



REF Motorway Simulation



Class | Medical Device

User manual

Distribution mode

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1. GENERAL

1.1. Description

MOTORWAY SIMULATION software is an immersive 3D simulation based on virtual reality technology, i.e. it allows a person to be immersed in an artificial digitally created world.

Motorway Simulation is a software used for rehabilitation of the "motorway syndrome" - a disorder occurring when the left and right visual hemifields move at different speeds. This module provides a virtual driving situation: with a steering wheel, pedals (gas pedal, brake) and visual controls (rear-view mirrors).

1.2. Indications

Rehabilitation of scrolling disorders, particularly the "motorway syndrome".

1.3. Contraindications

Epileptic patients, children under 15 years of age, pregnant women.

1.4. Module field of application

This module has been designed for the treatment of the "Motorway Syndrome". This specific form of scrolling syndrome is characterized by several elements, including:

- Occurs with drivers (not the passenger, or only rarely).
- Occurs most often above a certain speed (90 100 km/h on average).
- Occurs on open roads, especially 4 lane roads / motorways.

Varied symptoms: often a sensation of deviating to the left or right. Disturbed when overtaking heavy goods vehicles, false impressions of speed variations, etc.

To be differentiated from motion sickness in cars, there is another specific module for it: Car Simulation.

1.5. Intended user





Healthcare professionals: physiotherapists; occupational therapists; neuropsychologists; ENT doctors; neurologists; PMR doctors (physical medicine and rehabilitation), etc.

Research Centers: CNRS, CHU, INSERM, etc.

1.6. Warnings and caution

Immersion in Virtual Reality is a powerful tool, especially for stimuli that can-induce sensory conflicts.

WARNING



These stimulations can potentially cause certain disorders: vagal discomfort, epileptic seizures, migraines, vomiting, malaise, dizziness, syncope etc.

This type of re-education must be approached progressively, particularly in Virtual Reality where the stimulation is "powerful".

The contraindications are identical: mainly epilepsy and migraines.

RECOMMENDATION

As postural reactions can be spectacular, we STRONGLY recommend that you place the patient in a secure environment and stay close to him/her throughout the session to anticipate any loss of balance or discomfort caused by the use of virtual reality.



RECOMMENDATION

It is also recommended to increase the duration and intensity of stimulation very gradually after an initial short session to ensure the patient's tolerance to this type of type of stimulation

Motion sickness is treated by "habituation", so you need to recreate the symptoms experienced during transport.



WARNING

It is essential to stop the session when the first symptoms appear, generally "sweating".

Define a working area of about $3m^2$ to allow for risk-free movements.

Take a 10-to-15-minute break every 30 minutes of use.





It would be counterproductive to take into account the fact that some motivated patients may wish to go further. It's up to the professional to "dose" immersion so as not to provoke neurovegetative symptoms. This type of symptom can intensify in the hour following the session.

Nor can Virtualis be held responsible for any disturbances suffered by patients during or use of their software.

The accessories required to use the software may emit radio waves that can interfere with the operation of nearby electronic devices. If you have a pacemaker or other implanted medical device, do not use the product until you have taken advice from your doctor or the manufacturer of your medical device.

Any serious incident should be notified in writing to qualite@virtualisvr.com

1.7. Hardware and minimum configuration requirements

Hardware required to use the system:

- VR Ready PC
- VR System: HTC VIVE, HTC VIVE Pro or compatible system
- Lighthouse bases (HTC VIVE tracking)

In order to install and use our virtual reality applications, we recommend a configuration equal to or higher than the system requirements:



1.8. Required accessories

VR headset and Xbox controller or steering wheel and pedals kit.





2. SOFTWARE USE

2.1. Patient setup

RECOMMENDATION

It is strongly recommended to acquire the steering wheel / pedals kit (references on our website purchase guide) to place patients in triggering conditions.

It is common to reproduce their discomfort when driving with a steering wheel, it is much more difficult with the Xbox controller (which also allows for less features than the steering wheel).

The patient is seated, with hands on the steering wheel and feet on the pedals.

RECOMMENDATION

The psychological / phobic aspect that develops in these patients needs to be taken into account and requires to "put them back in the conditions" gradually.

2.2. Session settings



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👔 🔅 Presets) 🐲 Default settings	Create a new preset		(j) ~
 Session duration 			
8 10 00 0	Settings	Weather	
	Controller Steering wheel & pedals Thrustmaster	Vesther Sun	~
1min 3min 5min 10min 15min	Tunnel display	Weather change	
	Speed limit None	Time	U TIM
C Virtualis presets	Starting position Big loop	Day-night cycle	12 h
Level -1 Man	Display of the 3D body		0 min
Level -1 Woman	Gender Man	~	
Level 0 Man	Other vehicles	Preview	
Level 0 Woman	Vehicles count		
Level 1 Man		10	
Level 1 Woman			
Level 2 Man			
Level 2 Woman			
Museum and a			
My session Clear all			~
Motorwa_			Start the session

2.2.1. Presets

출 Presets		
O Virtualis presets		
Level -1 Man		
Level -1 Woman		
Level 0 Man		
Level 0 Woman		
Level 1 Man		
Level 1 Woman		
Level 2 Man		
Level 2 Woman		

When starting the **Motorway Simulation** software, you reach a home page from which you can find four protocols for men and women with difficulty levels ranging from level 1 to level 2.





RECOMMENDATION

It is recommended to start with a low difficulty level in order to measure the patient's tolerance to the stimulation and the proposed VR environment.

