



EyeSuite i9 Perimetry

Performing a kinetic examination

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Quick Guide
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EYESUITE I9 PERIMETRY

Performing a kinetic examination



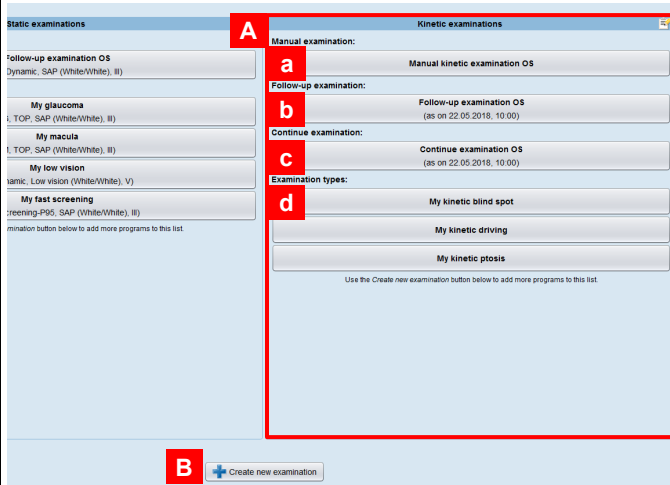
NOTE!

The quick guide does not replace the careful reading of the instructions for use from the software and the devices.

1 Preparation and initial steps

- A) Perform the same initial steps as described in the Quick Guide “ Performing a static examination (Octopus 900)
- a. Preparation
 - b. Select patient and start perimetry examination
 - c. Select eye and trial lens and position trial lens
 - d. Instruct and position patient

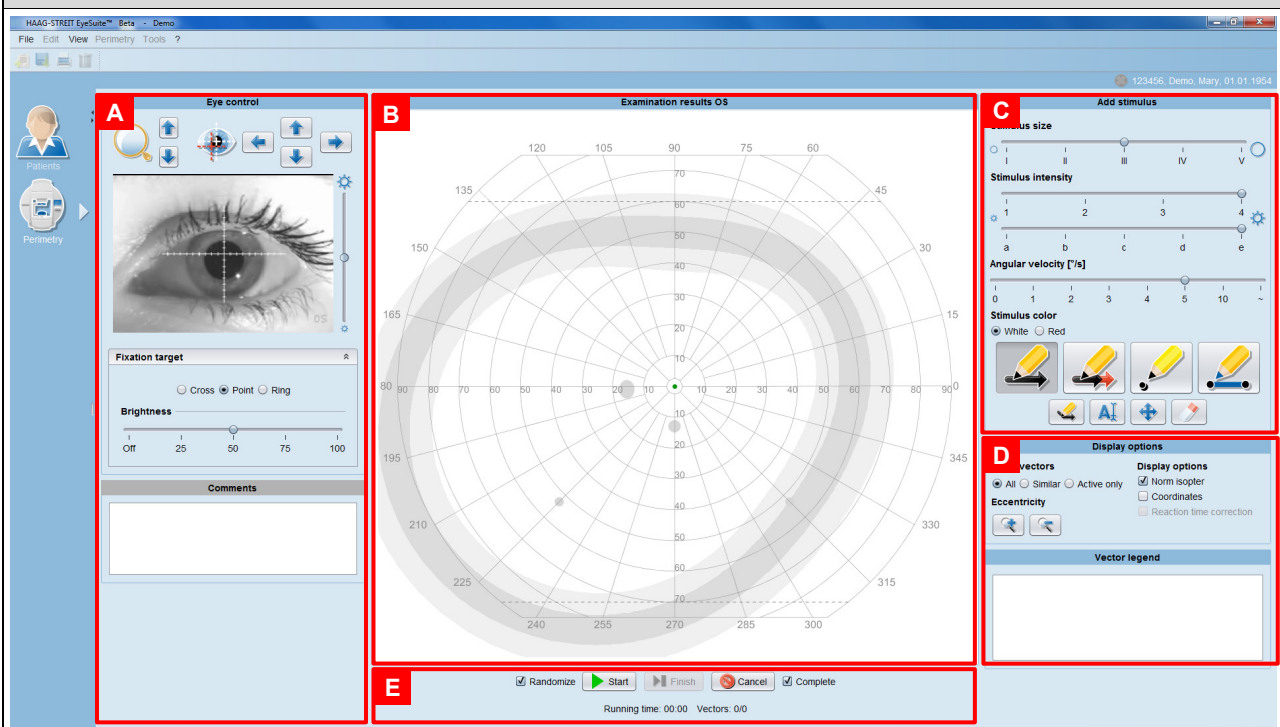
2 Choose kinetic examination type



- A) Choose kinetic examination type
- a. Manual (Goldmann-type)
 - b. Follow-up (same methodology as in previous test)
 - c. Continue examination (continue a test started on same day)
 - d. Use a saved testing methodology
- B) Create a new testing methodology

