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Brain-Function.REF contains the following texts

HumMod / BrainFunc.REF

Created : 26-May-05

Last Modified : 26-Jan-10

Author : Tom Coleman

Copyright : 2006-2010

Solver : DES 2005

Schema : 2005.0

Brain function is determined by the most grave of the following influences.

pH

pO2

Hyperosmolarity

Hypoosmolarity

Fuel

Temperature

Anesthetic

The resulting effect is used to calculate the

neurological signs.

Sign	Top	Bttm	Exit
-----	----	----	----
Normal	1.00	0.80	Never
Confused	0.80	0.60	0.95
Impaired	0.60	0.40	0.80
Comatose	0.40	0.20	0.60
NotBreathing	0.20	0.10	0.40
MayBeDead	0.10	0.00	0.20
ReallyDead	***	***	Never

*** Really dead is based on loss of brain structure, which is irreverisble. We'll toggle at BrainStruct.Effect < 0.5.

We would like to calculate brain function as high as possible. But p02 and fuel are not available up high, so we may use stable delays to establish the state.

Pages are used to announce changes in brain function.

I'm like confused.

Now I'm feeling better.

I can't talk wery bell ...

Your patient is not conscious!
Your patient seems to be conscious again.

Your patient is not breathing!
Your patient is breathing again.

Your patient is convulsing.
Your patient has stopped convulsing.

Your patient may be dead!
Wait. Your patient is NOT dead!

Your patient is dead ...

We need a little hysteresis in the brain function pages to prevent a flurry of pages when function is at a boundary. This is implemented using an enumerated value for last brain state.

State	Value
-----	-----
Normal	0
Confused	1
Impaired	2
Comatose	3
Not Breathing	4
May Be Dead	5

Is Really Dead 6

End

It's a text file, that's all we have found out. The file format could not be recognized.

File info

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