For each proposed protocol, the different options are already set. Just validate the selected protocol to start the application.

2.2.2. Settings

Settings	
Controller Xbox Controller & Keyboard	\sim
Tunnel display	
Scrolling speed	
0	0
Speed limit None	\sim
Starting position Big loop	\sim
✓ Display of the 3D body	
Gender Woman	\sim
Other vehicles	
Vehicles count	
	10

These are the initial settings. Most of them can be changed at all times using the Xbox controller (remote control), the keyboard shortcuts or on-screen controls.

Controller:



The selection is made directly from a drop-down menu, select:

• Thrustmaster GT cockpit 458 for Ferrari 458 steering wheel.





• **Thrustmaster** for other references.

Settings		
^{Controller} Xbox Controller & Keyboard	\sim	
Xbox Controller & Keyboard		
Steering wheel & pedals Thrustmaster		
Steering wheel & pedals Thrustmaster GT Cockpit 458		

Tunnel display:

🗸 Tunnel display	
Scrolling speed	
0	0

The tunnel can be displayed or not by activating or not the check box.

If this option is enabled, the car will travel through tunnels.

Enabling it unlocks the scrolling speed.

Scrolling speed:

Modulated using the cursor.

Value: 0 to 4.

Speed limit:





Speed limit None	\sim
None	
50 km/h	
70 km/h	
90 km/h	
110 km/h	
130 km/h	

Several speed limits available in the drop-down list: none, 50 km/h, 70 km/h, 90 km/h, 110 km/h and 130 km/h.

Starting position:

Starting position Big loop	\sim
Big loop	
Small loop	

2 routes are available. This parameter is used to position the vehicle on one of the two circuits to start the session. The type of loop is selected from the drop-down list.

Display 3D body:

✓ Display of the 3D body	
_{Gender} Woman	\sim

This parameter can be enabled or disabled using the checkbox.

If this option is enabled, the body's gender can be chosen.

Gender:

Selection is made from a drop-down menu.

Other vehicles:





Other vehicles	
	10

Activates the presence of other vehicles. None of them appear in the left-hand overtaking lane.

If the option is checked, the **vehicle count** can be set using the slider.

Vehicles count:

The number of cars on the road is set using the slider.

Value: 0 to 25.

2.2.3. Weather

Weather	
Weather Sun	\sim
Weather change	0 min
Time	12 h
Day-night cycle	0 min

Weather:

Weather conditions are available in the drop-downlist.

Weather			
Weather Sun	\sim		
Sun			
Clouds			
Rain			





Weather change:

Allows you to define how long weather conditions stay unchanged before switching to a different type of weather.

Value: 0 to 20 minutes.

Time:



By moving the cursor, the practitioner can set the time of day and therefore the corresponding brightness.

Value: 0 to 23 h.

Day - night cycle:

The day – night cycle can be modified using a slider.

Value: 0 to 60 minutes.

Preview:



A preview is available before starting the session.





2.3. Session

Once the presets have been selected, click on the "**Start the session**" button in the bottom right corner of the screen.



In the top left of the screen:

The operator can change the weather, time of day, number of vehicles on the circuit and their speed. He can also choose to display tunnels and modulate their speed.

In the bottom left of the screen, additional settings are available:

• Show user settings: if the box is checked, the Steering Wheel Settings panel appears in the bottom right corner of the screen.

Once the patient has been set up and the virtual environment has been generated, the practitioner can modify the position of the environment in relation to the virtual avatar to reproduce real conditions as accurately as possible, according to the patient's sensations and physical position in relation to the steering wheel.

Thus, the practitioner can modify the **size of the steering wheel** (from 0.00 to 5.00), its **height** (-2.00 to 2.00) and its **depth** (0.00 to 4.00) (distance to the patient's avatar).





• Sound intensity:

Sound can be adjusted using a slider.

• Position on the circuit:

Schematic representation of the vehicle's location on the track in real time. Allows the practitioner to indicate to the patient if they need to change direction and leave the traffic lane to join another circuit.

You can **zoom in on the mini-map** using the mouse wheel and **move around the zoomed-in mini-map** using the left click (click and drag the map while holding down the mouse button).

2.4. Shortcuts

During the session, the shortcut list is found by clicking on the Xbox controller icon in the upper right corner of the screen.

2.4.1. Keyboard





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	Reset simula	ition	Hand Brake			
Exit the applicat	ion					
	Econo F1 F2 F3] F 4	F5 F6 F7 F8 F9 F10 F	F11 F12 Iméc Arrêt Dére	Pause Am	
	n 1 2 3 4 2 8 0 1 1 image: state A Z E 1 image: state A X A X image: state A X A image: state A X A image: state A X A		7 8 8 1 1 1 Y U 1 0 P 1 1 1 Y U 1 0 P 1 8 1 1 1 H J K L M % 4 H J K L M % 4 N 7 7 5 2 5	← Inser K) ^µ / _* Supp Fin ⊢ R ↑	Verr Num 7 4 1 1 1	
			Altr 47 🖻		inser	
	Recenter View	Show	V FPS	м	ove Car	

2.4.2. Xbox controller







2.4.3. Thrustmaster steering wheels

2.4.3.1. GT cockpit 458 / Ferrari 458





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2.4.3.4. T128







2.5. Results

No results are displayed at the end of the session.

2.6. Data processing

Data retrieval and analysis uses the Patient Management software (see dedicated user manual).