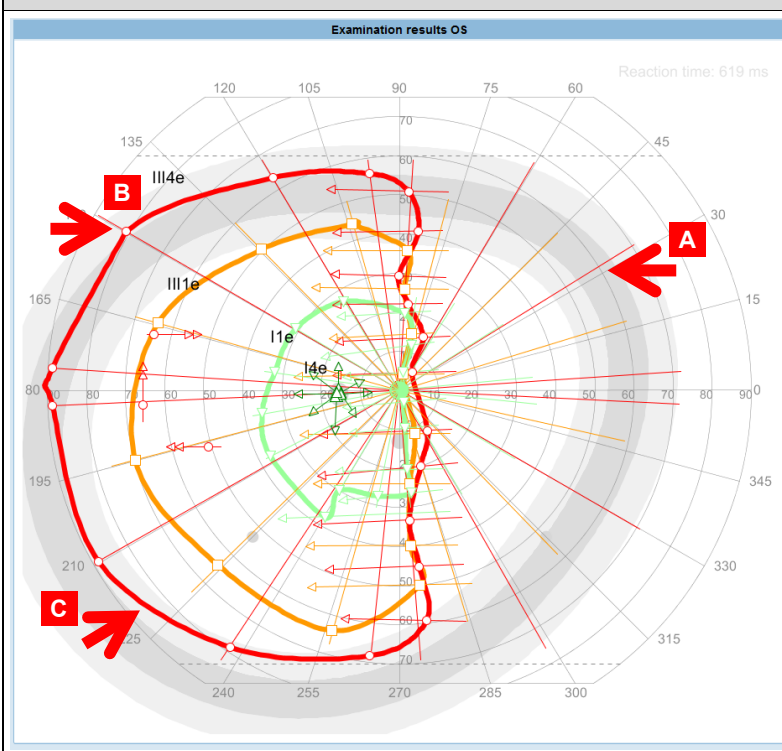
Note: any kinetic examination type can be individually adapted during the examination.

3 Perform kinetic examination: Overview



- A) Eye Control panel (see Quick Guide “Performing a static examination (Octopus 900)”
- B) Examination results panel
- C) Add stimulus panel
- D) Display options and vector legend
- E) Control examination panel

