of [10 to 150°/s] to that of [70 to 300°/s].



### 2.1.2.6. DVA – Advanced settings

#### DVA - Advanced settings

Chain all movements

Static visual acuity 0.5 logMAR

Visual processing time 150 ms

Initial velocity 70 °/s

By default, the sequence you choose includes all head movements.

You can choose the movements that suit you by unchecking this box and then selecting the type of movement you want to make:

When the checkbox is off, select the type of movement you want to make:

Chain all movements

Movement choice

**Left - Right**      Up - Down      Tilts

If the selected motion is "Tilts", the "Evaluate Tilts" global setting will be ignored and considered active.

Slider from 1 logMAR to -0.3 logMAR for visual acuity.

Display time (Visual Processing Time): 20ms to 1000ms.



## 2.2. Additional information

### 2.2.1. Results of previous sessions

| Previous results                                        |              |                   |             |
|---------------------------------------------------------|--------------|-------------------|-------------|
| SVA                                                     |              | VPT               |             |
| Visual acuity                                           | -0.20 logMAR | Duration          | 20 ms       |
| GST                                                     |              | DVA               |             |
| Left velocity                                           | 389 °/s      | Left acuity       | -0.3 logMAR |
| Right velocity                                          | 332 °/s      | Right acuity      | -0.3 logMAR |
| Up velocity                                             | 336 °/s      | Up acuity         | -0.3 logMAR |
| Down velocity                                           | 439 °/s      | Down acuity       | -0.3 logMAR |
| Left tilt velocity                                      | --- °/s      | Left tilt acuity  | --- logMAR  |
| Right tilt velocity                                     | --- °/s      | Right tilt acuity | --- logMAR  |
| <i>Last session used: 02-17-2026, 02:12 PM +2 more.</i> |              |                   |             |

This table is created from the results of the previous sessions.

If the results have been carried out partially, the unmeasured values are searched in the history of past sessions. For each unmeasured value, the most recent result is used.

The "Last session used" indication shows the date and time of the most recent session. Then the indication "+ X more" tells you about the number of sessions used to complete this table of results.



## 2.2.2. logMAR to decimal values conversion table

### ① Conversion logMAR to decimals

#### ▼ Conversion table

| logMAR | Decimals * |
|--------|------------|
| 1      | 1 /10      |
| 0.9    | 1.3 /10    |
| 0.8    | 1.6 /10    |
| 0.7    | 2 /10      |
| 0.6    | 2.5 /10    |
| 0.5    | 3.2 /10    |
| 0.4    | 4 /10      |
| 0.3    | 5 /10      |
| 0.2    | 6.3 /10    |
| 0.1    | 8 /10      |
| 0      | 10 /10     |
| -0.1   | 12 /10     |
| -0.2   | 16 /10     |
| -0.3   | 20 /10     |

\* Approximations



## 3. Module

### 3.1. Session

Once the settings have been set, click on "**Start session**" at the bottom right of the screen.

The tutorials guide you through the DVA Test.

#### 3.1.1. Structure of tutorials

At the beginning of each test, a tutorial is displayed. It is possible to turn the pages by clicking on the arrows with the mouse, or by using the left and right directional arrows on the keyboard. It is also possible to close the tutorials by clicking on the cross at the top right.




### 3.1.1.1. Configuration

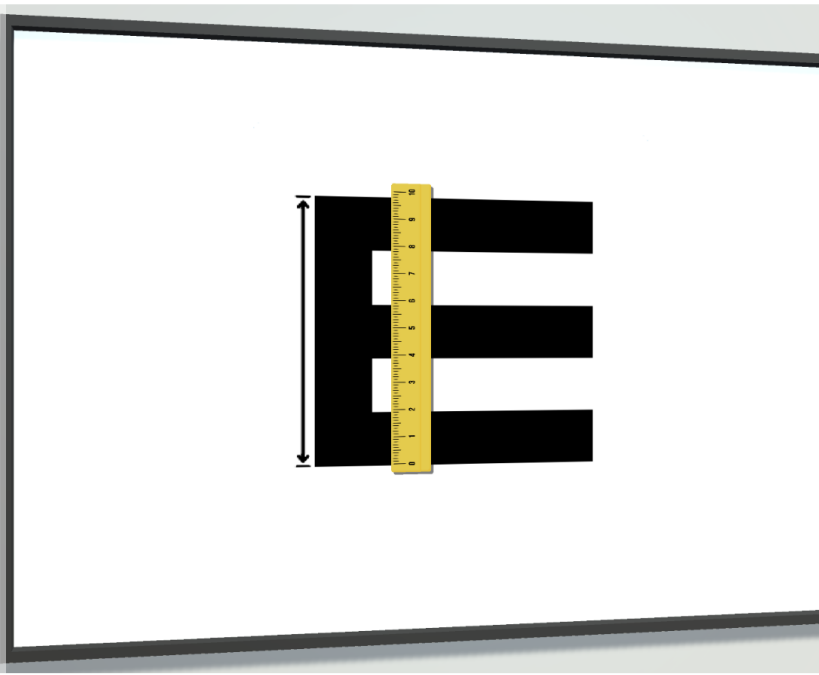
**Instructions (SVA)** [Close]

**Step 1/6  
Configuration**

The first time the program is launched, a screen calibration is requested. It will appear after the tutorial and before the beginning of the exercise.



After the end of this tutorial, you will need to measure the **height** of the displayed letter and enter it in **millimeters** in the field below.



[Navigation icons: back, progress, forward]

This tutorial appears when you first use DVA Test or when you want to make a new configuration.

### 3.1.1.2. Patient setup

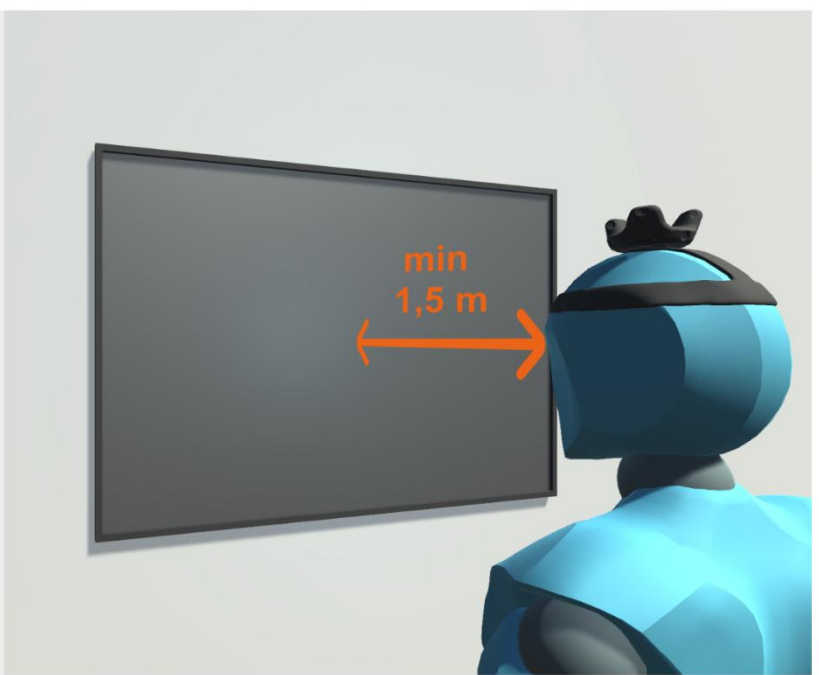
**Instructions (SVA)** [Close]

**Step 2/6  
Patient setup**

Place a tracker **on the patient's head**.  
The LED light should be **aimed forward**.

*Note: It is recommended that the patient be placed **at least 1.5 meters** from the screen.*

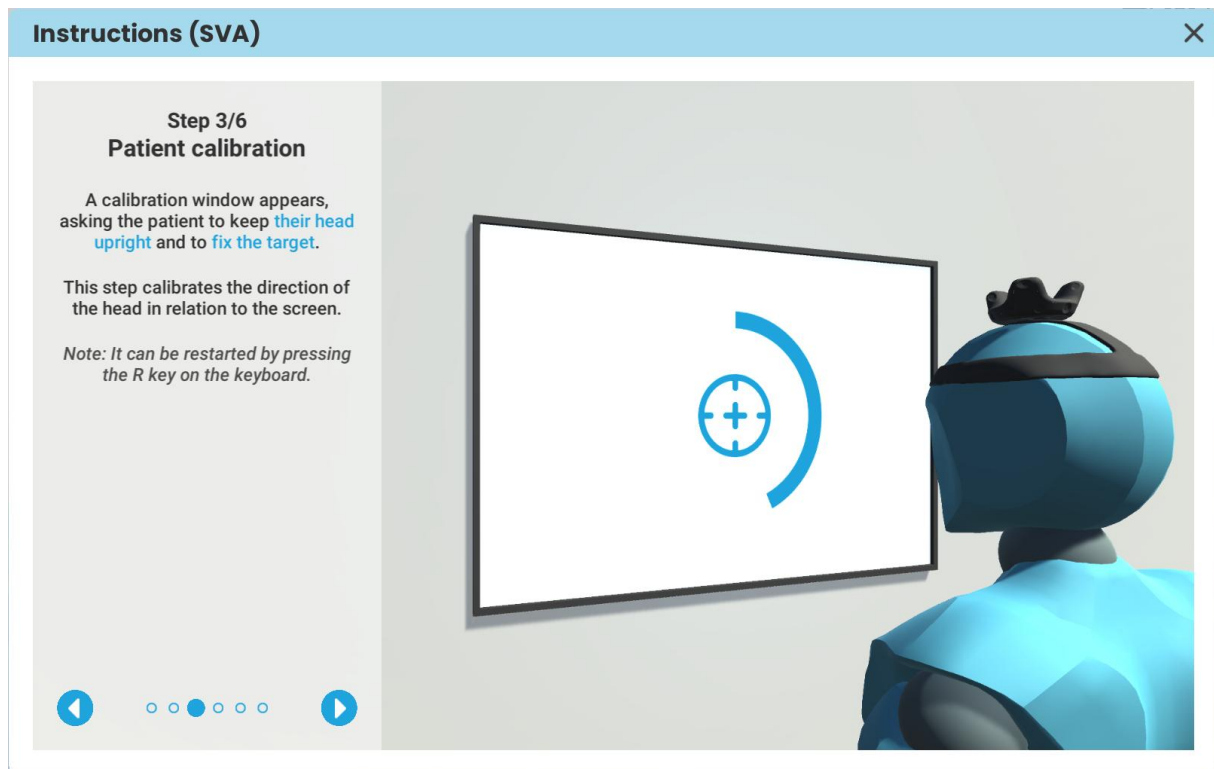
*Note: When two trackers are used, the software calculates the size of the optotype to be displayed according to the distance of the patient from the screen. In manual distance mode (single tracker), the patient must be placed at the distance indicated in the settings.*



[Navigation icons: back, progress, forward]



### 3.1.1.3. Calibration



### 3.1.1.4. Explanation of the exercise

Each exercise has its own explanation. This explanation depends on the current exercise and the parameters of the session. These explanations are presented below.



### 3.1.1.5. Validation

**Instructions (SVA)**
✕

**Step 5/6**  
**Validation**

The patient will be asked to indicate the **direction of the optotype**.

The patient can use the keyboard, the Xbox controller or indicate the answer to the practitioner who will confirm whether the answer is correct.

*Note: If the patient did not recognize the optotype, it is considered a fail.*

By default, the patient must indicate the direction of the branches of the E that he or she will see.



The "directional arrows on the keyboard" represent the direction of the E's temples:

- Up arrow = up
- Down arrow = down
- Right arrow = right
- Left arrow = left

The Y, X, B, A buttons are those of the Xbox controller.

- Y= up
- A= Down
- B= to the right
- X= to the left




### 3.1.1.6. Test complete

**Instructions (SVA)** ✕

**Step 6/6**  
**Test complete**

After a variable number of measurements, the software automatically ends the test and calculates the patient's results.

*Note: If several tests and/or movements have been selected, the software will move on to the next.*



Navigation icons: back, progress (6 of 6), and close.

