

# **MiniVIE Demonstration Setup Manual**

This manual goes through the process necessary to download the MiniVIE open-source project code package and run the MiniVIE Demonstration completely.

## **User Manual Table of Contents:**

Section I: Importing MATLAB Code.....page 2

Section II: Updating MATLAB Code.....page 6

Section III: Training Setup .....page 8

Section IV: Training.....page 16

Section V: Running the MiniVIE Demonstration.....page 20

---

## Section I: Importing MATLAB Code

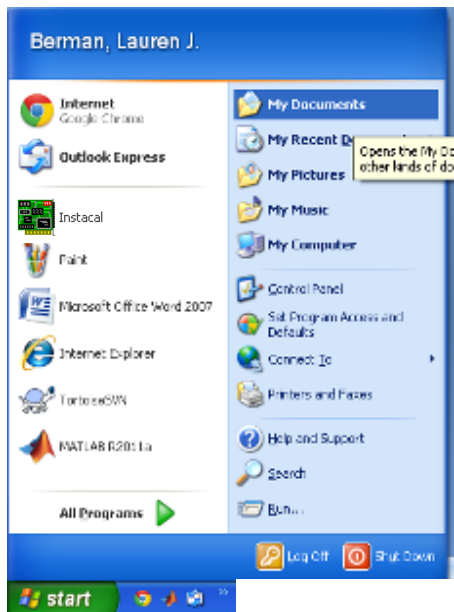
This section details how to extract code from the internet and import it to MATLAB.

**Note:** While steps 1-21 are specific to the MiniVIE Demonstration, they can be applied to any download of files from the internet imported into MATLAB.

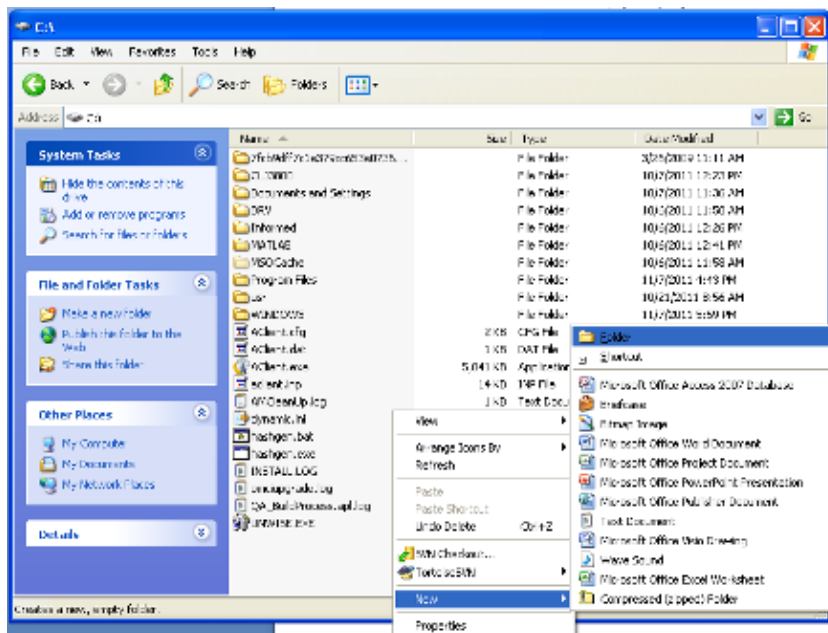
1. Open up a web browser and insert the link <<http://tortoisesvn.net/downloads.html>>.
2. Select the appropriate size download for the computer:



3. Download Tortoise SVN.
4. After the download is finished, open up *My Documents*:

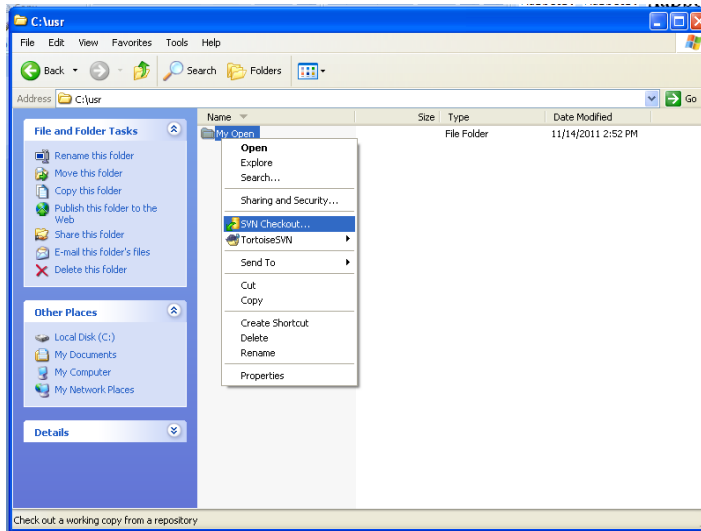


5. Select the *Downloads* folder.
6. Open the Tortoise SVN file and click *Run*.
7. Complete the installation process by following the instructions provided.
8. Open *My Computer*.
9. Select the *C Drive (C:)*.
10. Create a folder called *usr*:



11. Create a folder called *Myopen*, in the *usr* folder.
12. Right click the *Myopen* folder.

13. Select *SVN Checkout*:



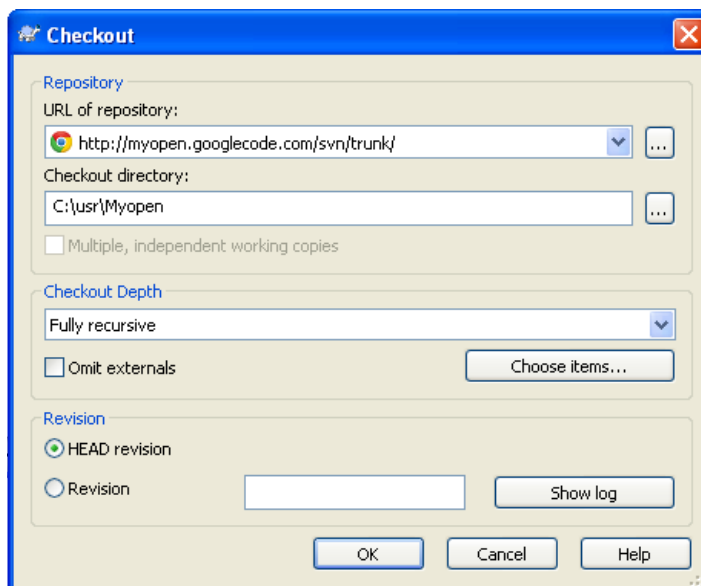
14. In the dropdown box titled *URL of Repository*, insert the website the code is being imported from (eg. <http://myopen.googlecode.com/svn/trunk/> is the website for the MiniVIE Demonstration project).

**Note:** If you are a developer, enter the source directory using https, as in:  
<https://myopen.googlecode.com/svn/trunk/>

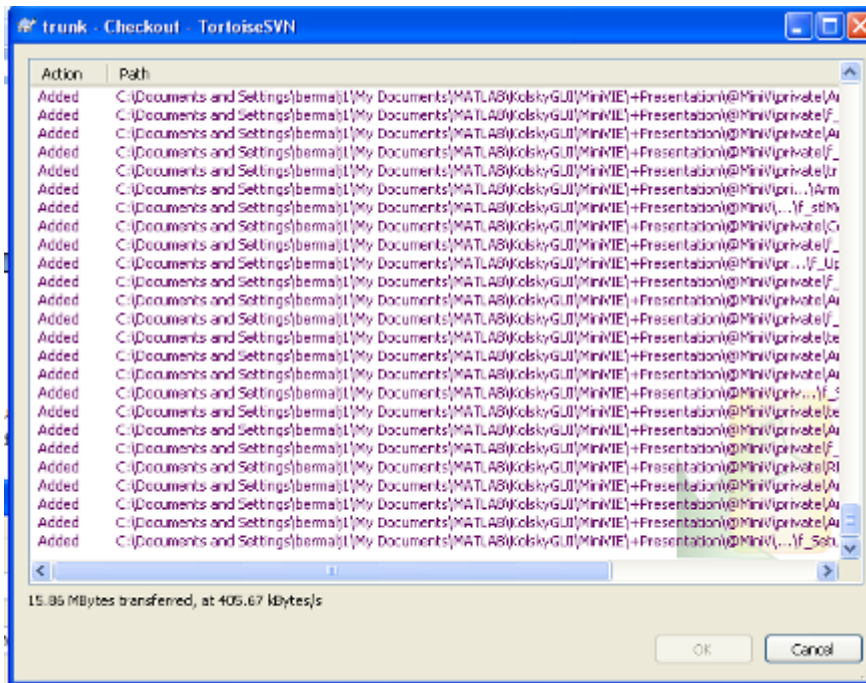
You will be prompted for your username and GoogleCode (randomly generated) password when you check in changes

15. In the dropdown box titled *Checkout Directory*, type the file path if it's not already selected (eg. C:\usr\Myopen).

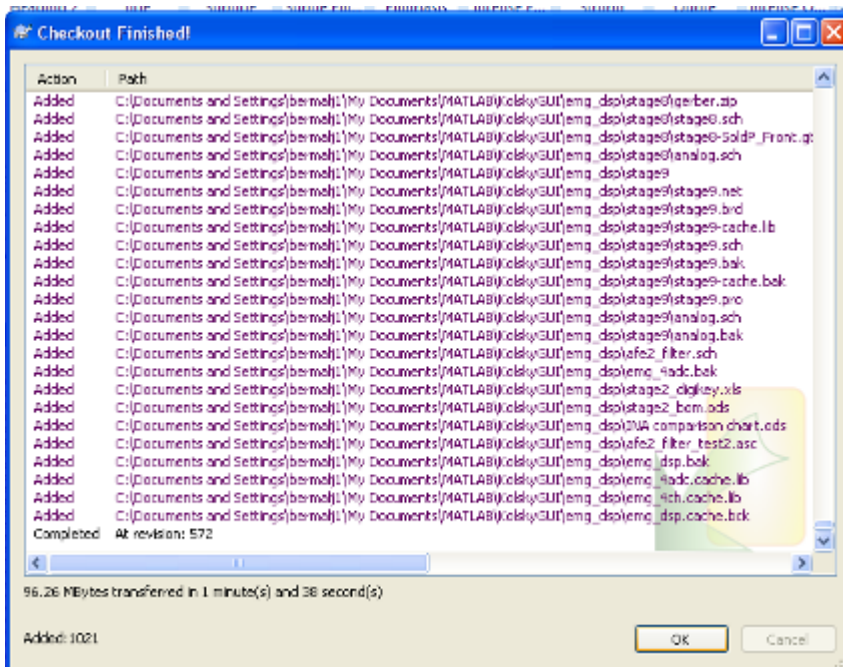
16. Then select *OK*:



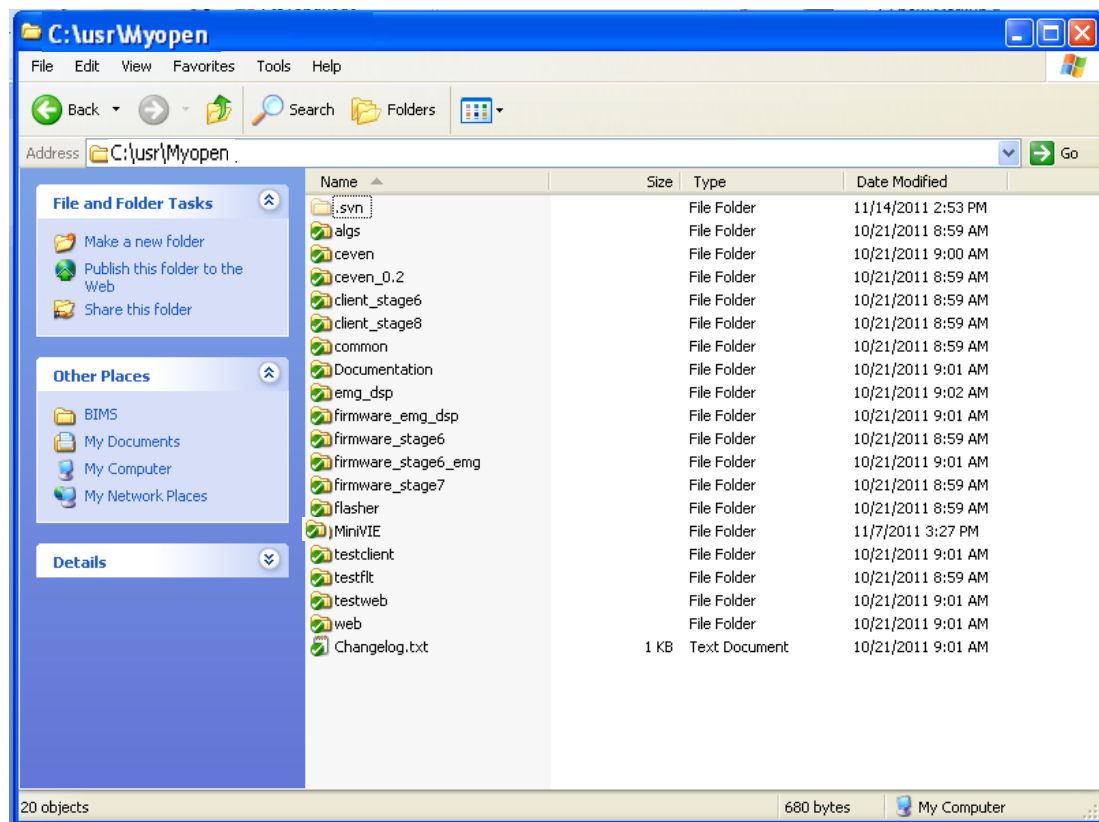
17. Files should immediately begin downloading:



18. When the SVN checkout is finished, select OK:



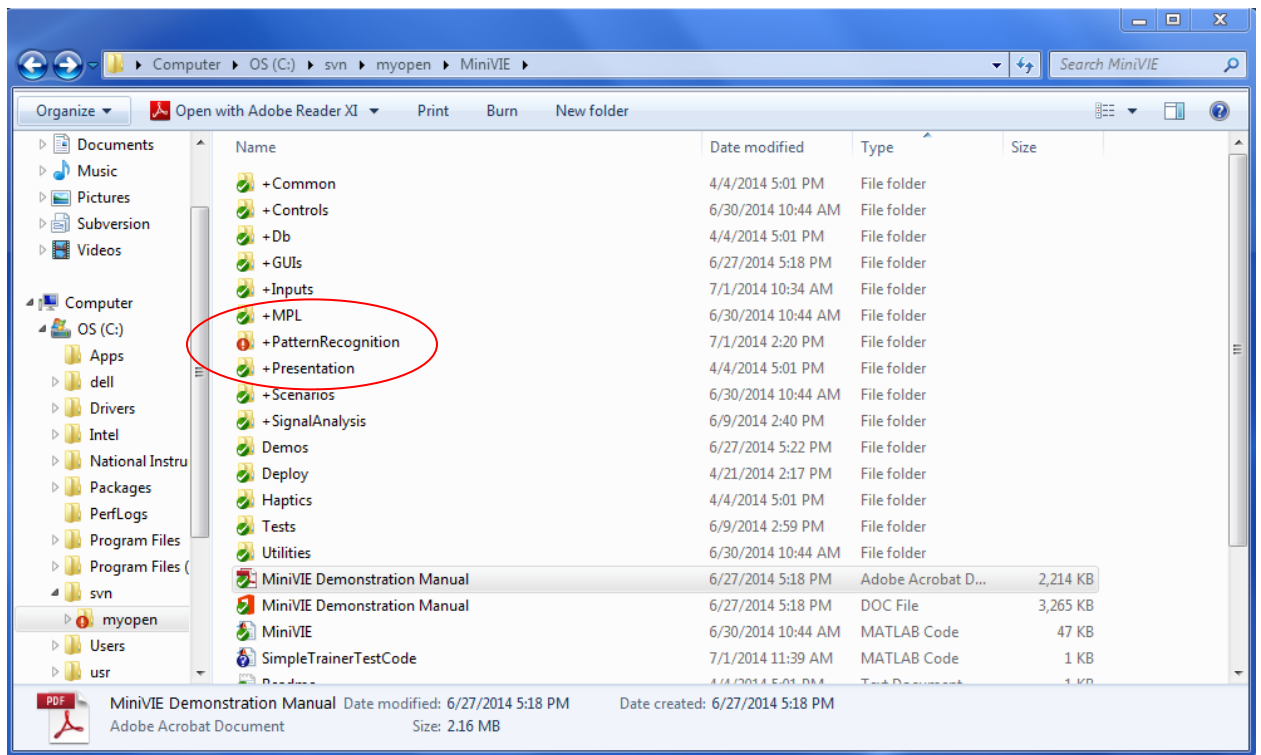
21. Open up the file path C:/usr/MyOpen to insure the code was successfully transferred (there should be a list of folders as below):



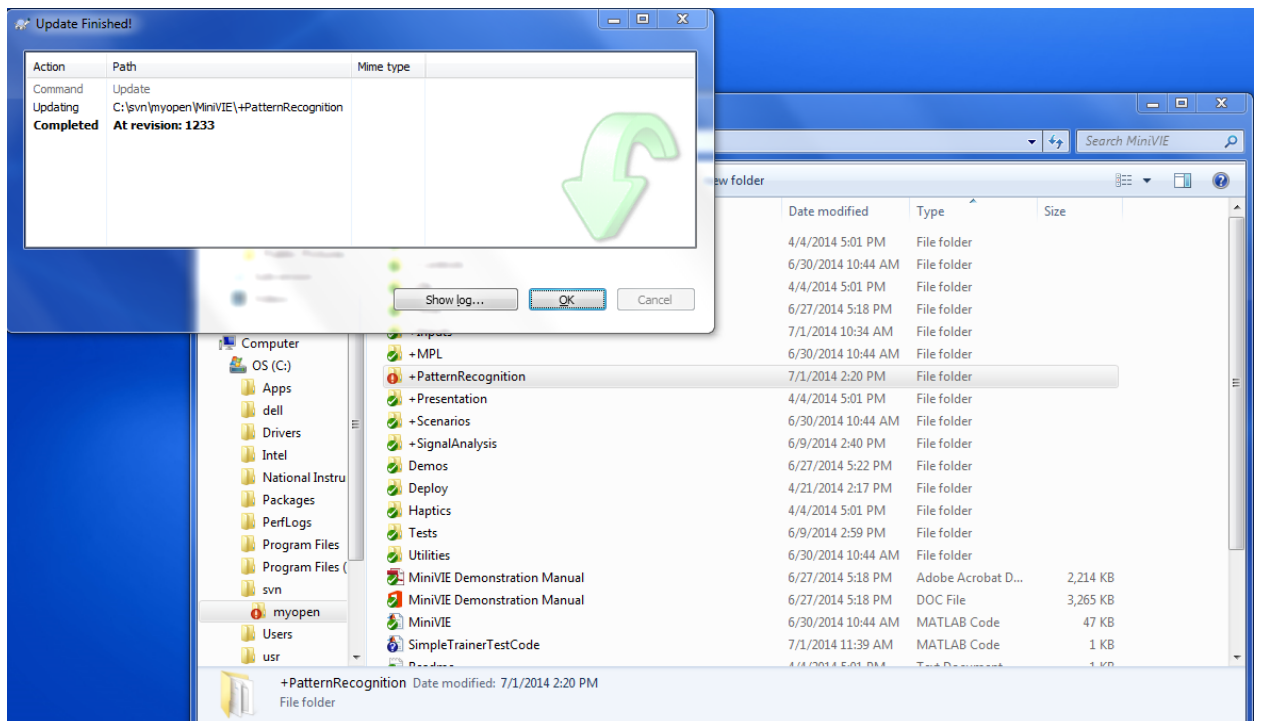
## Section II: Updating MATLAB Code

This section details how to update your MATLAB code using the Tortoise SVN software just downloaded.

1. When the code is outdated there will be a red 'X', instead of a green checkmark, on the folder containing the code. In the image below the code inside the folder PatternRecognition needs to be updated.



2. Right click on the file that needs to be updated and select *SVN Update*. A window will pop up and begin updating the code. When it is finished it will look like the image below.

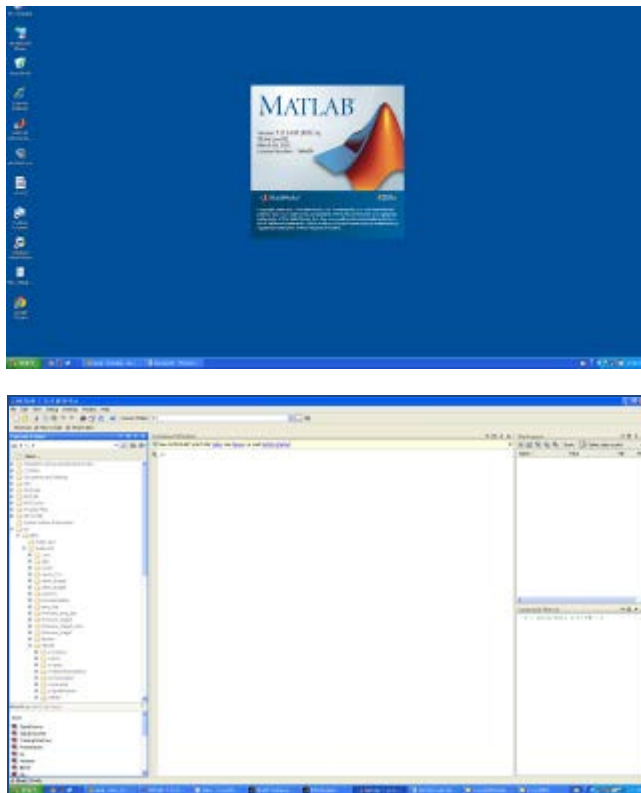


3. Select the **OK** button. If all files are green again your code has been successfully updated.

## **Section III: Training Setup**

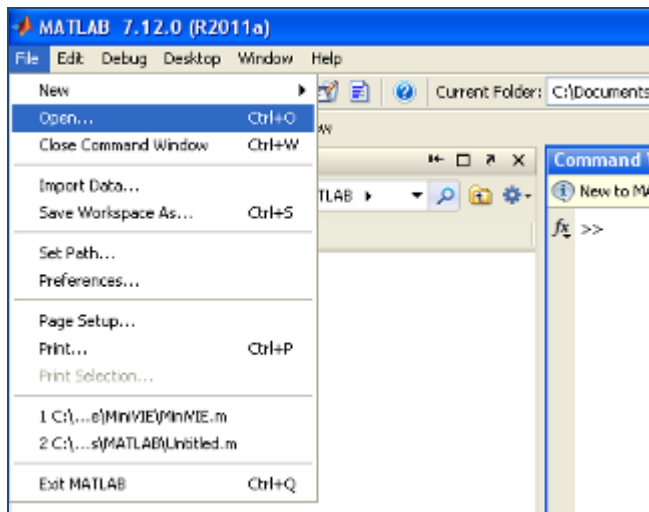
This section details how to setup the proper configuration for the MiniViE Program to run training.

