

Vivid Vision August 2019 Patch Content

New Headset

- Oculus Quest headset is now supported for Vivid Vision Home; this wireless headset performs very similar to your clinical version and does not require a high-powered PC

Barnyard Bounce

- Now available in Vivid Vision Home
- Supports the use of all controller types
- Input has been changed from using the joystick to simple controller movement for remote and VR controller users across all platforms. Gamepad play still relies on a joystick.
- The initial start of a trial now only requires the patient to select the central platform, removing a bug elicited by falling off the island too quickly.
- We've also added three new power-ups and numerous levels of gameplay! Use the super jump (red), energy (blue), and wind (white) power-ups to help the character climb up higher and higher on Chicken Island!
- New characters can now be unlocked! Unlock a pig, cow, sheep, and baby chick in addition to the default chicken character. Each character has a special ability to help during the game. Unlock characters by collecting gold stars during play.

Breaker

- The small explosion after destroying a brick is now only shown to the non-dominant eye when the game is Dichoptic Mode.
- The double ball powerup in Breaker has been altered to delay the spawn of a second (or third, fourth, etc.) ball slightly. Each new ball will appear centrally and automatically enter play.
- These changes will improve the game experience for PC and mobile headset users, and also help keep the attention of the non-dominant eye.

Bubbles

- Removed the central arrow and added a purple pointer to play if remotes or gamepad is used for all versions.
- Fixed a bug that registered a 1 arc-second disparity trial.
- All anti-suppression features are now greyed out in Bubbles.

Flash Match

- Now available in Vivid Vision Home
- Supports the use of both VR controllers and gamepad

Hoopie

- Dichoptic Mode changed to show the hoop to the dominant eye, tachistoscope marker to the non-dominant eye, and basketballs to both eyes.
- Tach Mode is always active with Dichoptic Mode now and can be selectively active if Dichoptic Mode is turned off.
- Vivid Vision Home environment stability enhanced and now supports the use of the Contrast Ratio setting.

Pepper Picker

- Early levels of Pepper Picker have been made easier by first removing and then gradually reintroducing the drop penalty for bumping produce. The produce will move on the bushes if touched but will not fall off, allowing patients to progress through the game easier, and have fine eye-hand movement challenged at later levels that require more precise movements to pick/grab/drop peppers during play.
- Clinic and Home environments slightly altered to improve patient comfort in the scene and optimized for a slightly smaller environment.

Ring Runner

- New peripheral targets added to Ring Runner. These green crystals only show in the periphery and are destroyed the same way as asteroids, but with greater rewards. This addition challenges the patient with a divided attention task between flying through rings with a blue and green marker (central task) and looking for and destroying green crystals (peripheral task).

Step Vergence and Jump Duction

- In all platforms, the patient will now use simple controller movement for remote and VR controllers to point to a target and the trigger (or touchpad, depending on controller) to select it. This removes the joystick-trigger combination of input from previous versions.
- The purple triangle indicator in Vivid Vision Home has also been removed.
- Both vergence activities now have a Vergence Limit of 50 prism diopters. If a patient hits the Vergence Limit, the program will continue to show trials but the vergence demand will not increase beyond the limit.
- All anti-suppression features are now greyed out in the vergence activities.

Turbo

- Now available in Vivid Vision Home
- Supports the use of remotes and VR controllers.
- Fixed a bug in the Custom difficulty setting that allowed the targets to cluster too closely together.

Angles Test

- We've slightly altered the method of entering a response. With this update, move the controller to move the white target horizontally/vertically. To rotate, change the game to

Mode 2 by clicking the joystick (Touch controllers) or touchpad/accessory button (remotes) and move the remote to slightly rotate the target.

- Please be advised we will soon be retiring the current version of the Angles test. At the same time, we plan to replace it with an updated and easier-to-use version of estimating phoric and tropic posture that has been tested by one of our partner research clinics.