### 3.1.2. Static Visual Acuity

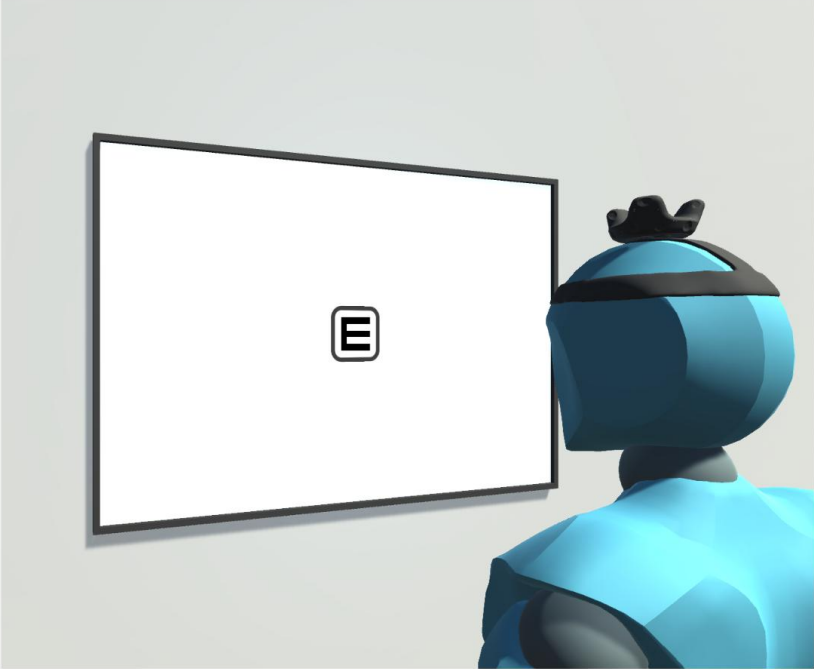
#### 3.1.2.1. Tutorial: Explanation of the exercise

**Instructions (SVA)** ✕

**Step 4/6**  
**Optotype**

An optotype appears in the center of the white square.

*Note: Its size corresponds to the visual acuity tested and may vary depending on the distance between the patient and the screen.*



Navigation icons: back, progress (4 of 6), and forward.



### 3.1.2.2. Reminder of procedure

#### 1/4 - SVA

**Reminder:**

*The patient must **look at the optotype** in the center of the white square **to determine its direction** (or the letter displayed in Alphabet mode).*

*They must then tell the practitioner what they saw or use the keys on the keyboard or the buttons on the Xbox controller to validate their choice.*

***The exercise stops automatically** after three successes for the same acuity.*

**CALIBRATE & START**

By clicking on the button, the exercise begins.



## 3.1.2.3.

## Procedure

Optotype verification



What is the direction of the shape below?



Give your answer to the practitioner or use the arrow keys or the Xbox controller.  
If you don't see the optotype, ask the practitioner to declare **optotype not recognized** in the optotype verification panel.



The module displays the selected optotype at a variable size. Once the patient has recognized the optotype, the difficulty increases until the patient can no longer recognize the optotype (the optotype decreases in size with each try).



### 3.1.3. Visual Processing Time

#### 3.1.3.1. Tutorial: Explanation of the exercise

**Instructions (VPT)** ✕

**Step 4/6**  
**Optotype**

A **white square** appears in the center of the screen.

After one second, an **optotype** appears once for a variable duration between 10 ms and 1000 ms.

*Note: If the target appears to be out of alignment, you can restart the calibration by pressing the R key on the keyboard.*

◀ ○ ○ ○ ● ○ ○ ▶



### 3.1.3.2. Reminder of procedure

## 1/1 - VPT

### Reminder:

*In the center of the screen, a **white square** will delimit the zone where the optotype will appear. This optotype will be **displayed for a variable amount of time that gets shorter and shorter**.*

*The patient must try to **see the optotype** in order to determine its direction (or the letter displayed in Alphabet mode).*

*They must then inform the practitioner of what they have seen or use the keys on the keyboard or the buttons on the Xbox controller to validate their choice.*

***The exercise stops automatically** after three successes for the same display time.*

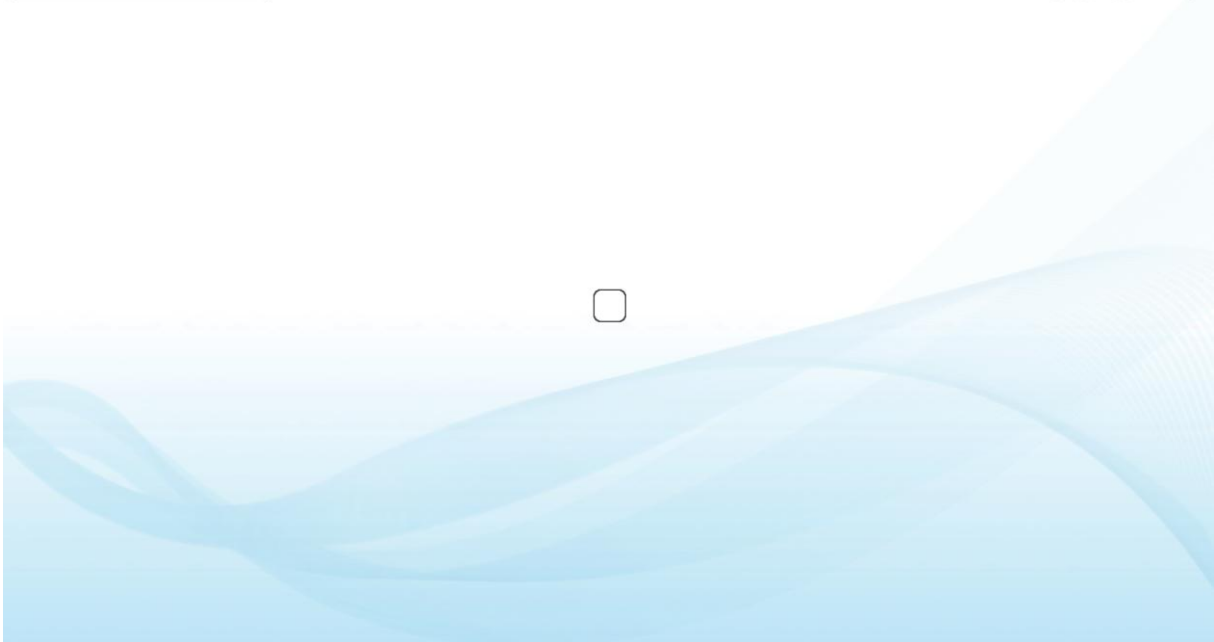
**CALIBRATE & START**

### 3.1.3.3. Procedure

The module displays the selected optotype at a fixed size determined by the session parameters for a variable amount of time. When the patient has recognized the optotype, the module increases the difficulty in order to find the threshold of the display time at which the patient can no longer recognize the optotype.



Optotype verification



Optotype verification





Optotype verification



What was the **direction** of the shape you saw?

Give your answer to the practitioner or use the arrow keys or the Xbox controller.

If you didn't see the optotype, ask the practitioner to declare **optotype not recognized** in the optotype verification panel.



### 3.1.4. Gaze Stabilization Test

#### 3.1.4.1. Tutorial: Explanation of the exercise

**Instructions (GST)** ✕

**Step 4/10**  
**Movement feedback**

A target appears. It **follows the movement** of the patient to give visual feedback.

*Note: If the target appears to be out of alignment, you can restart the calibration by pressing the R key on the keyboard.*

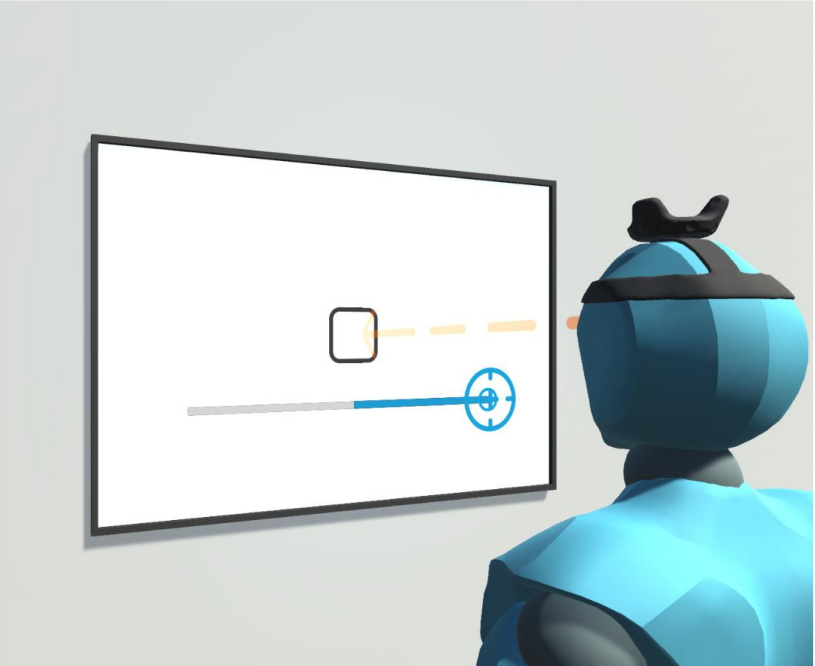


**Instructions (GST)** ✕

**Step 5/10  
Training (1/2)**

A path shows the patient the movement to reproduce and the speed to reach.

While performing the movement, they must **focus on the white square** in the center of the screen that corresponds to the area of appearance of the optotype.



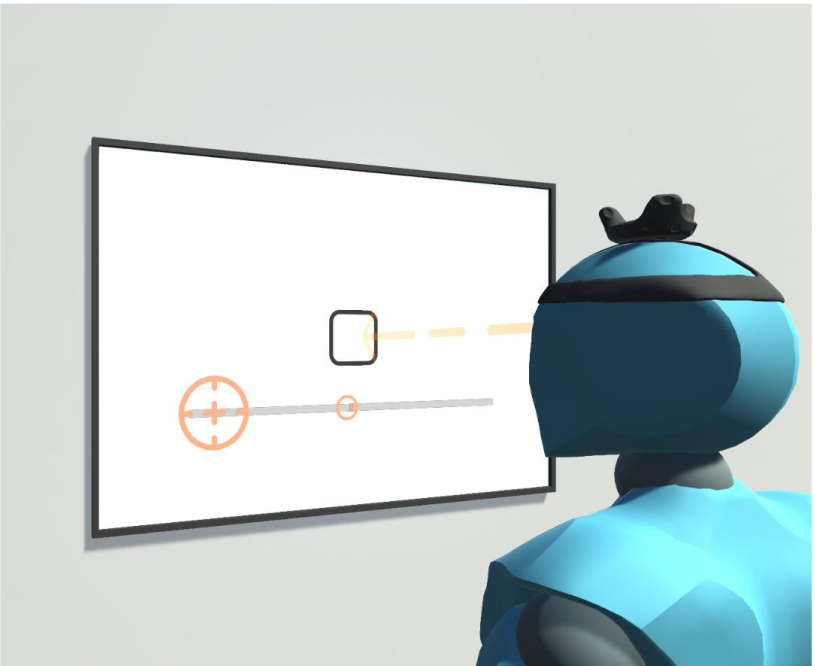
◀ ○○○○●○○○ ▶

**Instructions (GST)** ✕

**Step 6/10  
Training (2/2)**

The patient must maintain a minimum speed for the optotype to appear.

If the patient's speed is **insufficient**, the target becomes **orange**, make sure that the target **reverts to blue** for the exercise to continue.