1. Open MATLAB:

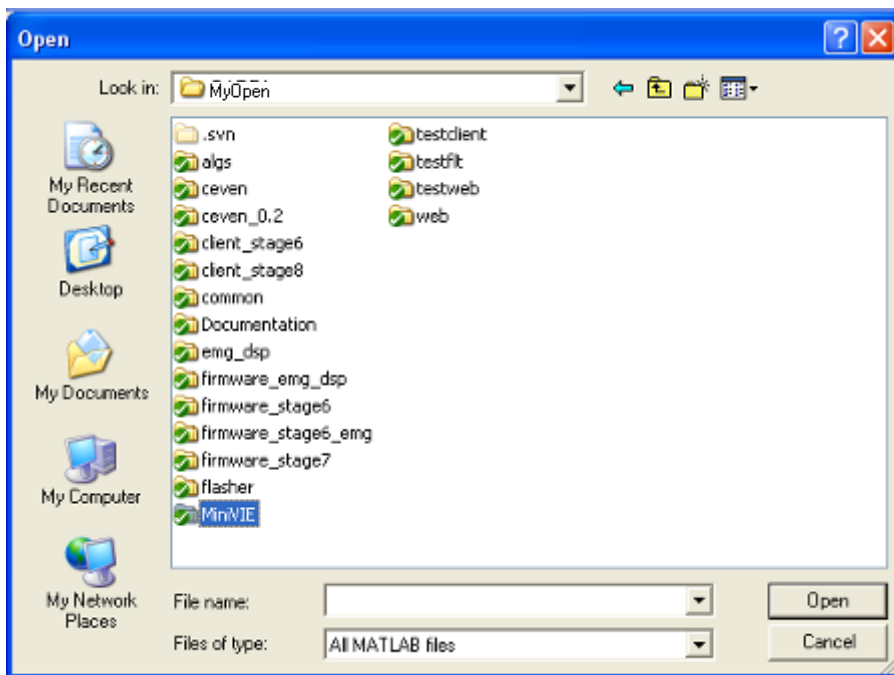


2. Select *File* and then select *Open*:

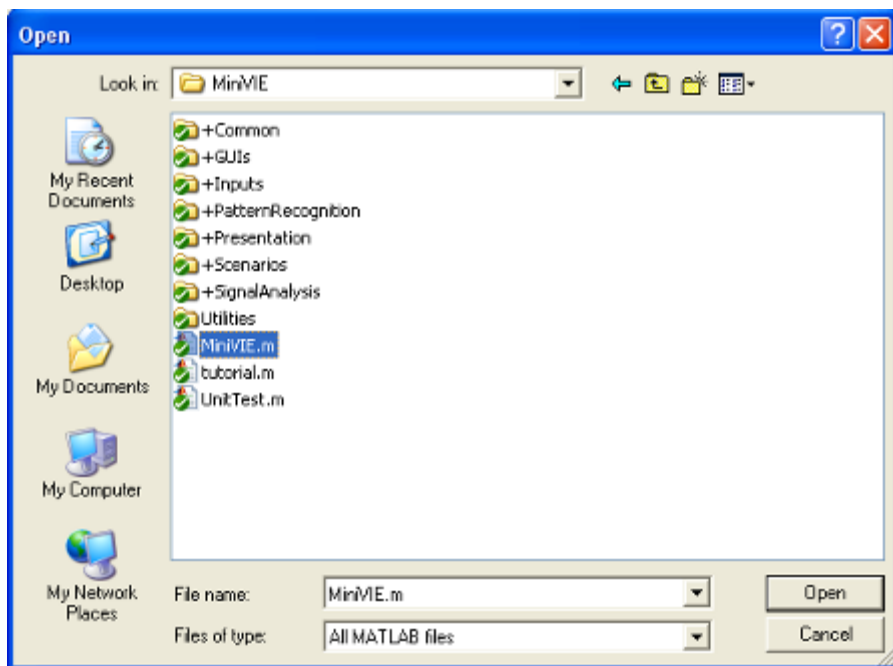




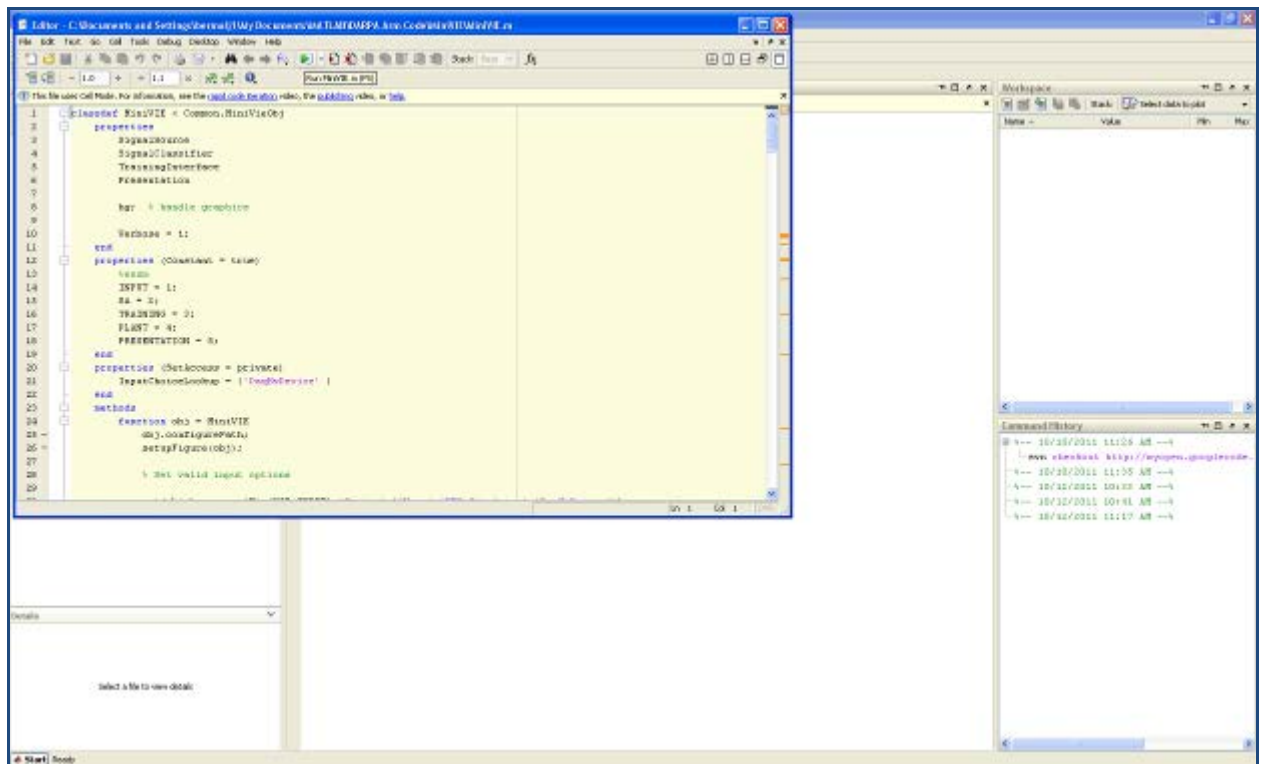
3. Open the folder where the previously downloaded files were stored (C:\usr\Myopen).
4. Select the *MiniVIE* folder:



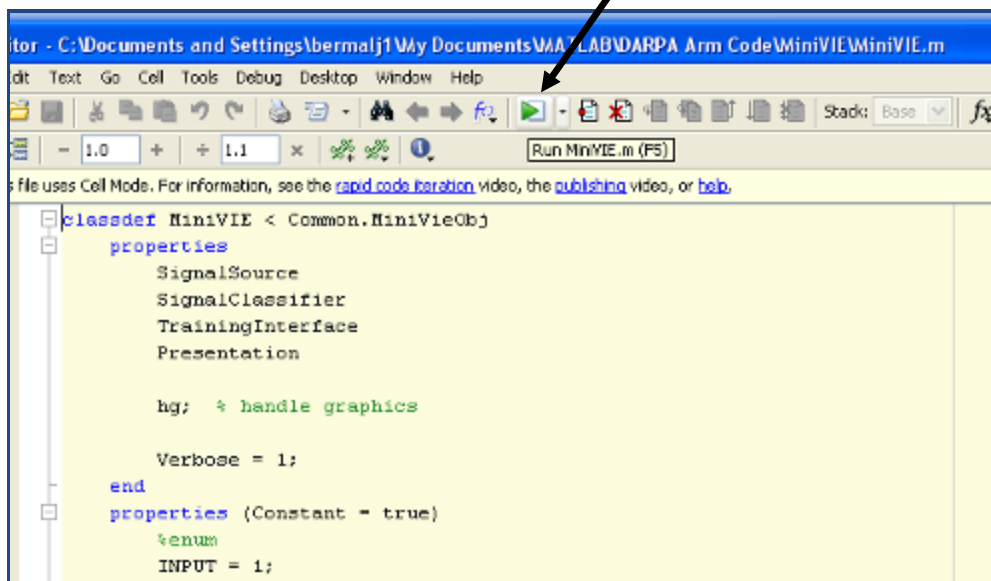
5. Next select the file *MiniVIE.m*:



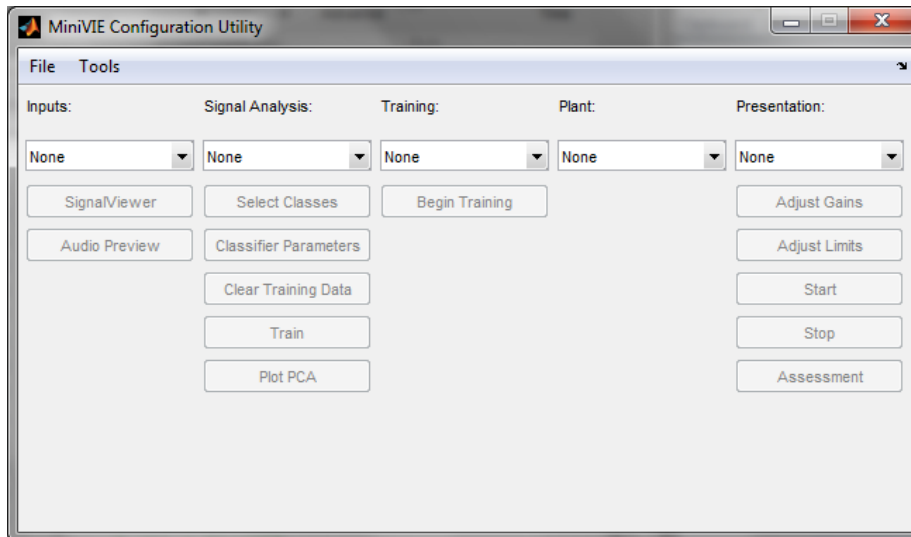
6. An editor window should open with the MiniVIE file:



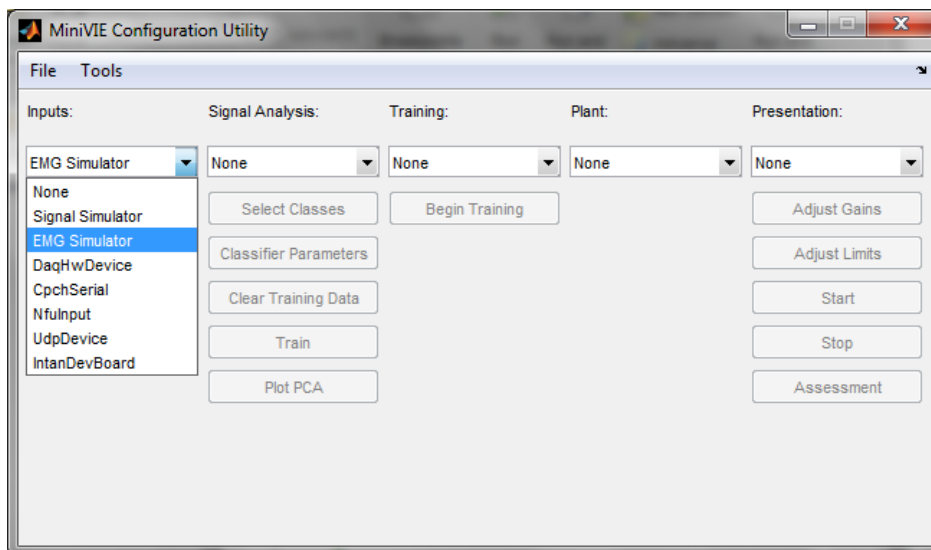
7. Select the *Run* button:



8. A window titled *MiniVIE Configuration Utility* will open with the settings for the MiniVIE program:



9. In the *Inputs* drop-down menu, select *EMG Simulator*:

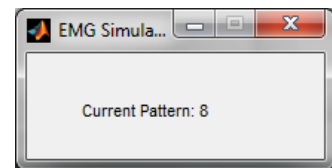
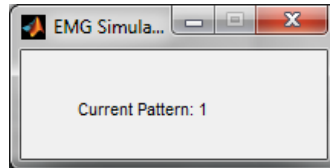
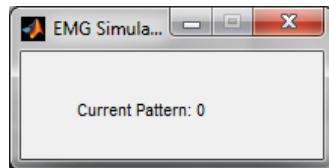


10. A *EMG Simulator* dialogue window should open.

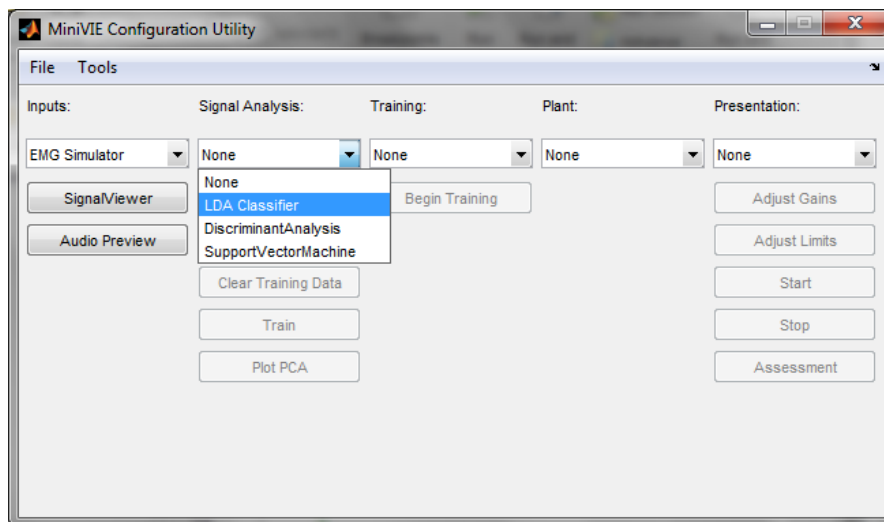
11. While the user is in this selected open window, pressing any of the following keys will cause a number to appear as the current pattern: keys a, s, d, f, q, w, e, r.

(Key: a)

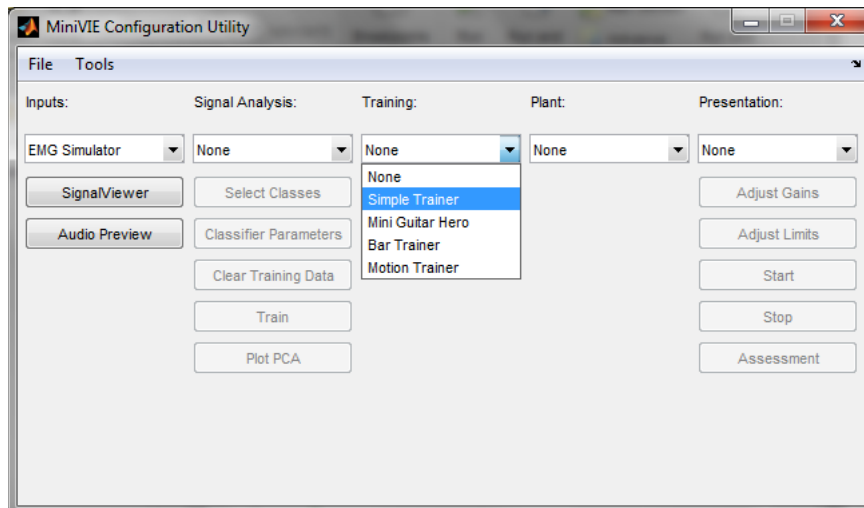
(Key: r)



12. Under *Signal Analysis*, select *LDA Classifier*:

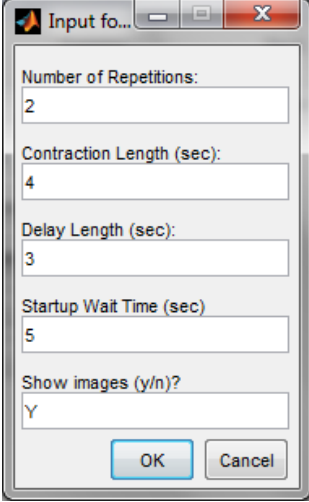


13. Under *Training*, select *Simple Trainer*:



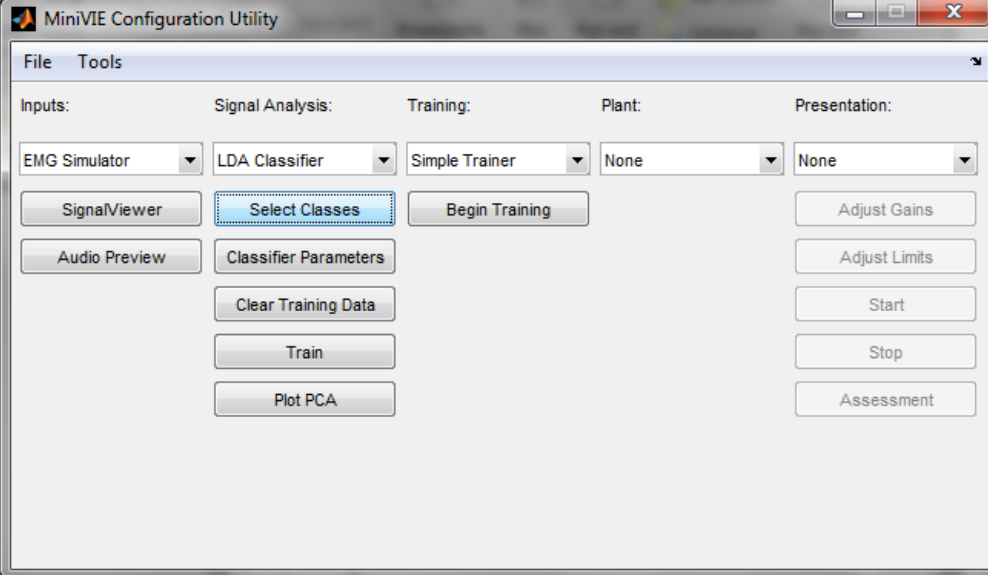
**Note:** Do not select any options for Plant or Presentation drop-down menus prior to beginning training.

14. Select the desired settings for simple training when the dialogue box opens.

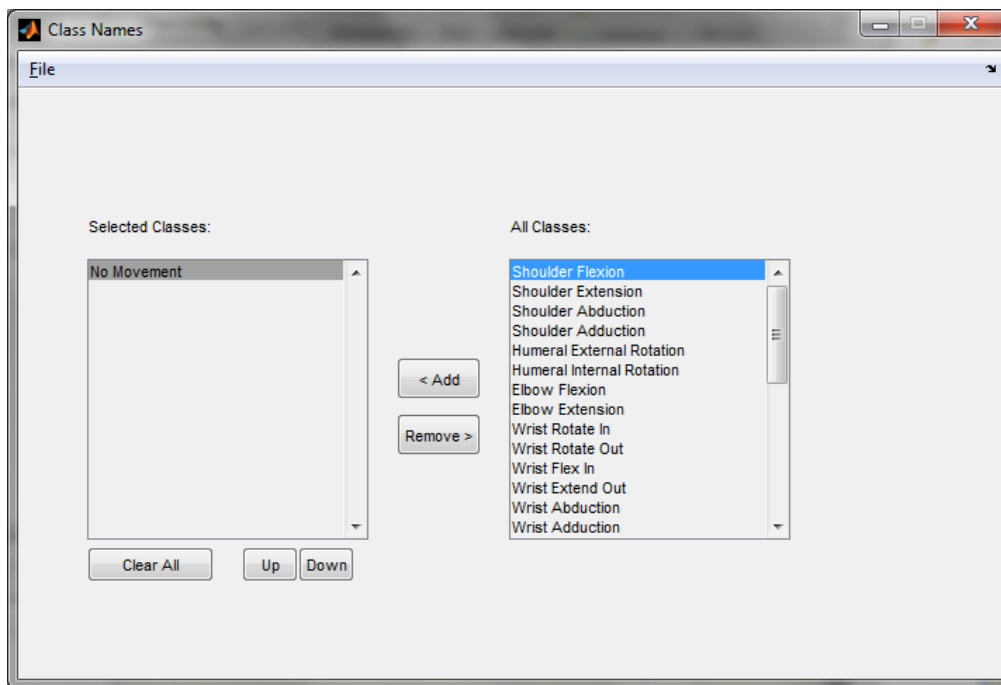


A small dialog box titled "Input fo..." with a standard Windows window frame. It contains five text input fields and one checkbox. The fields are labeled: "Number of Repetitions:" (value: 2), "Contraction Length (sec):" (value: 4), "Delay Length (sec):" (value: 3), "Startup Wait Time (sec)" (value: 5), and "Show images (y/n)?" (value: Y). At the bottom are "OK" and "Cancel" buttons.

