



Glossary of Software Terms

Channel	A collection of parameters that control one of the amplifier inputs. Include filtering, rejection and display. Every step of a protocol may contain different channel parameters.
Label	A special type of marker that consists only of a name or text string but no symbol and no values and can be placed anywhere on the graph. Labels are used to highlight things of interest.
Marker	A designated position on a result that marks a particular point of interest and consists of a symbol and a name which are drawn on the graph, and has an X and Y (time and amplitude) value associated with it. These values can be displayed in a marker value table and calculated as absolute values or relative to other markers. Marker values can also be saved into the Normal database.
Module	A portion of programming code that controls some aspect of the program including stimulators, databasing, data acquisition etc.
Protocol	A collection of parameters that control all aspects of how a test is performed, displayed and saved. All protocols define a stimulus module, and a number of channels to record. They include a set of sub-tests called steps which contain information about channels, markers acquisition etc. When the resulting test data is saved in the database, the protocol used is linked to this data.
Reference point	Reference points apply to results and are the result's zero point (0ms, normally 0V). This point is defined as the position in the record where the trigger or stimulus was recorded. It can be used to line individual results on the axes and make meaningful comparisons as they all have a common point of reference. All cursor and marker value calculations are made relative to this point (unless they are relative to another marker).
Result	Is average of one or more recorded sweeps. A sweep is data recorded to one particular presentation of the stimulus.
S.C.R.	This is a way of labeling results. This stands for Step, Channel, Result and indicates the step number, and channel number that owns the result. The result number indicates the result in the total number of results collected for the channel.
Step	A protocol consists of many sub-tests called steps. All steps of a protocol tend to contain the same parameters with the exception of the one parameter of interest e.g. Checkerboard size, flash intensity etc. Steps may be displayed independently, printed and overlaid.
Stimulus module	A portion of program code that controls a particular piece of stimulus generator hardware. Any particular stimulator may have several stimulus modules associated with it as each module may control the generator in a different way to produce different types of stimulus. New stimulus modules can be added as required and custom modules can be written to customer specification.
Sweep	A sweep (trial) is one recording of data. A sweep consists of some pre-trigger information, and post trigger information captured before and after a trigger has been captured. For an ERG test, a sweep might consist of one response to one flash. For a VEP test, it would be the response to one pattern reversal. These sweeps can be averaged together to form a result.