◀ ○○○○●○○○ ▶



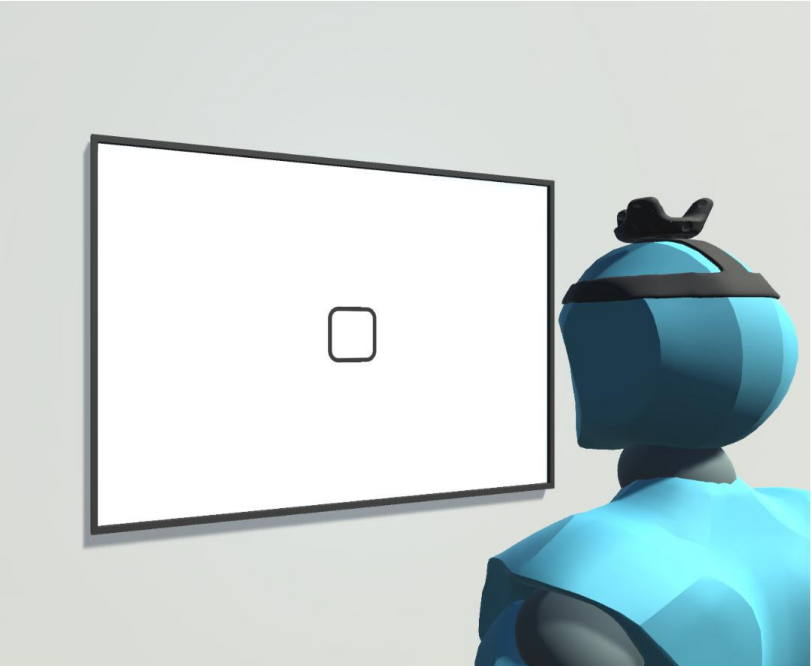
**Instructions (GST)** ✕

**Step 7/10**  
**Training complete**

When the software judges the speed to be sufficient and stable, the visual aid disappears.

**Caution:** the patient should **continue to move their head** at the same speed.

*Note: If the patient slows down or stops, the visual aid will reappear and you will have to repeat this step.*



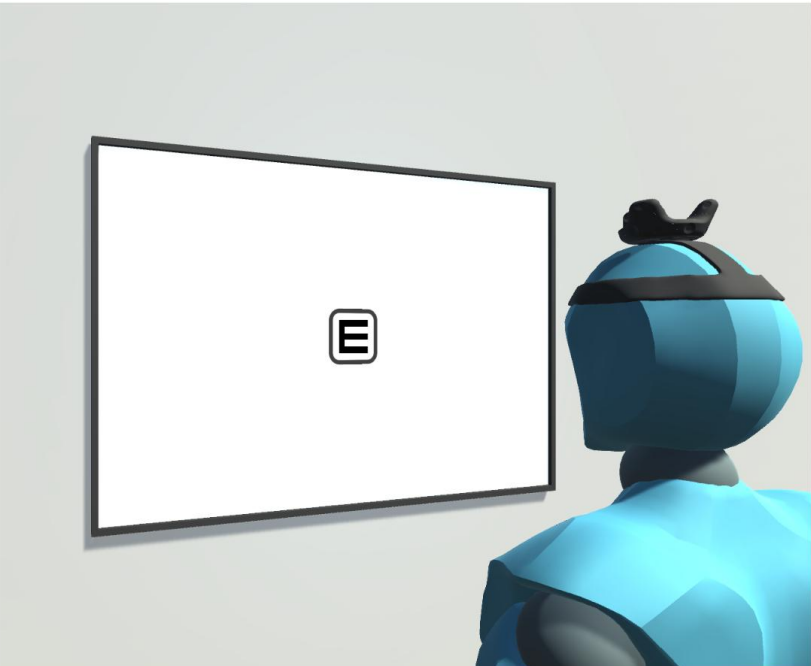
◀ ○○○○○●○○ ▶

**Instructions (GST)** ✕

**Step 8/10**  
**Flashing optotype**

After a short delay, **the optotype appears** briefly.

*Note: The optotype will be displayed only once and its duration depends on the software settings and/or previous tests.*



◀ ○○○○○●○○ ▶



### 3.1.4.2. Reminder of procedure

## 1/2 – GST (Left – Right)

### Reminder:

The patient must move their head **fast enough** for the optotype to appear.

To help them, a target indicates the speed to be reached. The patient has to **follow the target with their head** and maintain this speed for several seconds by fixing with their eyes the white frame in the center of the screen.

When the speed is judged sufficient and stable by the software, this aid disappears. The patient must **continue to move** at the same speed while looking at the white frame until the optotype appears.

Finally, they must inform the practitioner of what they have seen before starting again with another head speed.

**CALIBRATE & START**

### 3.1.4.3. Procedure

Each selected axis is performed in a row.

Horizontal: Left-right movement (Rotations).

The patient should follow the target by making head movements. After a period of practice, the patient must continue without the visual aid while maintaining the same speed.

To help them, sound cues are broadcasted by the computer.

Be sure to choose the corresponding sound output in your computer's settings.



After 10 seconds without successfully triggering the display of the optotype, a button to reduce the speed appears. You should click it if the speed needed is too high for the patient.

**Too difficult?**

**Reduce the speed**

Optotype verification

Follow the target with your head.  
After this training and when the slider disappears, please **continue moving your head** following the audio cues.

Optotype verification

Too difficult? Reduce the speed

Follow the target with your head.  
After this training and when the slider disappears, please **continue moving your head** following the audio cues.



Optotype verification

Too difficult? Reduce the speed

This screenshot shows the first frame of an optotype verification task. At the top left, there is a blue button with a question mark icon and the text "Optotype verification". Below it, there is a red button with a downward arrow icon and the text "Too difficult?", followed by an orange button with a checkmark icon and the text "Reduce the speed". At the top right, there are five icons: a right arrow, a plus sign, a question mark, a game controller, and a gear. The main area of the screen is a blue wavy background with a white dashed horizontal line. A small white square optotype is positioned above the dashed line.

Optotype verification

Too difficult? Reduce the speed

This screenshot shows the second frame of an optotype verification task, identical in layout to the first. The only difference is that the white square optotype is now positioned below the white dashed horizontal line.



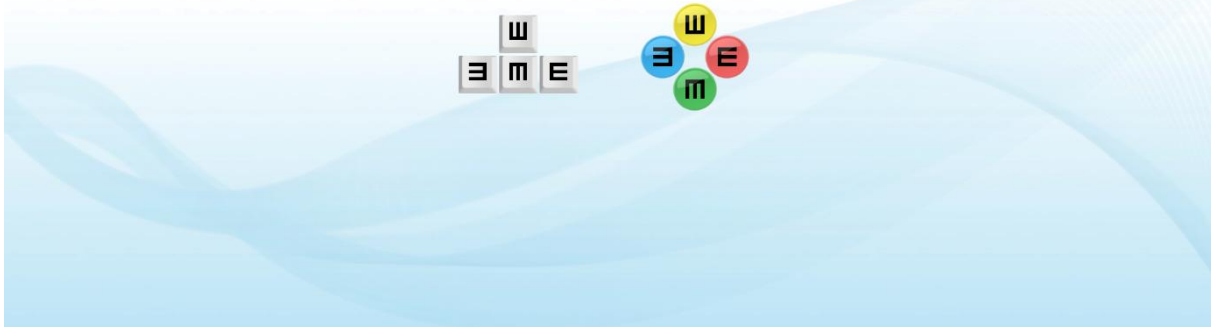
Optotype verification



What was the **direction** of the shape you saw?

Give your answer to the practitioner or use the arrow keys or the Xbox controller.

If you didn't see the optotype, ask the practitioner to declare **optotype not recognized** in the optotype verification panel.



### Vertical : Up-Down Movement (Flexion-Extension)

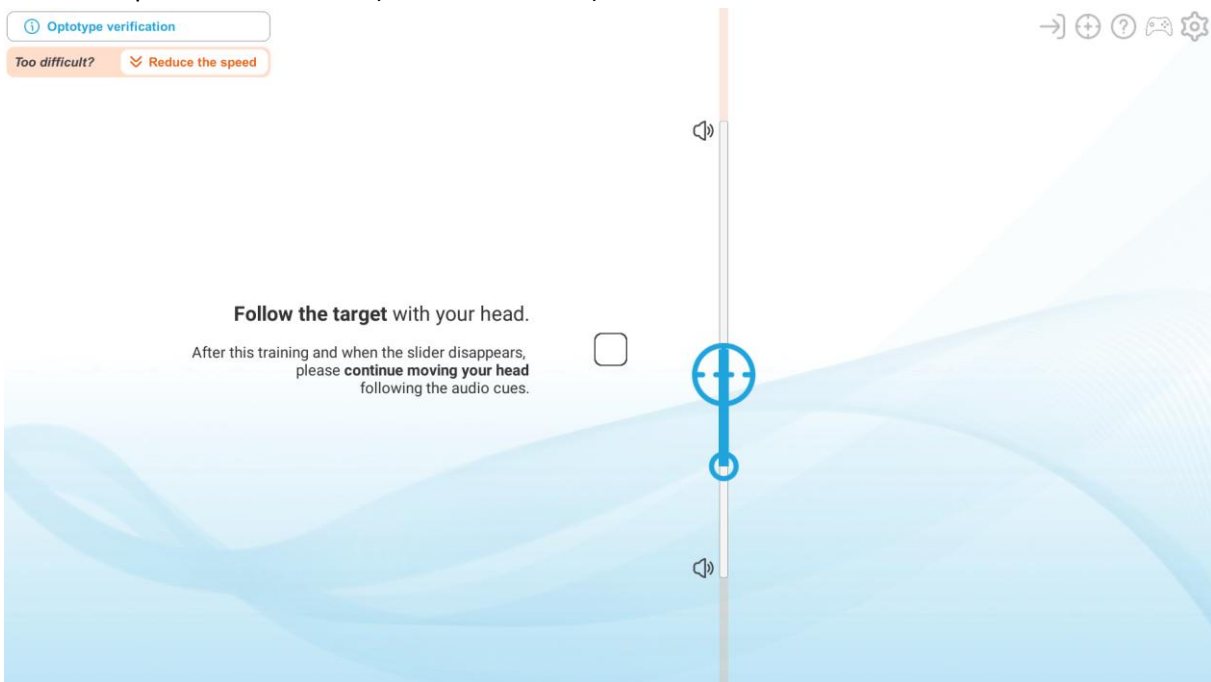
Optotype verification

Too difficult? Reduce the speed



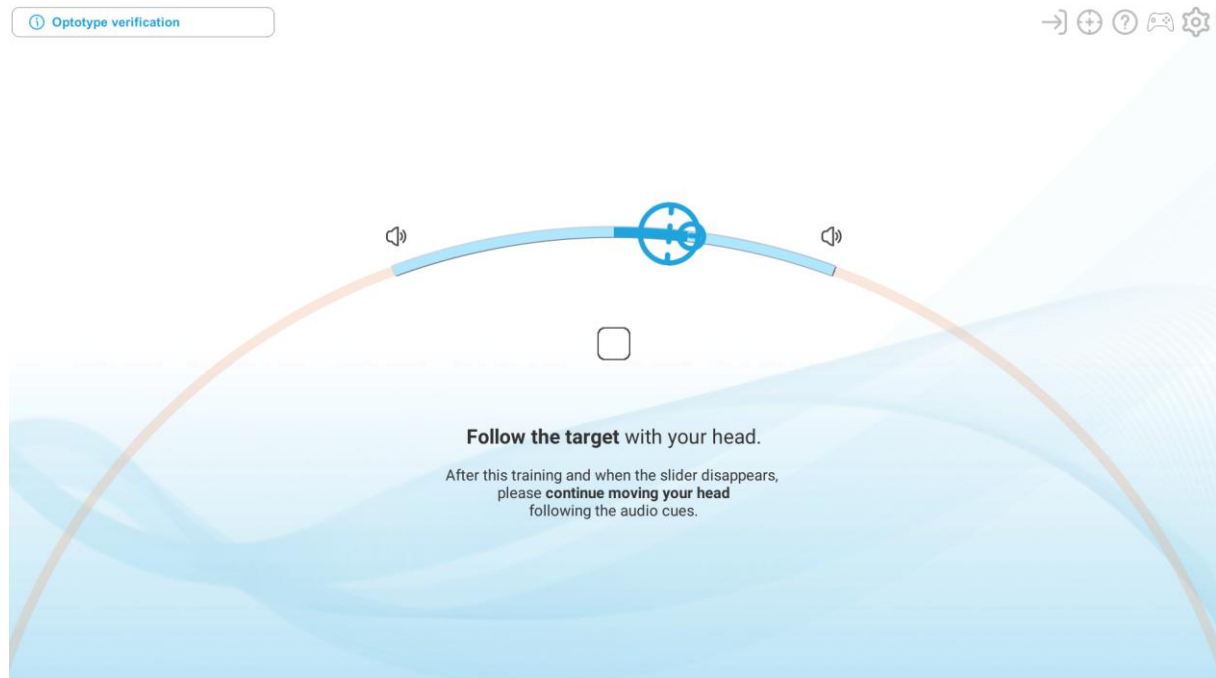
**Follow the target** with your head.