15. Next click on the *Select Classes* button and a new window will open:

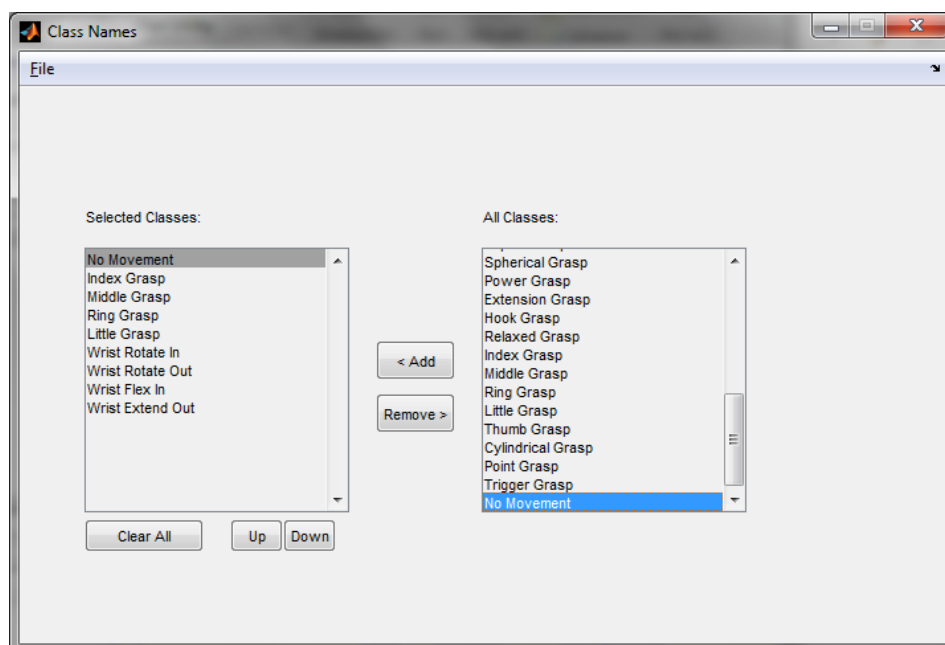


A larger window titled "MiniVIE Configuration Utility" with a menu bar (File, Tools) and a tabbed interface. The tabs are: Inputs, Signal Analysis, Training, Plant, and Presentation. The "Inputs" tab is active, showing a dropdown menu with "EMG Simulator" selected. Below the tabs are several buttons: "SignalViewer", "Audio Preview", "Select Classes" (highlighted with a blue border), "Classifier Parameters", "Clear Training Data", "Train", "Plot PCA", "Begin Training", "Adjust Gains", "Adjust Limits", "Start", "Stop", and "Assessment".



**Note:** Each class selected is a movement the arm will perform. Using the EMG Simulator, a maximum of 8 movements can be selected at a time. In addition to the 8 movements, “No Movement” should also always be selected so there is a baseline for each training session.

16. Select the classes that are to be trained. Then close the window:

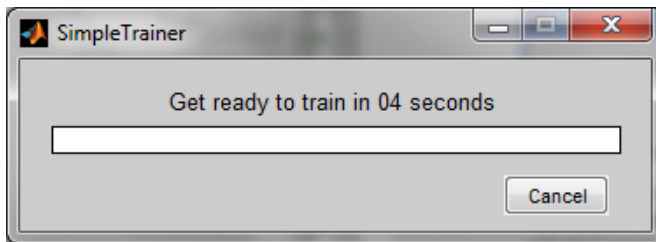


## Section IV: Training

This section goes through step by step of the training process. Before beginning the actual training process, the user should read the entire following section to understand the required actions of the user during the rapid training process.

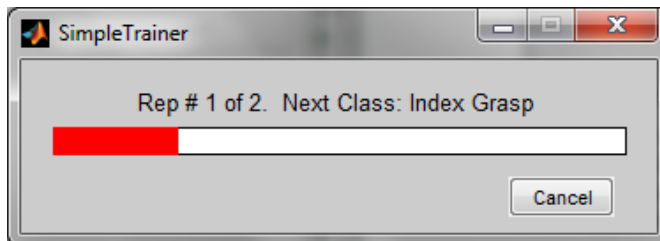
**Note:** Record ahead of time (for future use in the MiniVIE demonstration) which key the user will assign to each movement class.

1. A window will pop up with a 3 second countdown:

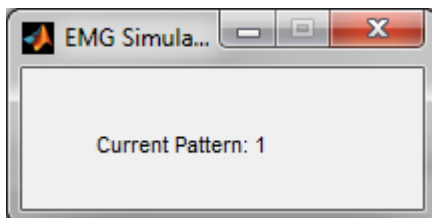


**Note:** as soon as the countdown begins, the user must select the EMG Simulator window (window should be maximized and click on this window to highlight it as the selected window). Keep this as the selected open window for the duration of the training process.

2. The Trainer will then begin training with the first of the 8 selected classes. There will be a period of a few seconds (represented by a red loading bar) allowing for preparation:

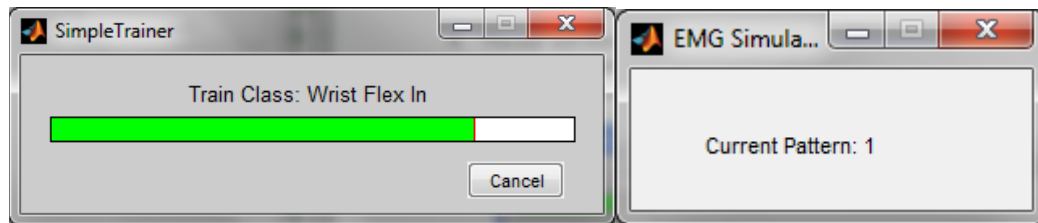


3. During this time, press and hold down one of the designated 8 keyboard keys (a, s, d, f, q, w, e, r) which will later be assigned to the selected class. The *Current Pattern* will change pattern number. Continue to hold down the selected key and **do not release the keyboard key** throughout the next step:

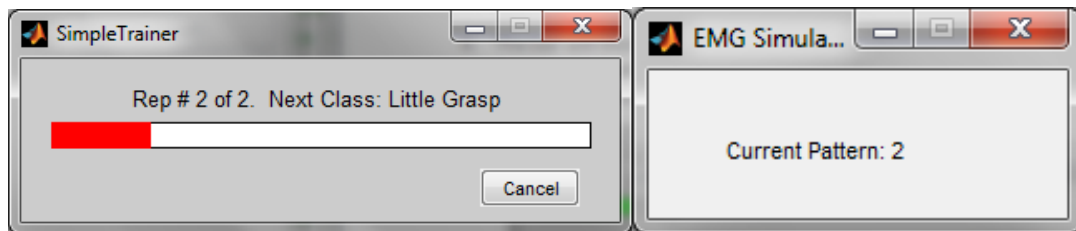




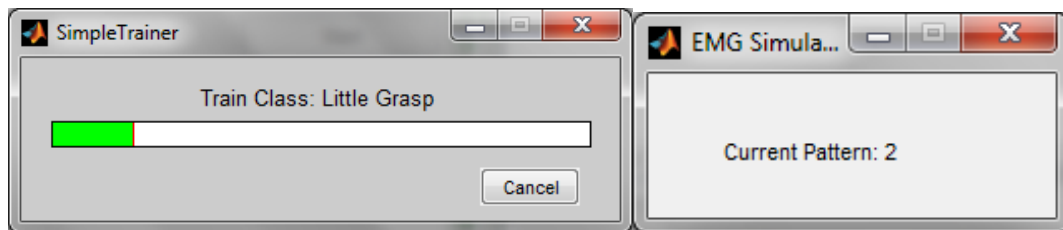
- The bar will then change from red to green and retreat to the left. During this time, the trainer program is collecting a signal from the selected keyboard key and matching that signal to the command being trained:



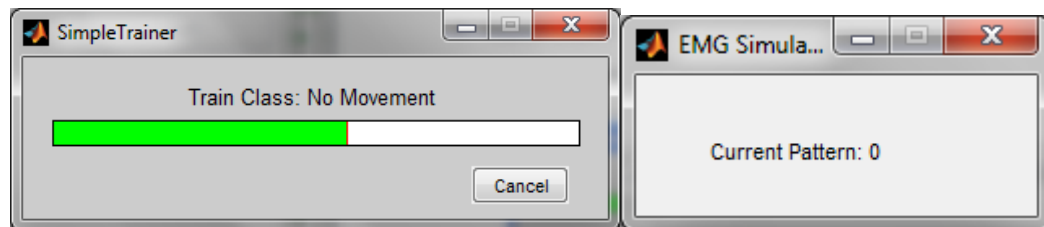
- When the data is collected, the training will transition to the next class. During the preparation period, switch the keyboard key selected (ie., release the first key chosen, and choose another of the remaining 7 key options). This should be represented by a change in the *Current Pattern* number:



- Hold down the chosen keyboard key until the training for the current class is complete:

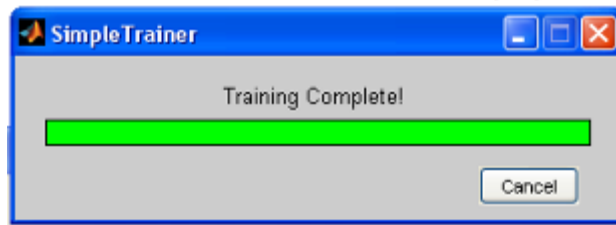


- Repeat steps 4 - 6 for the remaining classes, except for the "No Movement" class.
- For the training of the "No Movement" class, do not press any keyboard key:

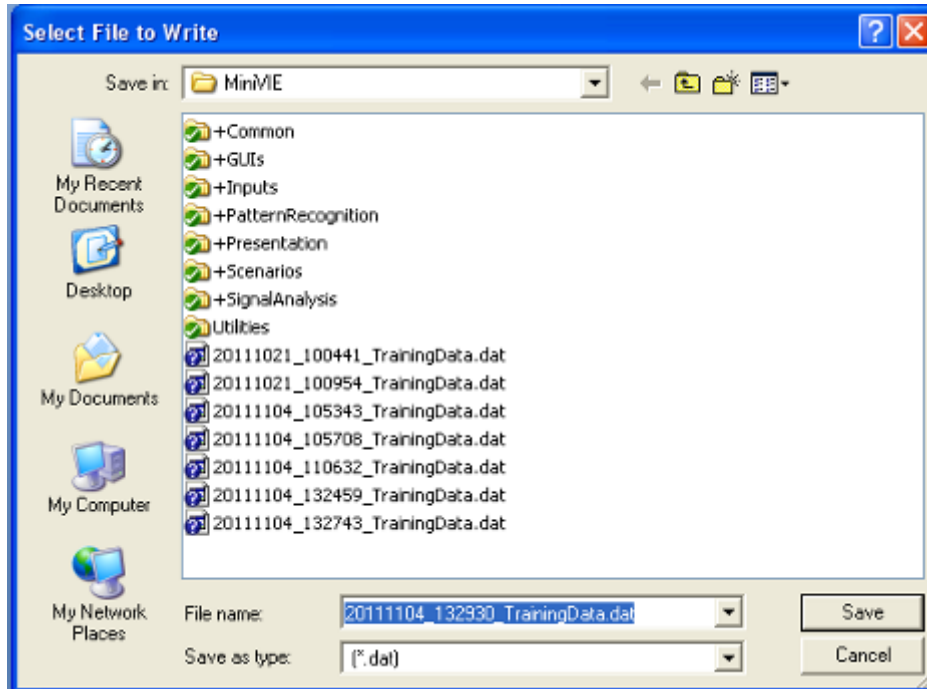


**Note:** The reason for not depressing a key during the "No Movement" class is that during the demonstration, the object (the arm for the MiniVIE demonstration) will remain still while it is not receiving signals. Otherwise, the user would have to hold down a key to keep the object still.