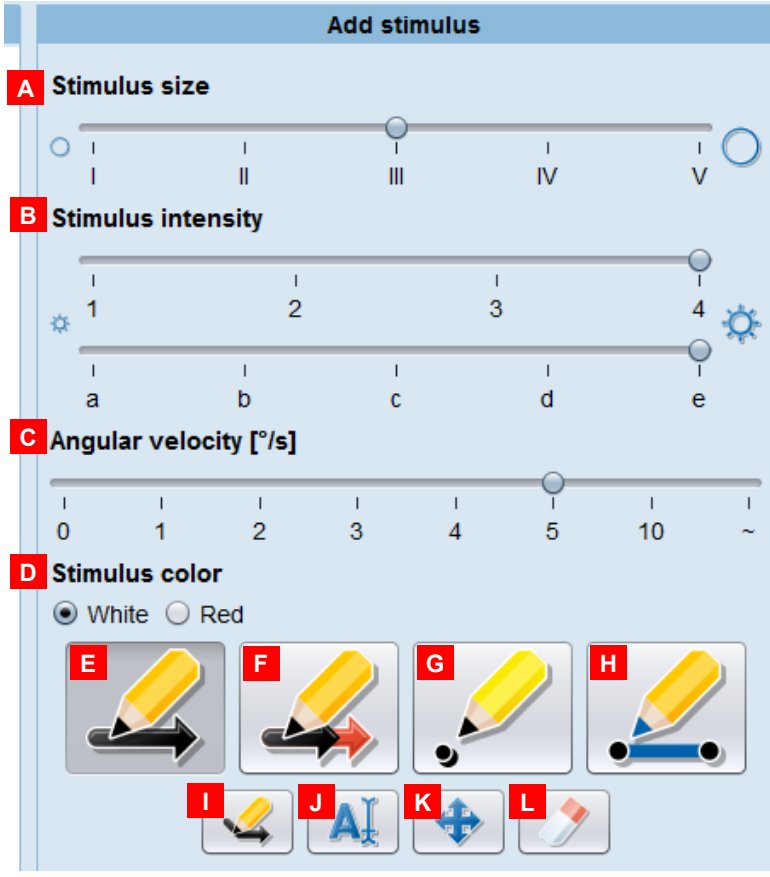
4 Examination results panel



Records testing methodology and patient responses

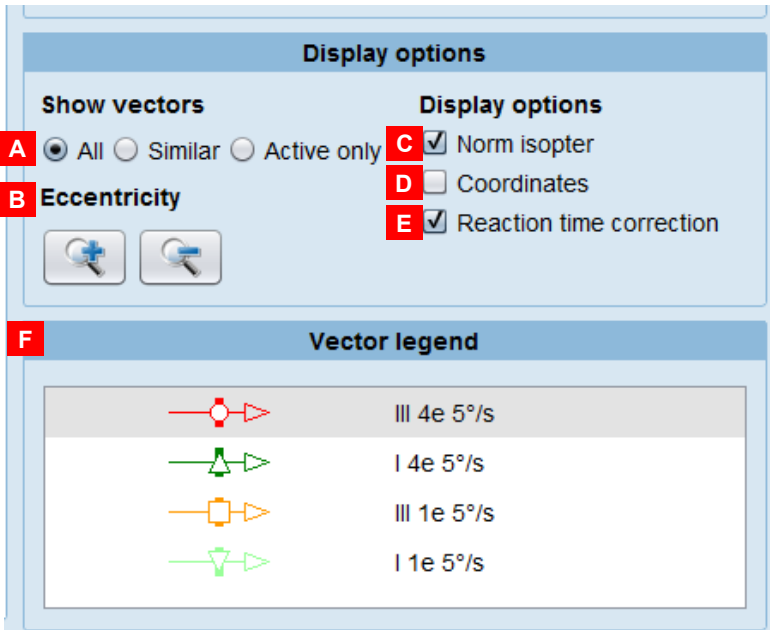
- A) Vector (stimulus trajectory)
- B) Patient response
- C) Isopter

5 Add stimulus panel



- A) Select stimulus size
- B) Select stimulus intensity
- C) Select angular velocity (i.e. stimulus speed in °/s)
- D) Select stimulus color
- E) Draw straight vector
 - a. To center: Left click onto start location → release
 - b. Anywhere: Left click onto start location → move while keeping button pressed → release
- F) Draw reaction time vector (measures patient reaction time)
- G) Draw static point
- H) Draw isopter
 - a. Manually: Left click onto all responses in sequence to connect
 - b. Automatically: Left click onto first response → double click anywhere to automatically connect
- I) Draw guided vector (any shape)
- J) Add text
- K) Move object
- L) Remove by clicking onto it
 - a. A vector
 - b. An isopter
 - c. A patient response (repeats the same vector)

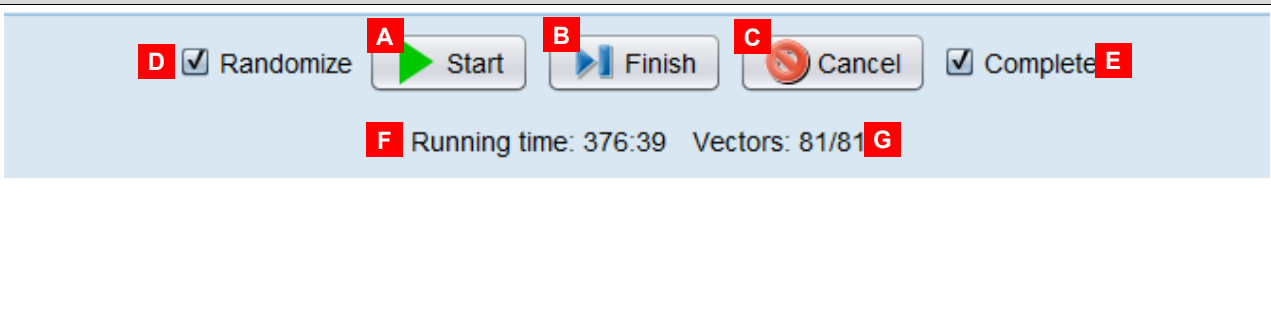
6 Display options and vector legend



Vector Type	Parameters
	III 4e 5°/s
	I 4e 5°/s
	III 1e 5°/s
	I 1e 5°/s

- A) Show vectors
 - a. All
 - b. Similar: only selected vector type
 - c. Active only: currently active stimulus
- B) Change eccentricity
- C) Display norm isopters
- D) Display coordinates [°]
- E) Show result with reaction time correction (if available)
- F) Vector legend

7 Control examination panel



The screenshot shows a control panel with the following elements:

- D** Randomize
- A** Start (with a green play button icon)
- B** Finish (with a blue double arrow icon)
- C** Cancel (with a red stop button icon)
- Complete **E**
- F** Running time: 376:39 Vectors: 81/81 **G**

A) Start/Pause/Resume
B) Finish and save
C) Cancel
D) Present stimuli of one type in randomized order
E) Do not pause after one stimulus type has been completed
F) Test duration
G) Vectors drawn/vectors presented