After this training and when the slider disappears, please **continue moving your head** following the audio cues.





Transversal : Tilts (if the "Evaluate Tilts" mode is active).



### 3.1.5. Dynamic Visual Acuity

#### 3.1.5.1. Tutorial: Explanation of the exercise

The tutorial differs depending on whether the "Force optotype display in the center" setting is selected.

By default, the "Force Optotype Display in Center" mode is active.

The patient should follow the target by making head movements. After a period of practice, the patient must continue without the visual aid while maintaining the same speed.

To help them, sound cues are broadcasted by the computer.

Be sure to choose the corresponding sound output in your computer's settings.



**Instructions (DVA)** ✕

**Step 4/10**  
**Movement feedback**

A target appears. It follows the movement of the patient to give visual feedback.

*Note: If the target appears to be out of alignment, you can restart the calibration by pressing the R key on the keyboard.*

◀ ○ ○ ○ ● ○ ○ ○ ○ ○ ▶

**Instructions (DVA)** ✕

**Step 5/10**  
**Training (1/2)**

A path shows the patient the movement to reproduce and the speed to reach.

While performing the movement, they must focus on the white square in the center of the screen that corresponds to the area of appearance of the optotype.

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**Instructions (DVA)** ✕

**Step 6/10**  
**Training (2/2)**

The patient must maintain a minimum speed for the optotype to appear.

If the patient's speed is **insufficient**, the target becomes **orange**, make sure that the target **reverts to blue** for the exercise to continue.

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**Instructions (DVA)** ✕

**Step 7/10**  
**Training complete**

When the software judges the speed to be sufficient and stable, the visual aid disappears.

**Caution:** the patient should **continue to move their head** at the same speed.

*Note: If the patient slows down or stops, the visual aid will reappear and you will have to repeat this step.*

◀ ○ ○ ○ ○ ● ○ ○ ○ ○ ▶

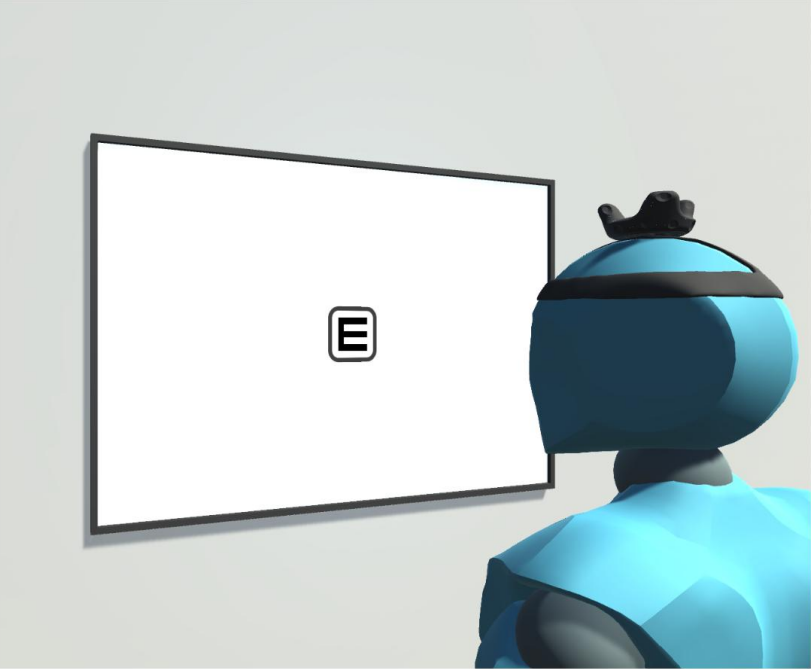


**Instructions (DVA)** ✕

**Step 8/10**  
**Flashing optotype**

After a short delay, the optotype appears briefly.

*Note: The optotype will be displayed only once and its duration depends on the software settings and/or previous tests.*



◀ ○ ○ ○ ○ ○ ● ○ ○ ▶

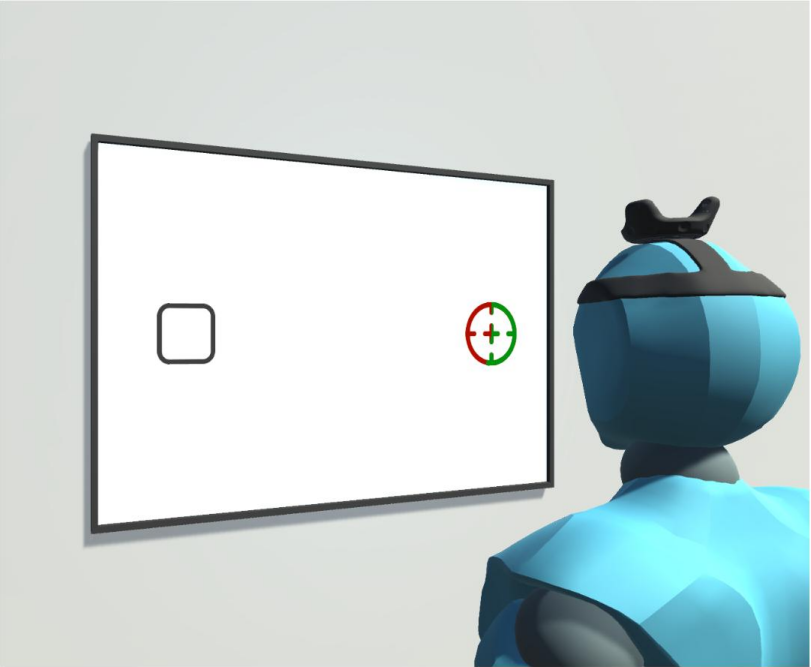
If you choose to exit the default mode, the "Force Optotype Display Center" mode is inactive.

**Instructions (DVA)** ✕

**Step 4/8**  
**Target filling (1/3)**

A target appears. The patient must turn their head towards the target to make it fill up.

*Note: If the target does not seem to fill up correctly, it is possible to restart the calibration by pressing the R key on the keyboard.*



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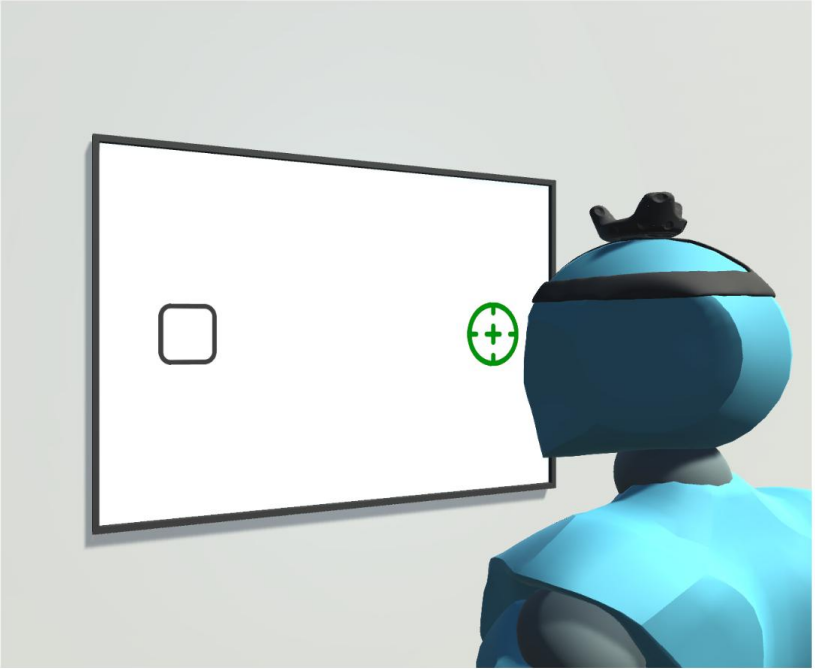


**Instructions (DVA)** ✕

**Step 5/8**  
**Target filling (2/3)**

Once the target is filled, the patient must **turn their head quickly** in the direction of the white square on the opposite side of the screen.

*If the speed is insufficient, the target must be filled again, and a message appears to warn that the patient was too slow.*



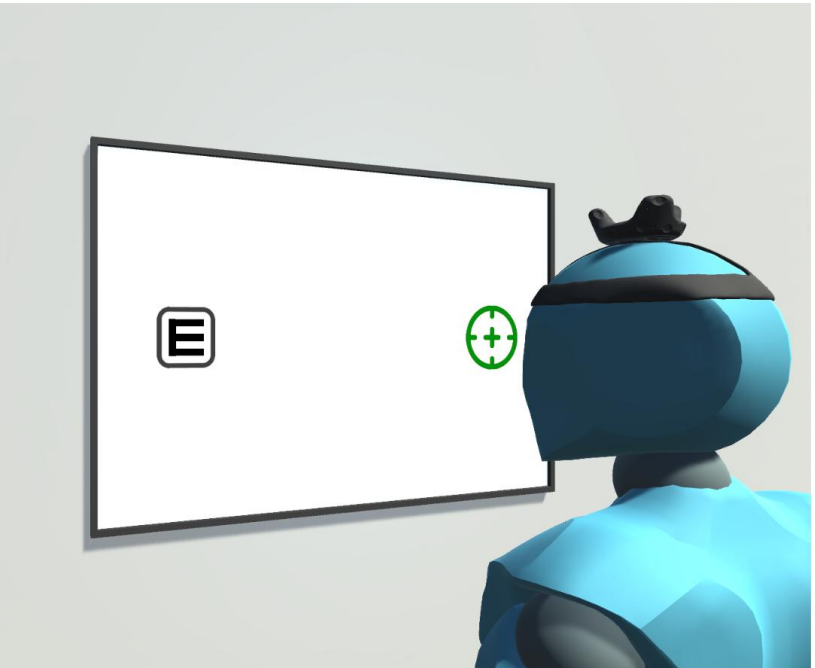
◀ ○ ○ ○ ○ ● ○ ○ ○ ▶

**Instructions (DVA)** ✕

**Step 6/8**  
**Target filling (3/3)**

If the speed is sufficient, the **optotype appears** briefly.

*The optotype will be displayed only once and its duration depends on the software settings and/or previous tests.*



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### 3.1.5.2. Reminder of procedure

## 1/2 – DVA (Left – Right)

### Reminder:

*The patient must move their head **fast enough** for the optotype to appear.*

*To help them, a target indicates the speed to be reached. The patient has to **follow the target with their head** and maintain this speed for several seconds by fixing with their eyes the white frame in the center of the screen.*

*When the speed is judged sufficient and stable by the software, this help disappears. The patient must **continue to move** at the same speed while looking at the white frame until the optotype appears.*

*Finally, they must inform the practitioner of what they have seen before starting again with another head speed.*

**CALIBRATE & START**

### 3.1.5.3. Procedure

If the "Force optotype display in center" mode is active:

- As long as the minimum speed is not reached, the indicator remains orange.
- When the minimum speed is reached, the indicator will turn blue.
- The patient must continue his movements until the optotype appears.

The patient should follow the target by making head movements. After a period of practice, the patient must continue without the visual aid while maintaining the same speed.