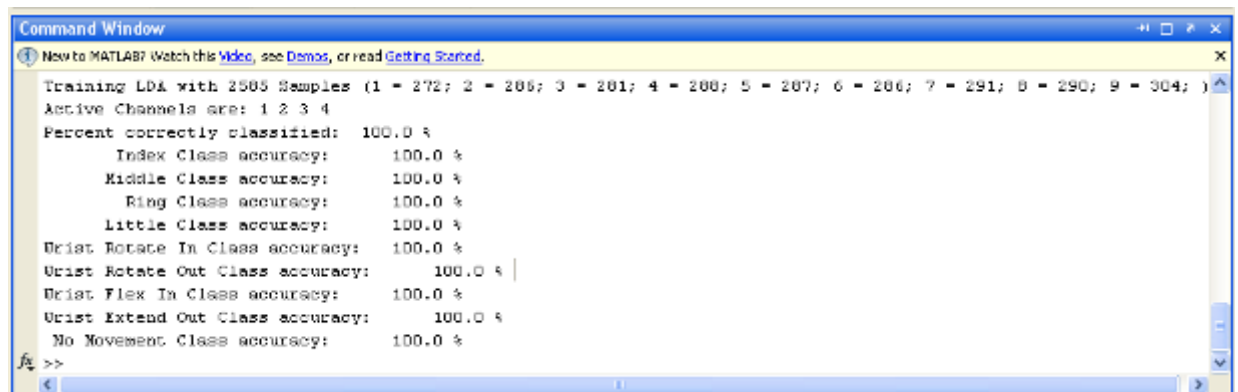
9. Training is now completed:



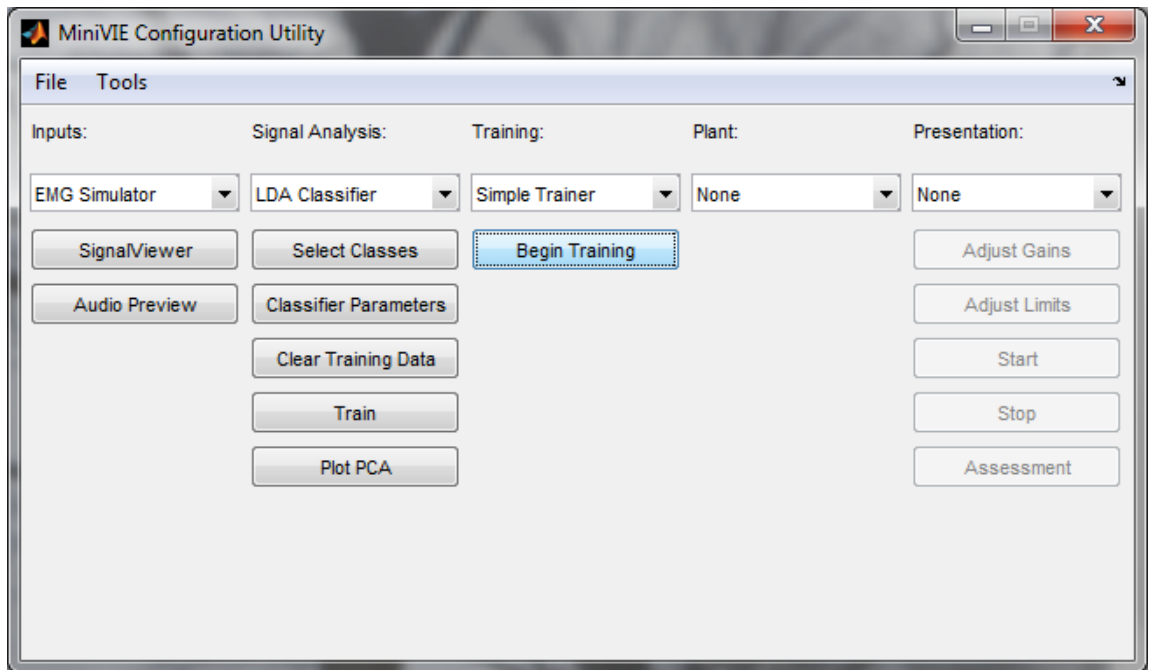
10. When prompted with the window below, save the data gathered in this training session:



11. Open the MATLAB window. In the MATLAB *Command Window*, the accuracy of the results from the training session is shown. Check the results and if they are not 100% for each command, return to step 1 and perform a new training session:



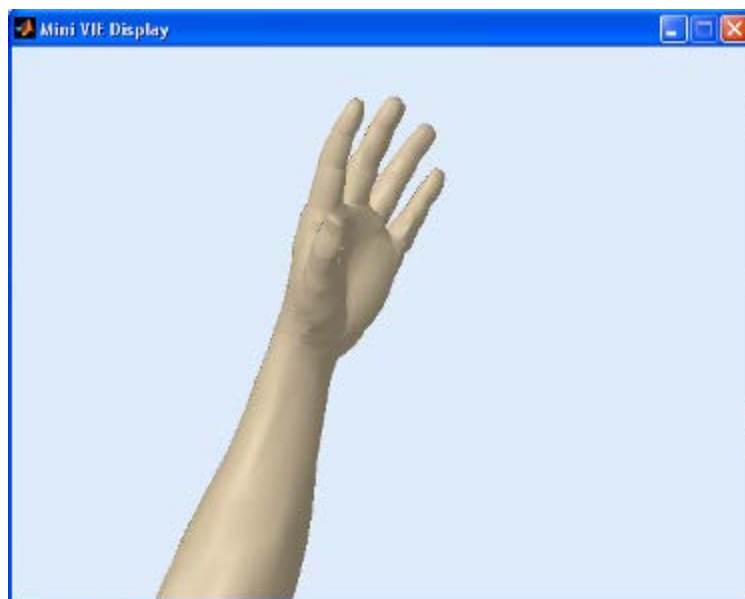
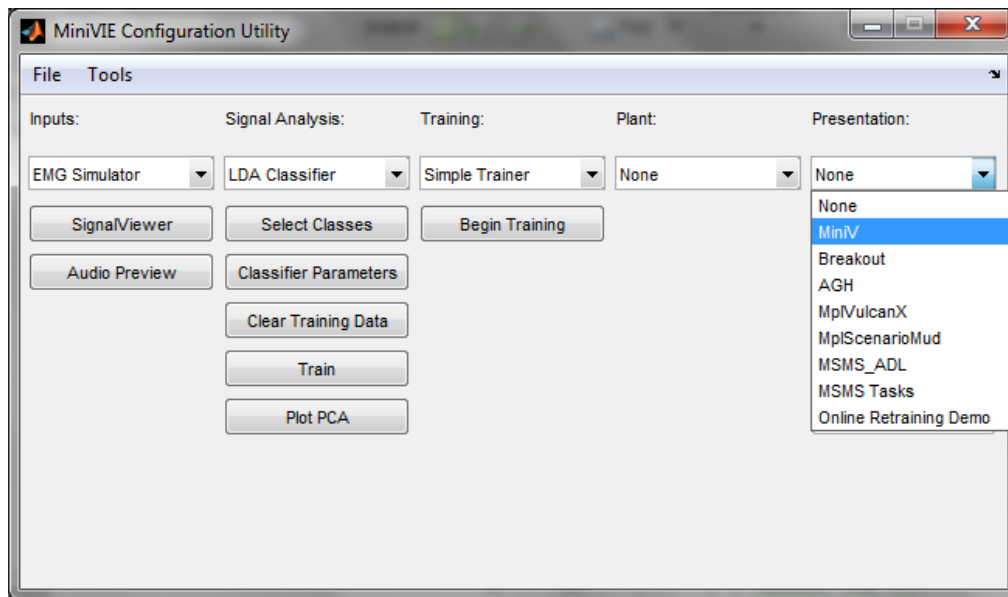
12. Once the user has read the training instructions above, select *Begin Training* in the MiniVIE Configuration Utility window:



## Section V: Running the MiniVIE Demonstration

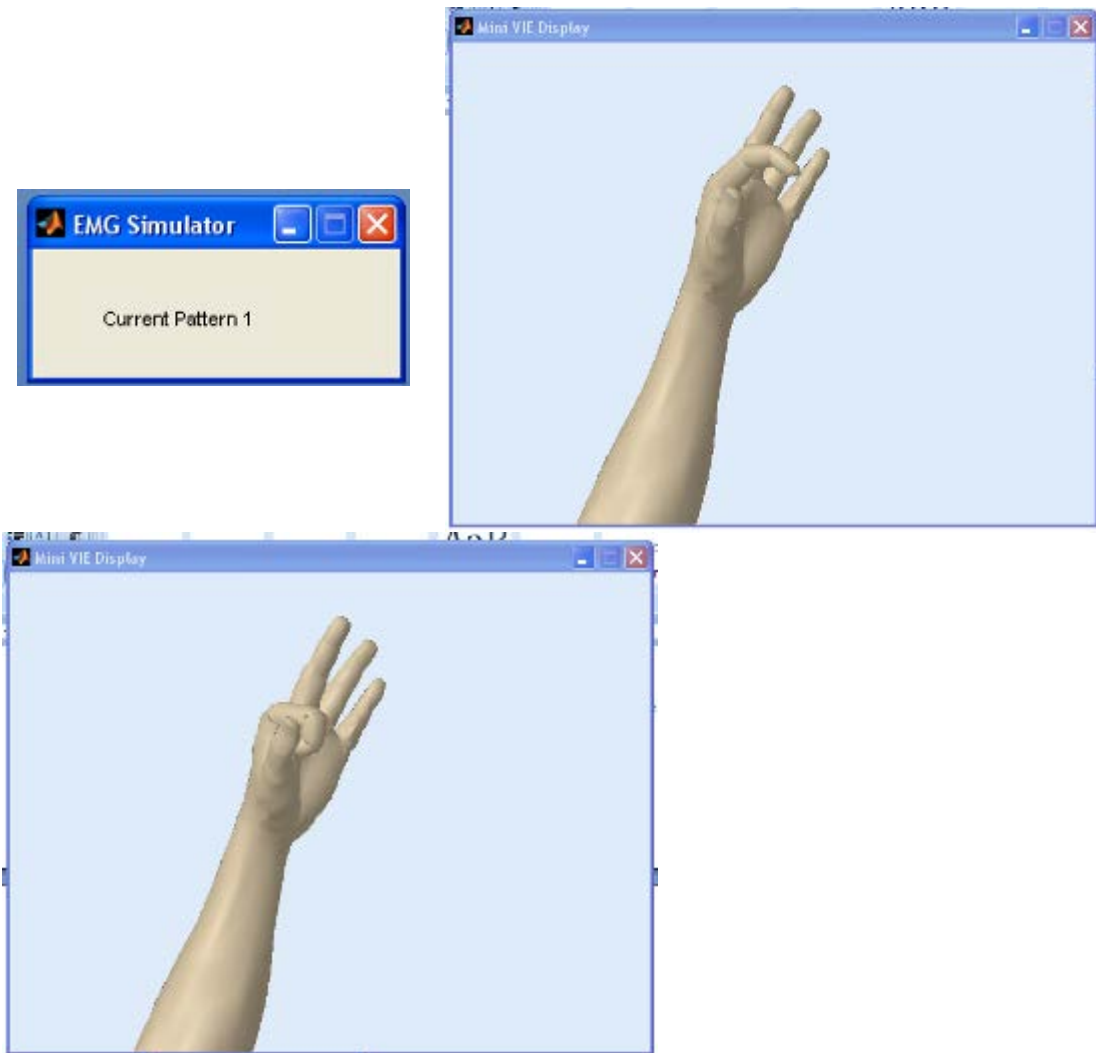
This section explains how to run the MiniVIE Demonstration once training is complete.

