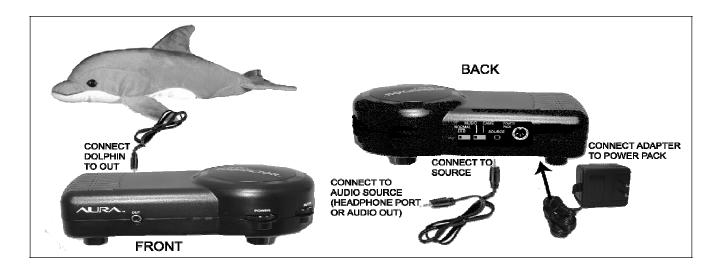


Technical Support Connecting the Tactile Dolphin

Computer Requirements

Each computer in a two-computer configuration needs a sound card and speaker/headphone output that are supported by DirectSound and work in Windows. For single-computer operations, a second sound card is required for tactile output.



- A. Set Up the Dolphin and Amplifier
 - 1. Connect the amplifier power cable from the wall to the black amplifier Power Pack connection.
 - 2. Connect the Dolphin to the port labeled OUT on the front of the black amplifier.
 - 3. Connect one end of the audio cable to the SOURCE port on the back of the black amplifier.
 - 4. Connect the other end of the audio cable to the audio port for your Therapist computer: audio out or headphone port.
 - 5. Game / Music switch should be set to Music.
 - 6. Filter dial setting has no effect.
 - 7. Power dial is the master volume control.
- C. Set Up EEGer to Use the Tactile Dolphin
 - 1. Double-click the EEGer icon to launch the program.
 - 2. From the Preferences menu, select Configuration, click the Devices tab.
 - 3. Select the Tactile audio source: choose Primary audio for sound card or headphone port or Secondary audio for a second sound card (required for single-computer mode).
 - 4. Click STORE settings and close the window.
- D. Run a Session with Tactile Feedback
 - 1. Select the client and click Begin Session.
 - 2. On the brainwave training display, press T to display the Tactile Controls.
 - 3. PgDn or PgUp to select an option:
 - a. Amplitude: +/ to adjust the volume or intensity of the tactile feedback (NOTE: The Power dial on the Aura amplifier also adjusts the Amplitude).
 - b. Source Trace: +/ to select the trace for feedback (e.g., in 5-trace mode, "3" is Reward band feedback)
 - c. Tactile Mode: +/ to choose from OFF, 10Hz, 80Hz, 160Hz. (NOTE: Laptop computers may be unable to produce output at 10Hz; minimum setting would be 80Hz.)
 - 4. Press Enter when the desired settings are displayed and proceed with the training session.