To help them, sound cues are broadcasted by the computer. (only when forced display in the center)



**Recommendation:** Be sure to choose the corresponding sound output in your computer's settings.

① Optotype verification → ⊕ ? 🎮 ⚙️

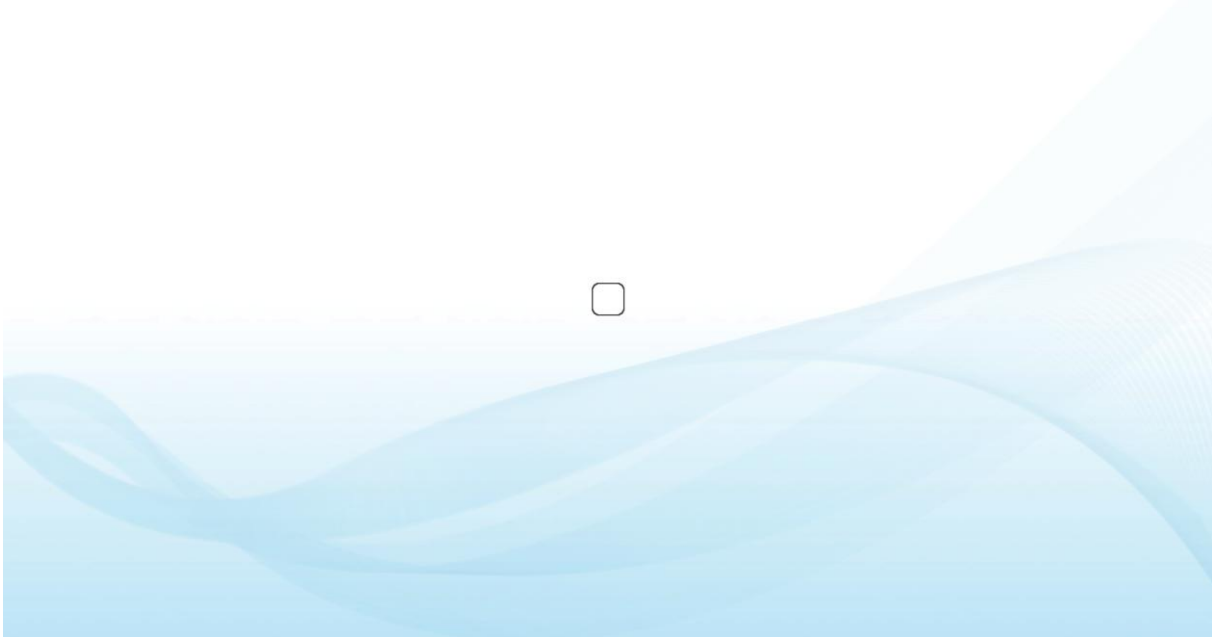
**Follow the target with your head.**  
After this training and when the slider disappears, please **continue moving your head** following the audio cues.

① Optotype verification → ⊕ ? 🎮 ⚙️

**Follow the target with your head.**  
After this training and when the slider disappears, please **continue moving your head** following the audio cues.



Optotype verification



Optotype verification





Optotype verification



What was the **direction** of the shape you saw?

Give your answer to the practitioner or use the arrow keys or the Xbox controller.



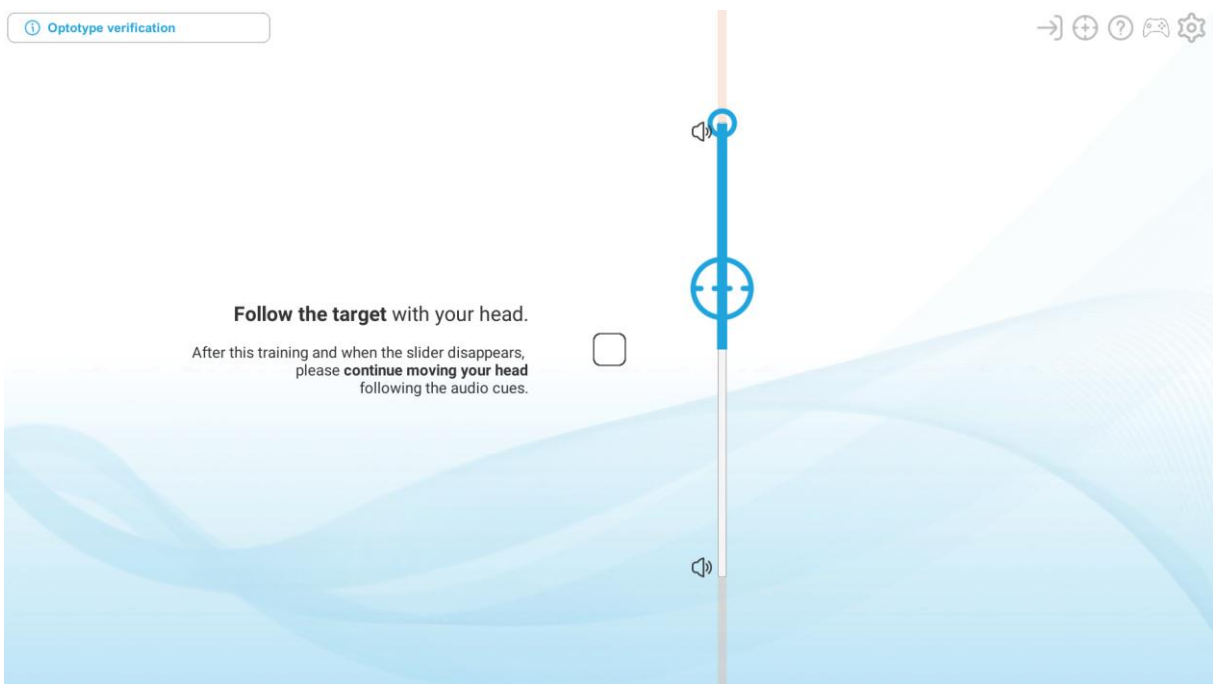
On the up-down axis, the display is different:

Optotype verification

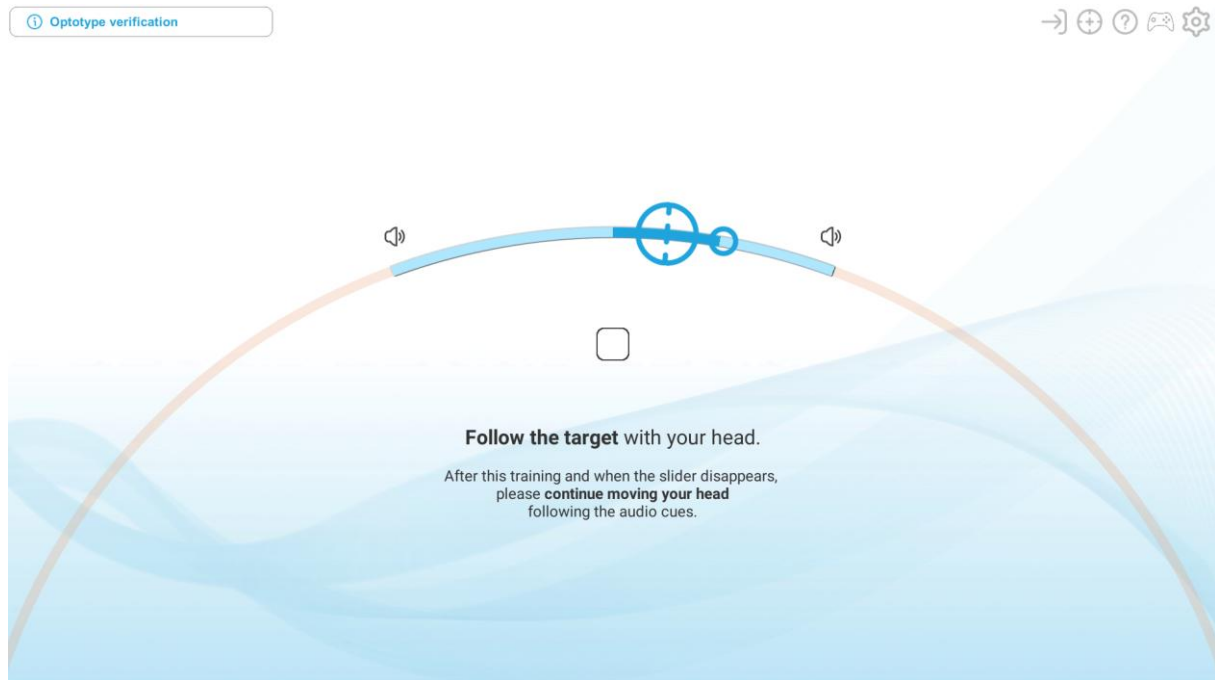


**Follow the target** with your head.

After this training and when the slider disappears,  
please **continue moving your head**  
following the audio cues.



Tilts have a different display:



If the "Force optotype display in the center" mode is inactive:

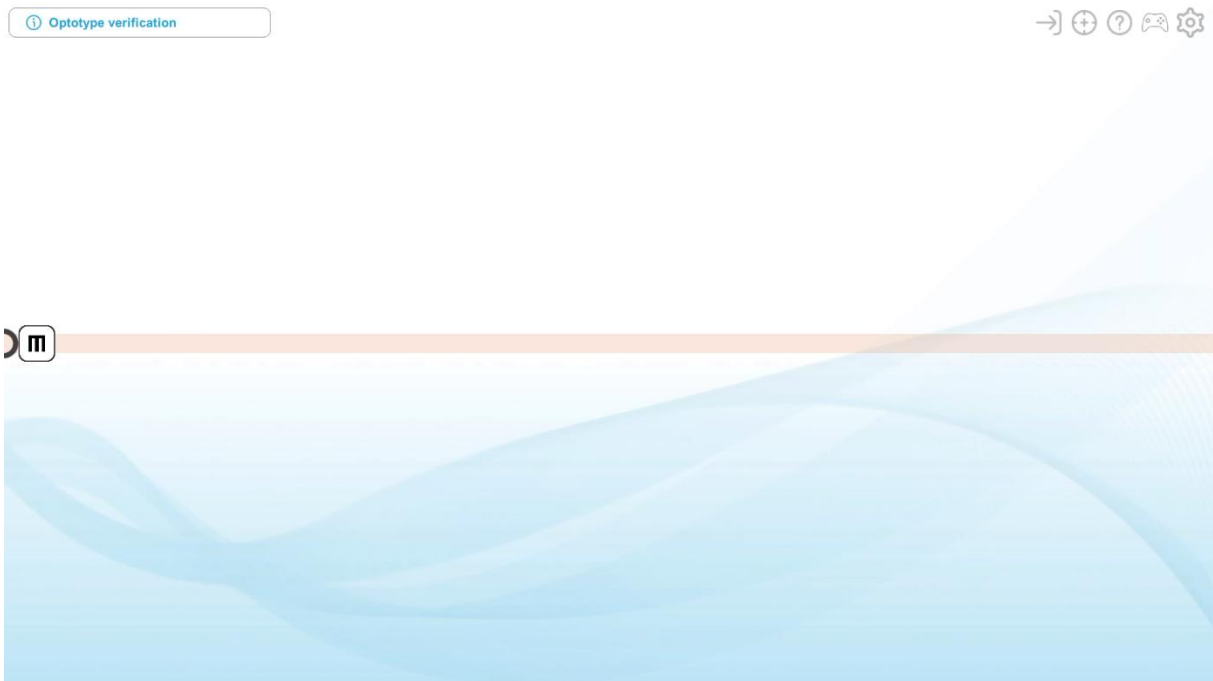
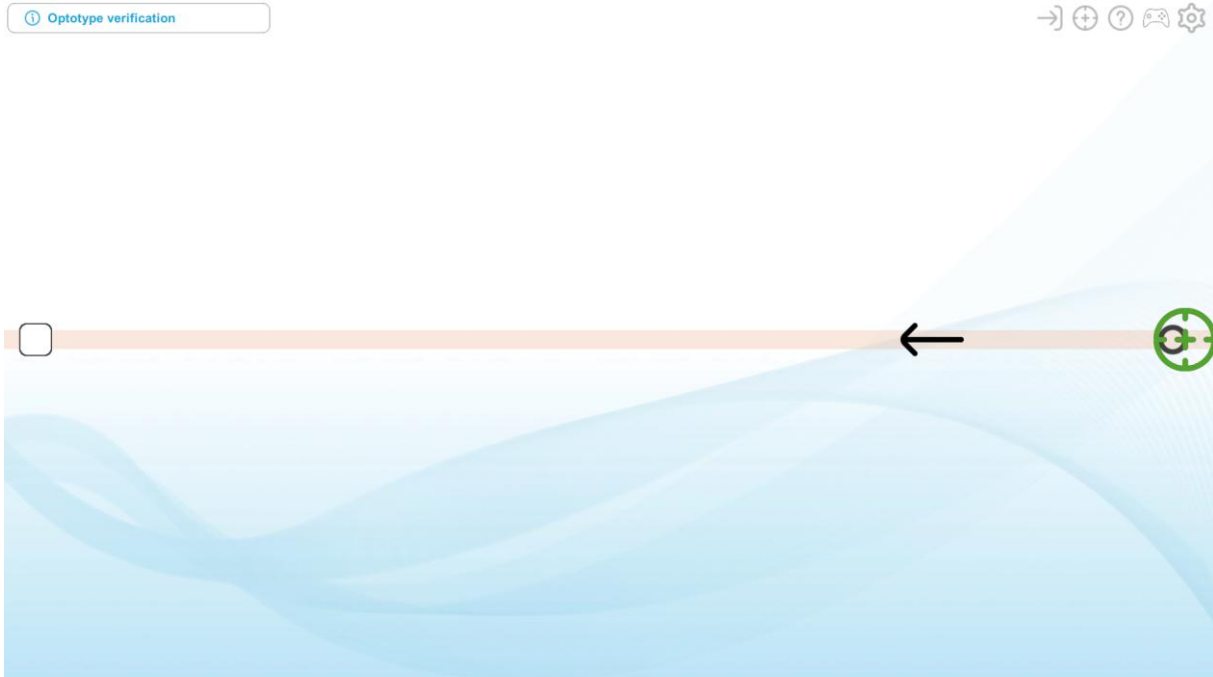
The patient should hold the position to aim at the red target until the color is green before initiating movement by following the direction of motion arrows.