1. Return to the *MiniVIE Configuration Utility* window, and in the *Presentation* drop-down menu, select *MiniV*. A window with an animated human arm will open:



2. Select the *EMG Simulator* window.

3. Press one of the 8 keyboard keys associated with the eight movement classes:



4. Repeat step #3 with each of the remaining movement classes, to verify that the animated arm responds as expected to each of the command.

**Note:** In the MATLAB Command Window, the movement class that appears in real-time during the demonstration simulation, reflects the key currently being depressed (which was assigned during the training process to that movement class):



```

Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

Class Decision: 5; Vote Decision: 5; Class = Wrist Rotate In
Class Decision: 6; Vote Decision: 6; Class = Wrist Rotate Out
Class Decision: 6; Vote Decision: 6; Class = Wrist Rotate Out
Class Decision: 7; Vote Decision: 7; Class = Wrist Flex In
Class Decision: 7; Vote Decision: 7; Class = Wrist Flex In
Class Decision: 7; Vote Decision: 7; Class = Wrist Flex In
Class Decision: 7; Vote Decision: 7; Class = Wrist Flex In
Class Decision: 8; Vote Decision: 8; Class = Wrist Extend Out
Class Decision: 8; Vote Decision: 8; Class = Wrist Extend Out
Class Decision: 8; Vote Decision: 8; Class = Wrist Extend Out
Class Decision: 7; Vote Decision: 7; Class = Wrist Flex In
Class Decision: 7; Vote Decision: 7; Class = Wrist Flex In
Class Decision: 7; Vote Decision: 7; Class = Wrist Flex In
Class Decision: 6; Vote Decision: 6; Class = Wrist Rotate Out
Class Decision: 6; Vote Decision: 6; Class = Wrist Rotate Out
Class Decision: 6; Vote Decision: 6; Class = Wrist Rotate Out
Class Decision: 6; Vote Decision: 6; Class = Wrist Rotate Out
Class Decision: 1; Vote Decision: 1; Class = Index
Class Decision: 1; Vote Decision: 1; Class = Index
Class Decision: 1; Vote Decision: 1; Class = Index
Class Decision: 1; Vote Decision: 1; Class = Index
Class Decision: 2; Vote Decision: 2; Class = Middle
Class Decision: 2; Vote Decision: 2; Class = Middle
Class Decision: 2; Vote Decision: 2; Class = Middle
Class Decision: 3; Vote Decision: 3; Class = Ring
Class Decision: 3; Vote Decision: 3; Class = Ring
Class Decision: 4; Vote Decision: 4; Class = Little
Class Decision: 4; Vote Decision: 4; Class = Little
Class Decision: 4; Vote Decision: 4; Class = Little
Class Decision: 4; Vote Decision: 4; Class = Little
Class Decision: 3; Vote Decision: 3; Class = Ring
Class Decision: 3; Vote Decision: 3; Class = Ring
Class Decision: 2; Vote Decision: 2; Class = Middle
Class Decision: 2; Vote Decision: 2; Class = Middle
Class Decision: 2; Vote Decision: 2; Class = Middle
Class Decision: 2; Vote Decision: 2; Class = Middle
Class Decision: 2; Vote Decision: 2; Class = Middle
Class Decision: 1; Vote Decision: 1; Class = Index
Class Decision: 1; Vote Decision: 1; Class = Index
Class Decision: 1; Vote Decision: 1; Class = Index
Class Decision: 9; Vote Decision: 9; Class = No Movement
Class Decision: 9; Vote Decision: 9; Class = No Movement
Class Decision: 9; Vote Decision: 9; Class = No Movement
Class Decision: 9; Vote Decision: 9; Class = No Movement

Stopped Timer: MiniVDisplayScenario Period: 0.050000 AveragePeriod: 0.050051
fx >>

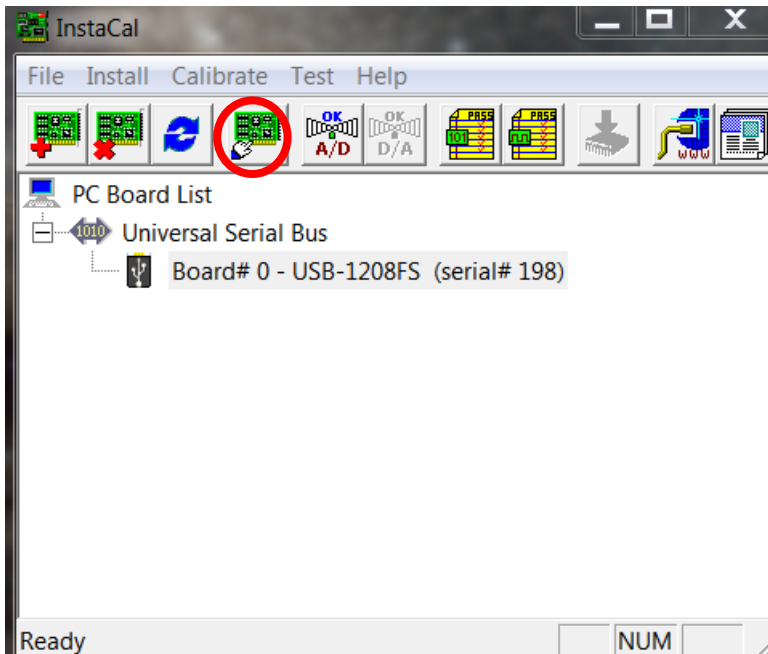
```

4. To end the demonstration, exit out of the *MiniVIE Display* window.

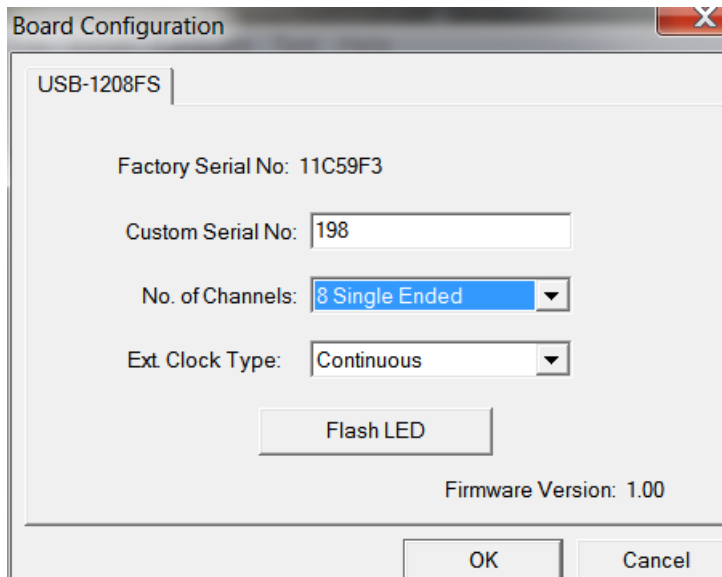
## **Appendix A: Setting up Measuring Computing DAQ**

Note that this DAQ must be used with MATLAB 32 bit

1. Download the [MCC DAQ CD](#)
2. Plug in USB-1208FS
3. Open InstaCal and select configure(hand on circuit board icon)



4. Under *No. of Channel*, choose *8 Single Ended*

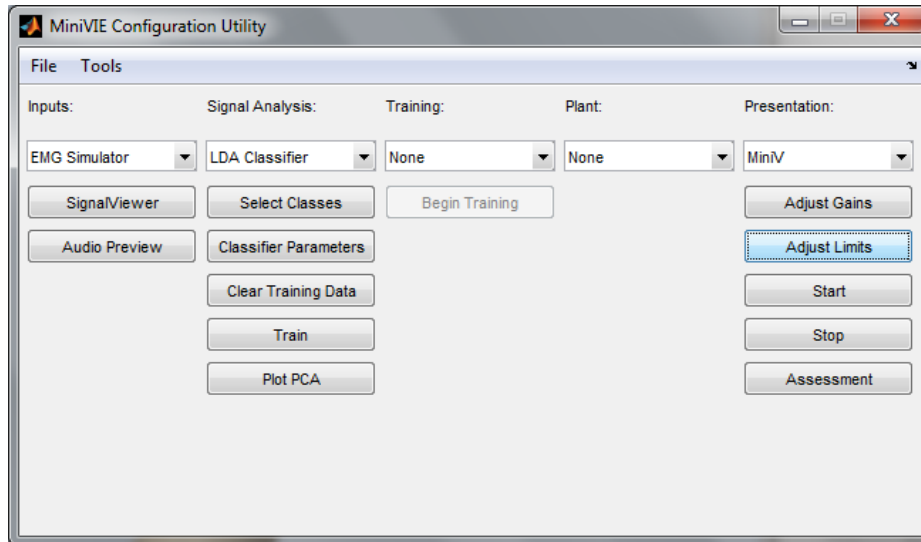


- 5.

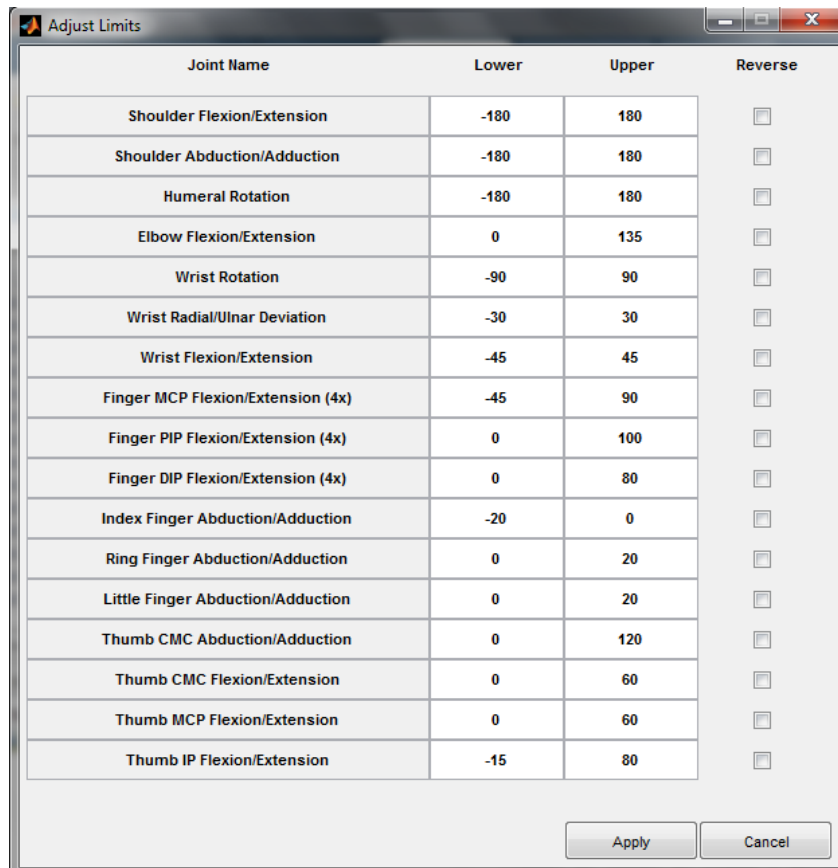
## **Appendix B: Setting up Limits and Reversing Joints**

This section explains how to limit the range of motion for the joints and reverse their direction of motion.