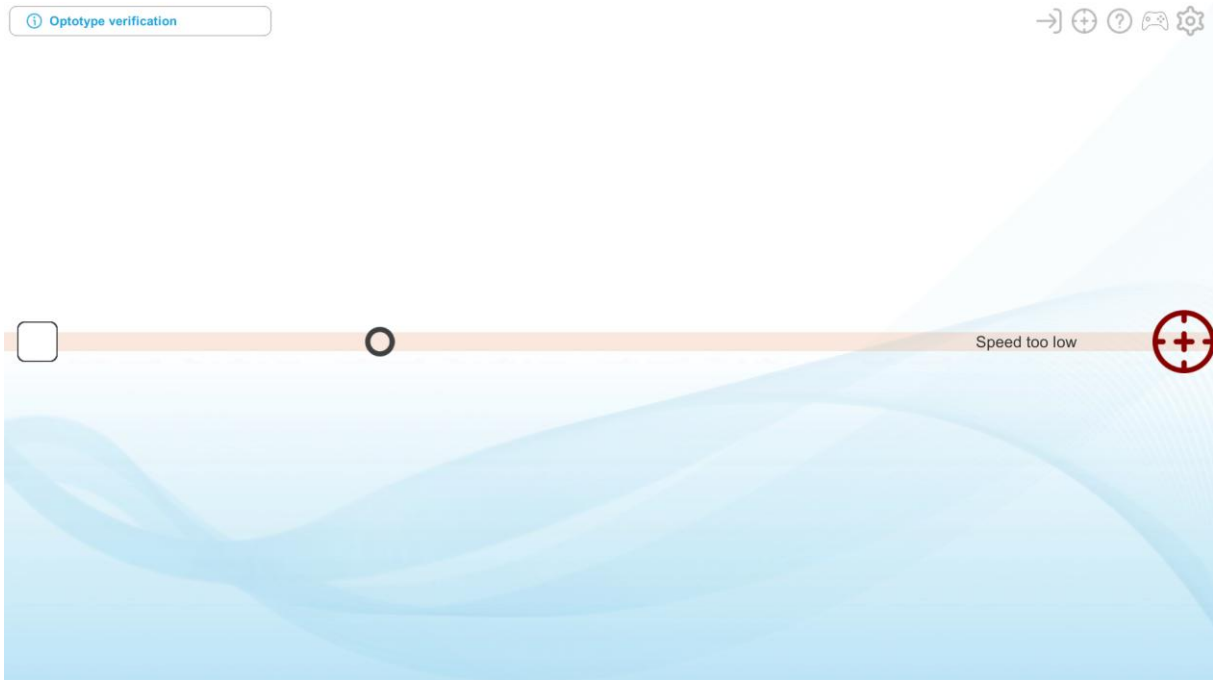
If the speed is insufficient, the target resets and the "Speed Too Low" information is displayed.



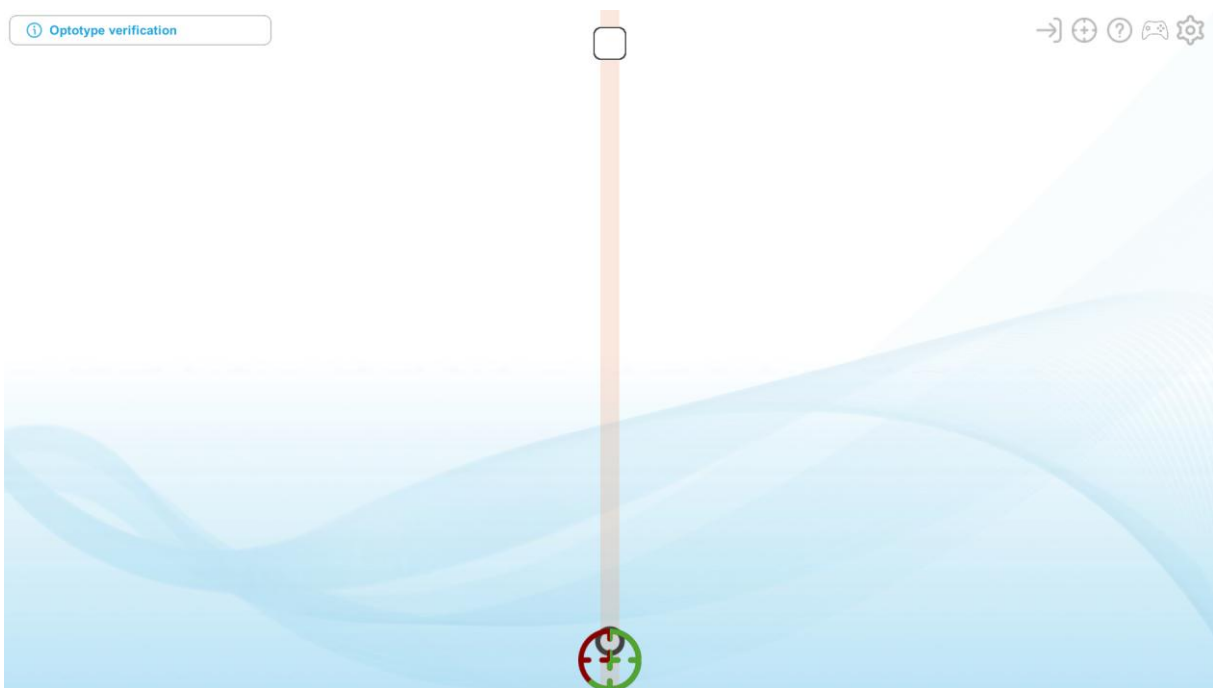
Optotype verification

Optotype verification





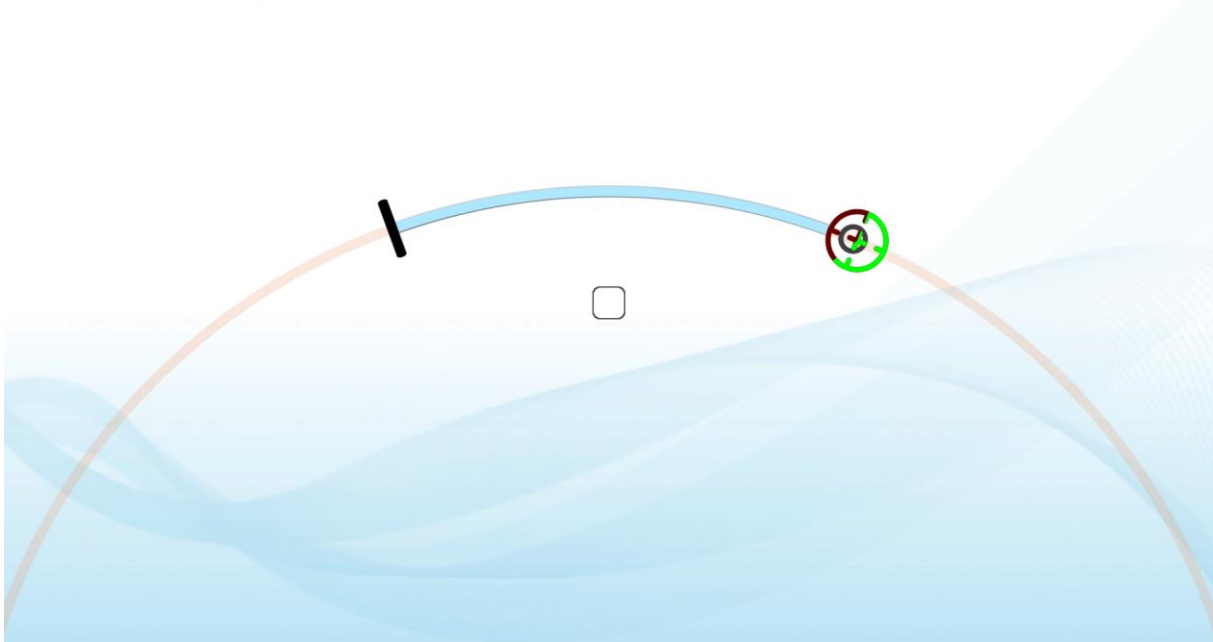
On the up-down axis, the display is different:



Tilts have a different display:



Optotype verification



After the optotype is displayed:

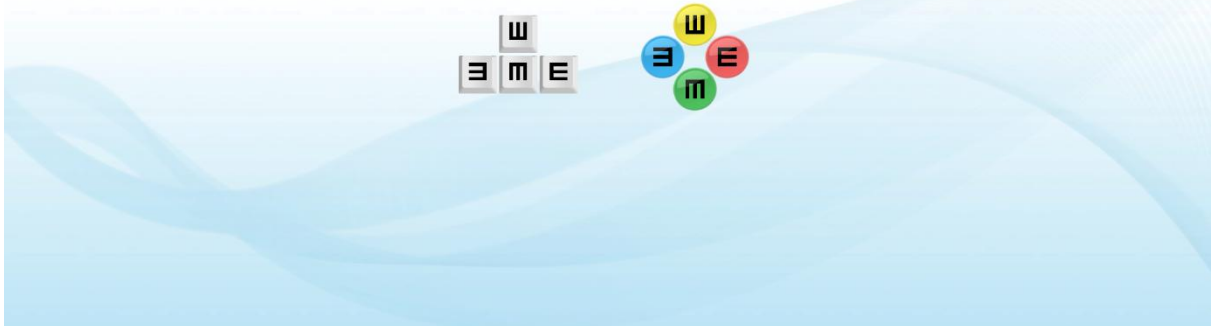
Optotype verification



What was the **direction** of the shape you saw?

Give your answer to the practitioner or use the arrow keys or the Xbox controller.

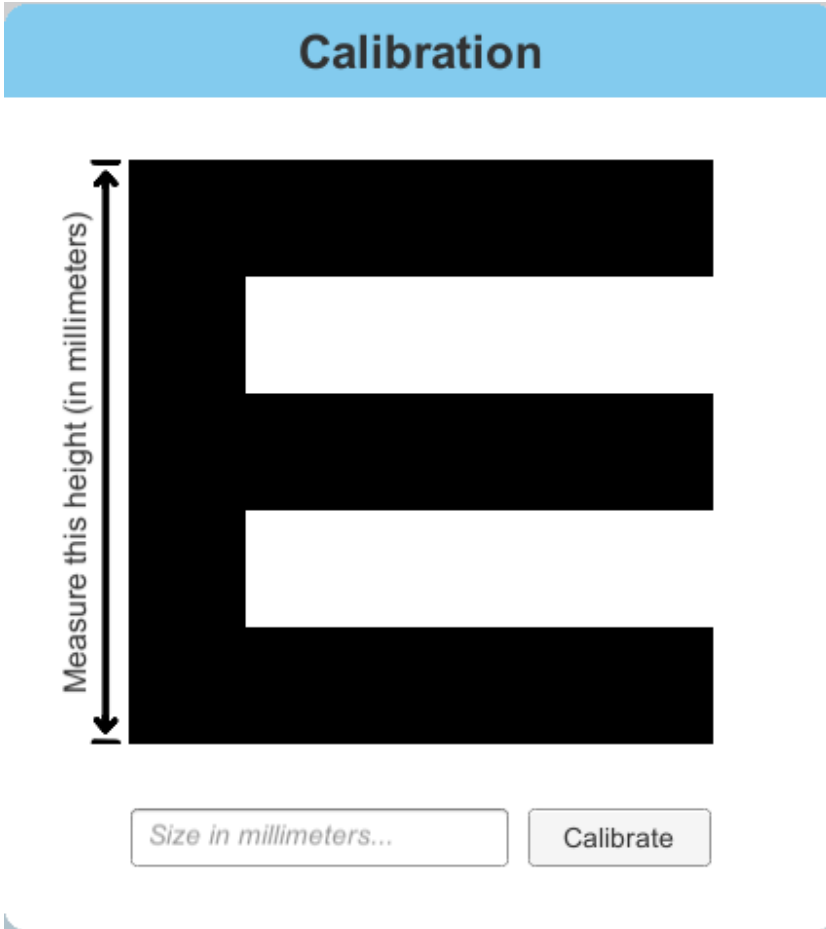
If you didn't see the optotype, ask the practitioner to declare **optotype not recognized** in the optotype verification panel.



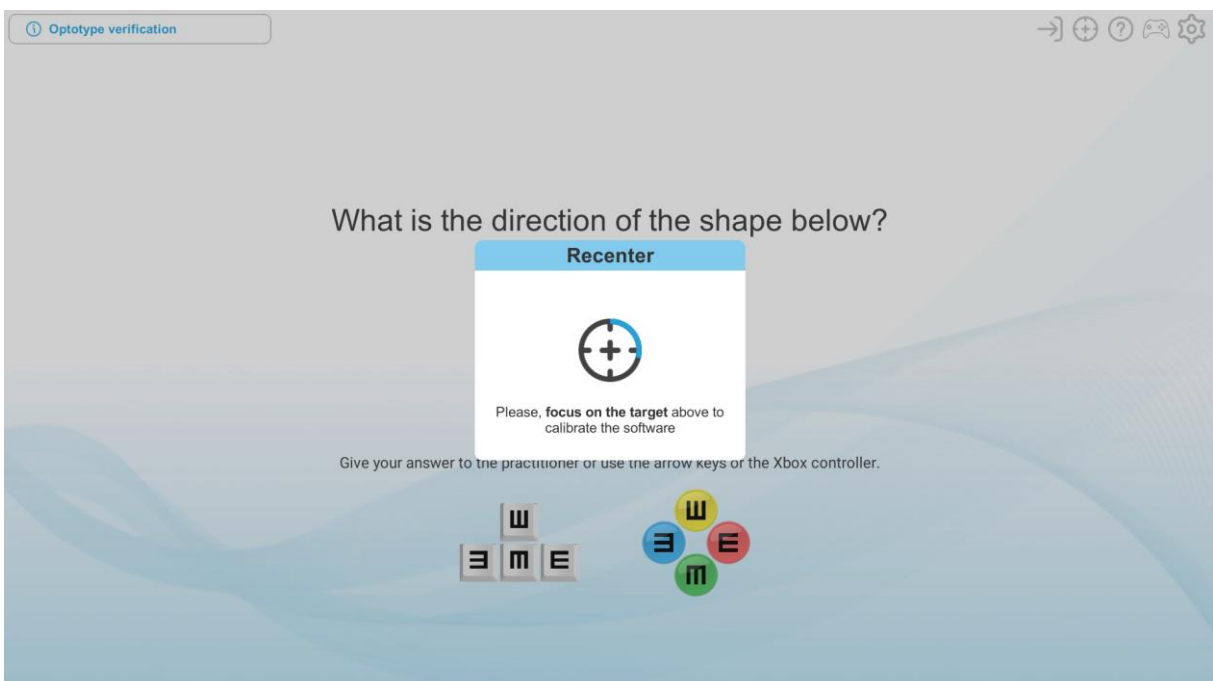


### 3.1.6. Generic interfaces

#### Screen calibration



#### Calibration



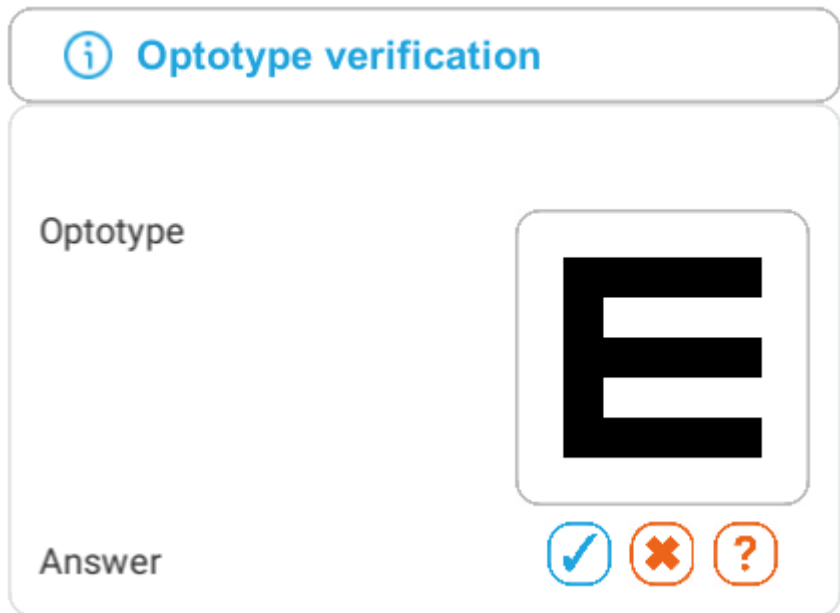


## 3.2. Software interface

### 3.2.1. Optotype Verification



Clicking on the "Optotype verification" button opens or closes the panel containing information for the practitioner.



You can validate, invalidate or declare the optotype as unrecognized with the buttons at the bottom of this panel.



Validate the answer



Reject or optotype not recognized or not seen



### 3.2.2. Action Buttons

#### 3.2.2.1. Abort Test



Abort the test

#### 3.2.2.2. Recalibrate trackers



Recalibrate trackers

#### 3.2.2.3. Tutorial display



Display tutorial

#### 3.2.2.4. Shortcuts display



Display shortcuts

#### 3.2.2.5. Calibrate the screen

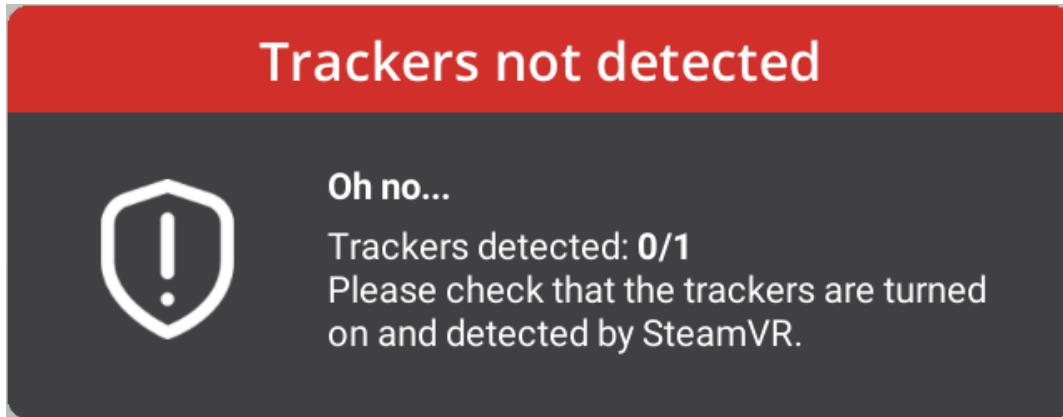


Recalibrate screen

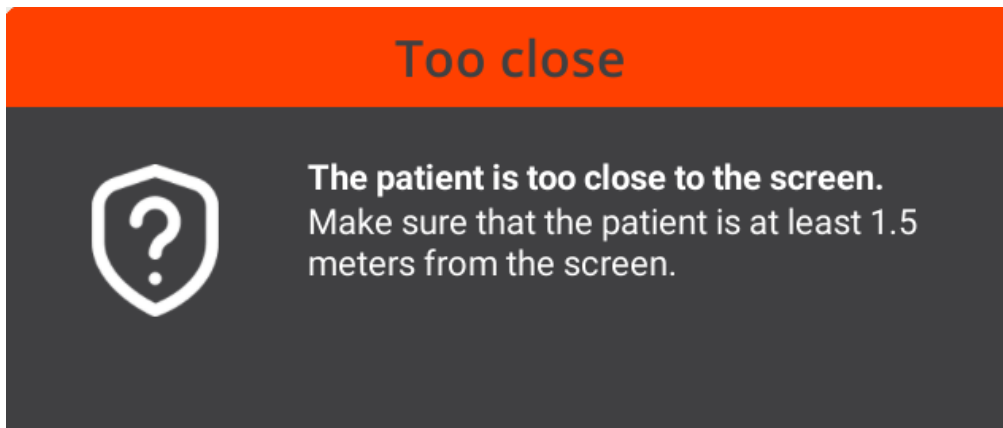


### 3.3. Error messages

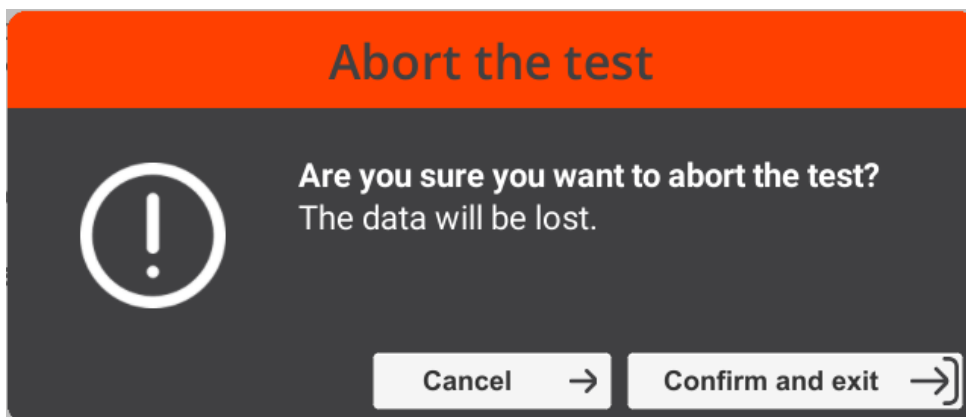
#### 3.3.1. Trackers not detected



#### 3.3.2. Patient too close



#### 3.3.3. Confirm about the test





### 3.4. Shortcuts

During the session, the shortcut list can be accessed from the Xbox controller icon in the top right corner of the screen.