1. In the *MiniVIE Configuration Utility* window, select the *Adjust Limits* button.

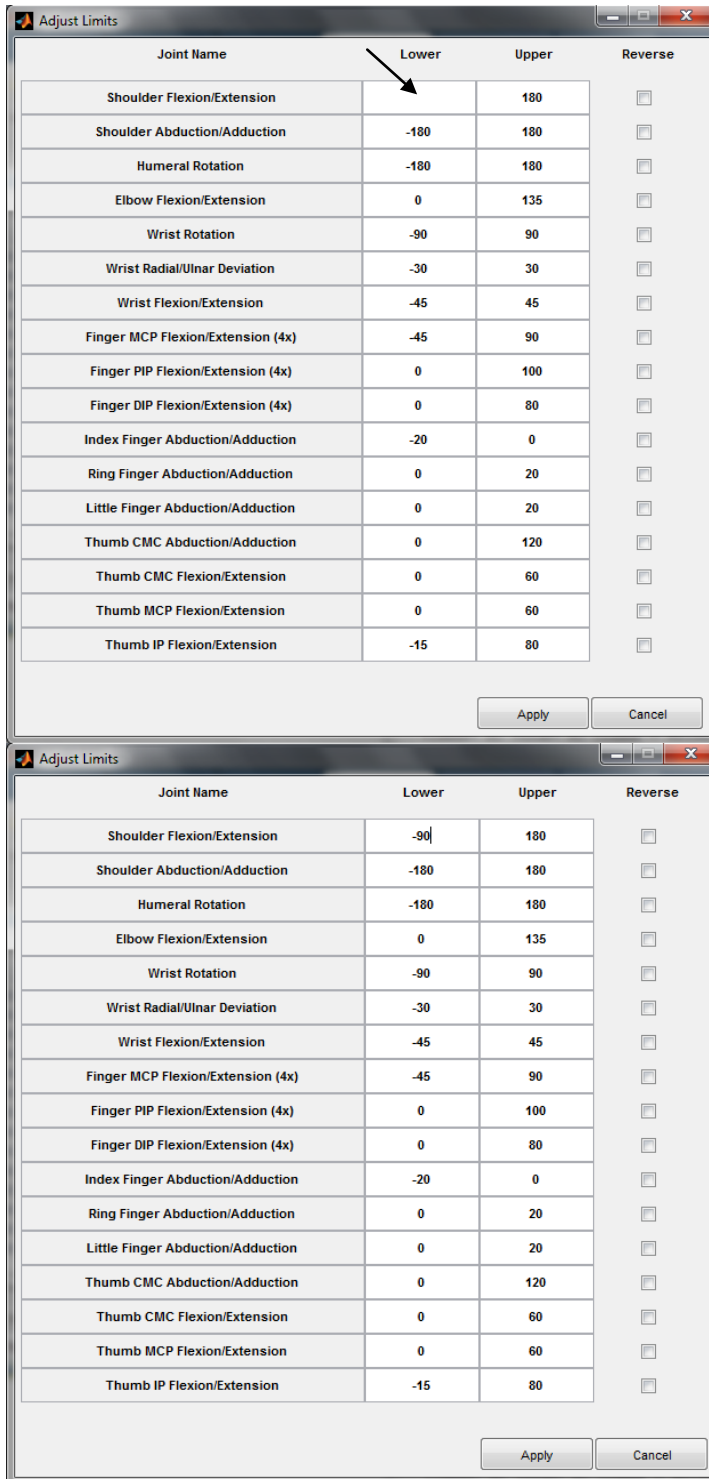


2. A new window will open showing the current angle limits for each joint





- To change a limit, type a new number into the box.

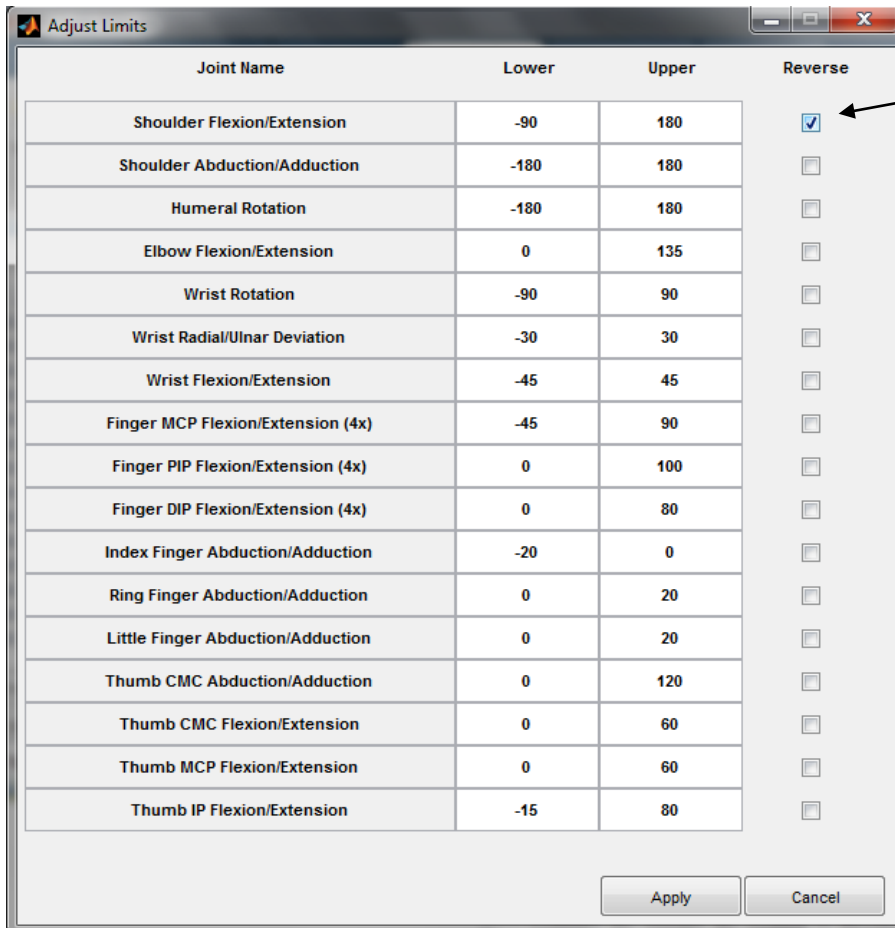


The 'Adjust Limits' dialog box contains a table of joint limits. The top screenshot shows the default values, and the bottom screenshot shows the 'Lower' limit for 'Shoulder Flexion/Extension' changed to -90.

Joint Name	Lower	Upper	Reverse
Shoulder Flexion/Extension	-90	180	<input type="checkbox"/>
Shoulder Abduction/Adduction	-180	180	<input type="checkbox"/>
Humeral Rotation	-180	180	<input type="checkbox"/>
Elbow Flexion/Extension	0	135	<input type="checkbox"/>
Wrist Rotation	-90	90	<input type="checkbox"/>
Wrist Radial/Ulnar Deviation	-30	30	<input type="checkbox"/>
Wrist Flexion/Extension	-45	45	<input type="checkbox"/>
Finger MCP Flexion/Extension (4x)	-45	90	<input type="checkbox"/>
Finger PIP Flexion/Extension (4x)	0	100	<input type="checkbox"/>
Finger DIP Flexion/Extension (4x)	0	80	<input type="checkbox"/>
Index Finger Abduction/Adduction	-20	0	<input type="checkbox"/>
Ring Finger Abduction/Adduction	0	20	<input type="checkbox"/>
Little Finger Abduction/Adduction	0	20	<input type="checkbox"/>
Thumb CMC Abduction/Adduction	0	120	<input type="checkbox"/>
Thumb CMC Flexion/Extension	0	60	<input type="checkbox"/>
Thumb MCP Flexion/Extension	0	60	<input type="checkbox"/>
Thumb IP Flexion/Extension	-15	80	<input type="checkbox"/>

Buttons: Apply, Cancel

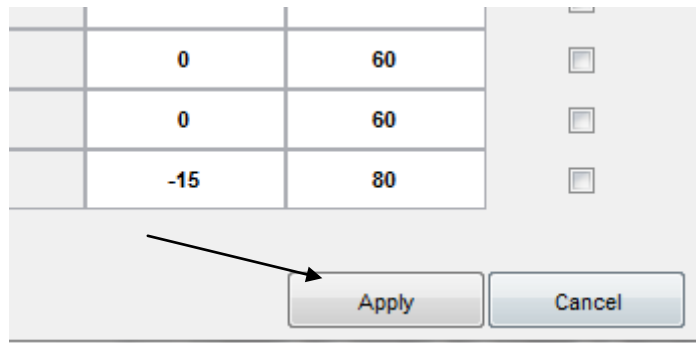
- If a joint acts in an opposite direction as desired, it can be reversed by checking the *Reverse* box



Joint Name	Lower	Upper	Reverse
Shoulder Flexion/Extension	-90	180	<input checked="" type="checkbox"/>
Shoulder Abduction/Adduction	-180	180	<input type="checkbox"/>
Humeral Rotation	-180	180	<input type="checkbox"/>
Elbow Flexion/Extension	0	135	<input type="checkbox"/>
Wrist Rotation	-90	90	<input type="checkbox"/>
Wrist Radial/Ulnar Deviation	-30	30	<input type="checkbox"/>
Wrist Flexion/Extension	-45	45	<input type="checkbox"/>
Finger MCP Flexion/Extension (4x)	-45	90	<input type="checkbox"/>
Finger PIP Flexion/Extension (4x)	0	100	<input type="checkbox"/>
Finger DIP Flexion/Extension (4x)	0	80	<input type="checkbox"/>
Index Finger Abduction/Adduction	-20	0	<input type="checkbox"/>
Ring Finger Abduction/Adduction	0	20	<input type="checkbox"/>
Little Finger Abduction/Adduction	0	20	<input type="checkbox"/>
Thumb CMC Abduction/Adduction	0	120	<input type="checkbox"/>
Thumb CMC Flexion/Extension	0	60	<input type="checkbox"/>
Thumb MCP Flexion/Extension	0	60	<input type="checkbox"/>
Thumb IP Flexion/Extension	-15	80	<input type="checkbox"/>

Apply Cancel

**Note:** reversing a joint or changing a limit will not occur until the apply button is selected



	0	60	<input type="checkbox"/>
	0	60	<input type="checkbox"/>
	-15	80	<input type="checkbox"/>

Apply Cancel