**Shortcuts** [Close]

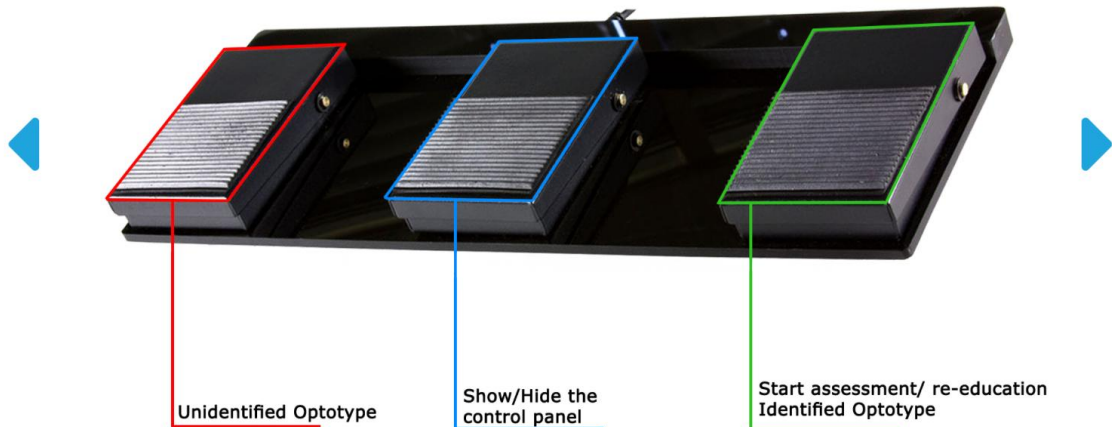
The diagram shows a standard QWERTY keyboard with several keys highlighted and labeled with colored lines:

- Exit module:** A purple line points to the Esc key.
- Wrong answer Optotype not seen:** A red line points to the F12 key.
- Right answer:** A green line points to the Enter key.
- Check answer:** A blue line points to the Ctrl key.
- Patient recalibration:** An orange line points to the R key.
- Patient's answer:** An orange line points to the arrow keys (Up, Down, Left, Right).

**Shortcuts** [Close]

The diagram shows an Xbox controller with three buttons highlighted and labeled with colored lines:

- Unsure answer:** A red line points to the Y button.
- Check answer:** A blue line points to the X button.
- Patient's answer:** An orange box highlights the A, B, X, and Y buttons.

**Shortcuts**

## 3.5. Results

Once the session is over, you can access the results.

### 3.5.1. Summary results

By default, the results are as follows:

- Visual acuity (AVS)
- Visual Processing Time (VPT)
- Up Velocity (GST)
- Down Velocity (GST)
- Left Velocity (GST)
- Right Velocity (GST)
- Left Tilt Velocity (GST)
- Right Tilt Velocity (GST)
- Up Visual Acuity (DVA)
- Down Visual Acuity (DVA)
- Left Visual Acuity (DVA)
- Right Visual Acuity (DVA)
- Left Tilt Visual Acuity (DVA)
- Right Tilt Visual Acuity (DVA)



### 3.5.2. Report and Charts

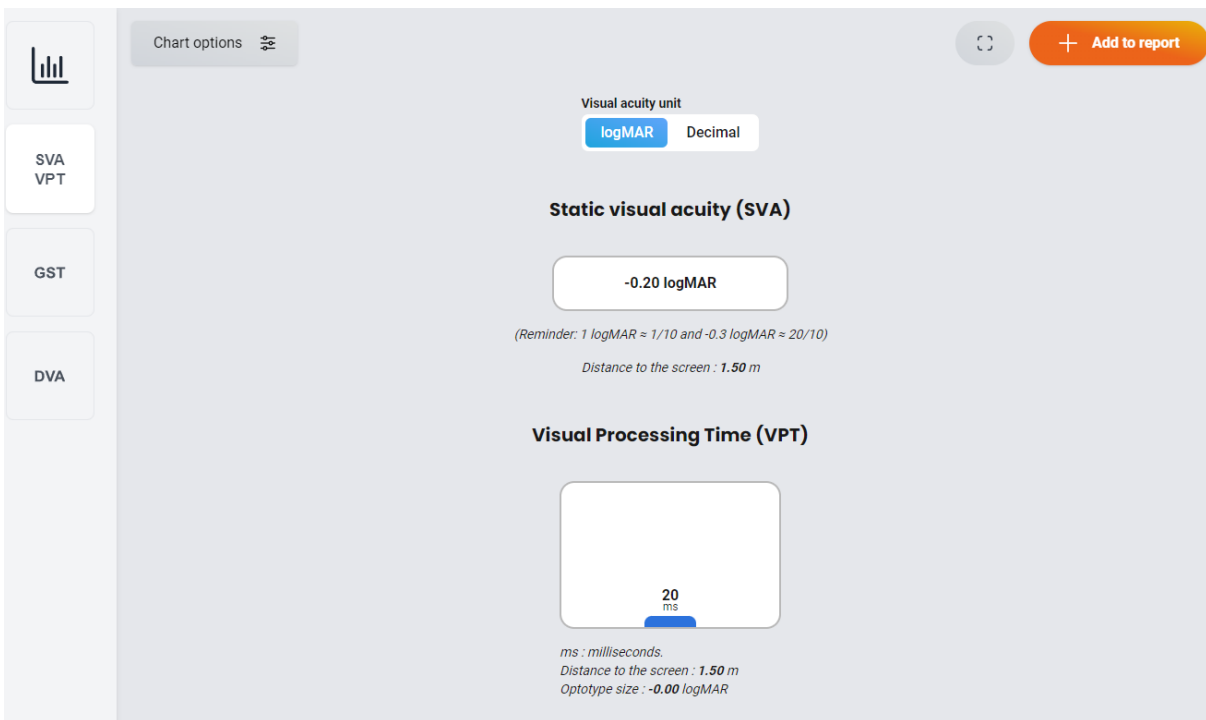
Click on the histogram icon to access detailed results and the session report.

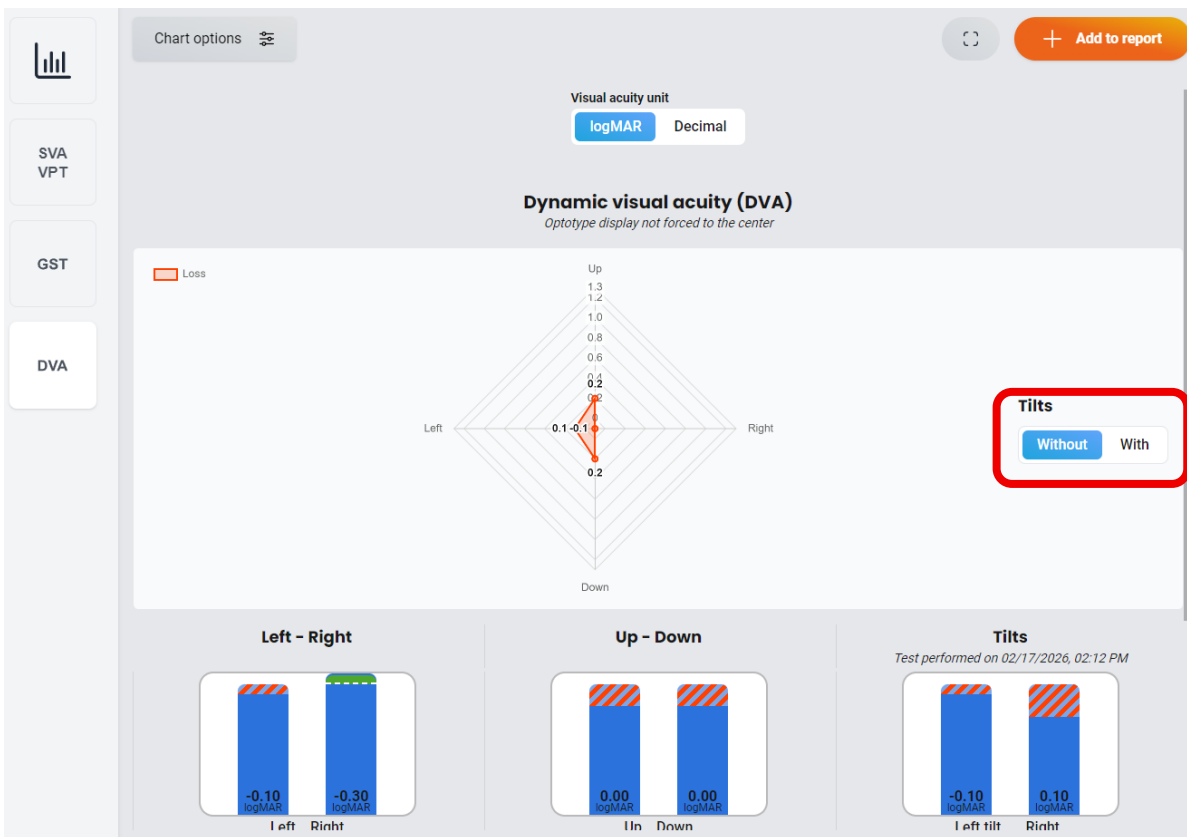
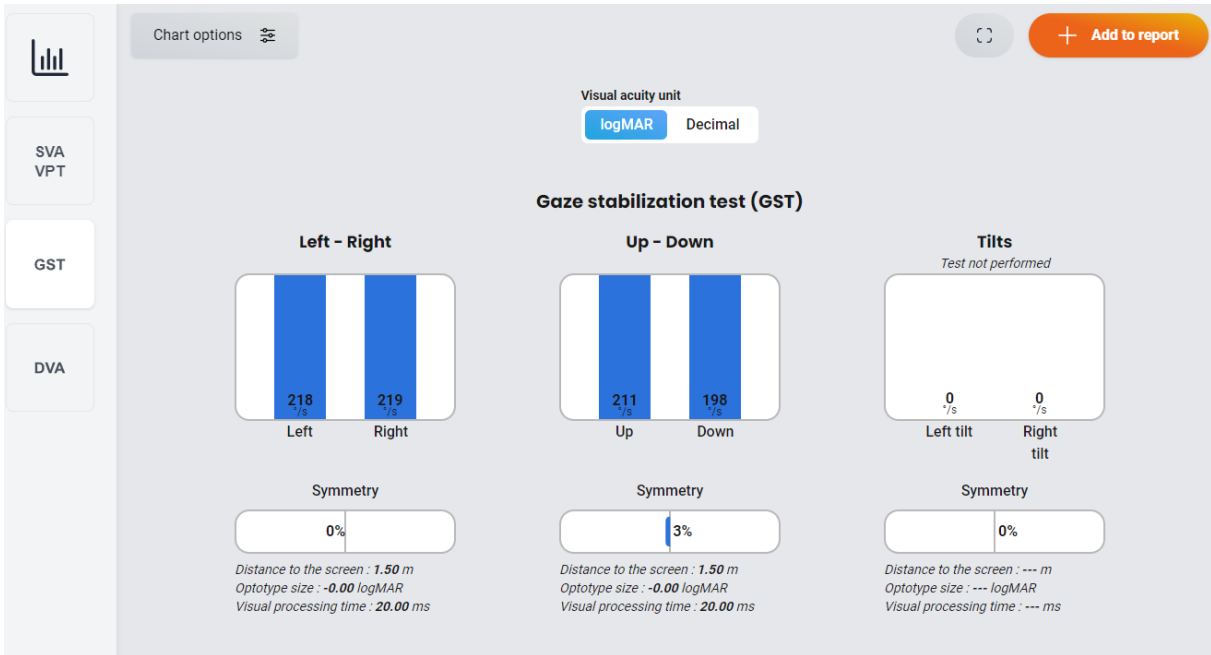
Session details  
02/17/2026 12 PM

**DVA Test**

Parameters **Results** Notes

| Name                           | Result       |
|--------------------------------|--------------|
| Visual acuity (SVA)            | -0.20 logMAR |
| Visual Processing Time (VPT)   | 20 ms        |
| Up Velocity (GST)              | 210.98 °/s   |
| Down Velocity (GST)            | 198.31 °/s   |
| Left Velocity (GST)            | 218.40 °/s   |
| Right Velocity (GST)           | 219.40 °/s   |
| Left Tilt Velocity (GST)       | 248.37 °/s   |
| Right Tilt Velocity (GST)      | 209.88 °/s   |
| Up Visual Acuity (DVA)         | -0.00 logMar |
| Down Visual Acuity (DVA)       | -0.00 logMar |
| Left Visual Acuity (DVA)       | -0.10 logMar |
| Right Visual Acuity (DVA)      | -0.30 logMar |
| Left Tilt Visual Acuity (DVA)  | -0.10 logMar |
| Right Tilt Visual Acuity (DVA) | 0.10 logMar  |





The "Tilts Without/With" option is only available if the tilts have been evaluated.

