

# DEVICE CONNECTION CABLE TYPE: 15

## PHYSICAL CONNECTIONS

### Ottobock Electric Wrist Rotator (10S17)

**CONNECTION:** Coapt cable connection marked 'Close' must plug into this side '2' of wrist

**CONNECTION:** Coapt cable connection marked 'Rotate' must plug into wrist port marked '3'

**CONNECTION:** Coapt cable connection marked 'Open' must plug into this side '2' of wrist

**CONNECTION:** Power/battery cable (not supplied by Coapt) must plug into wrist port marked '1'

### Motion Control Standard Wrist Rotator (5010045, 5010054, 5010055)

**CONNECTION:** Coapt cable connection marked 'Rotate' must plug into wrist port marked 'WRIST'

**CONNECTION:** Power/battery cable (not supplied by Coapt) must plug into wrist port marked 'HAND'

**CONNECTION:** Coapt cable connection marked 'Open' must plug into wrist port marked 'CH-A'

**CONNECTION:** Coapt cable connection marked 'Close' must plug into wrist port marked 'CH-B'

## SOFTWARE SETTINGS

### WRIST ROTATION SETTINGS:

No manual settings necessary for the Ottobock Standard Wrist Rotator or the Motion Control Standard Wrist Rotator

### MOTION CONTROL WRIST FLEXION/EXTENSION & PROHAND/PROETD/PROETD2 SETTINGS:

For open/close operation of Motion Control Powered Wrist Flexion with ProHand, ProETD, or ProETD2 via Coapt, set device as described here:

The screenshot displays four panels of the Coapt GEN2 software interface:

- WRIST SET UP:** Includes settings for Electric Wrist Enabled (Yes/No), Input Type (EMG/Non-EMG), Hand Filtering (Quick/Medium/Smooth), Channel (Single/Dual), Control (Differential/First Over), and Wrist Direction (A/B).
- PROWRIST - DUAL CH.:** Shows Thresholds/Outputs for channels A and B, Input Gains for A and B, Motor Power (A-B), and Relax Delay (Hand or Wrist, Relax Timer).
- SWITCH CONTROL:** Includes Switch Rates for A and B, Switch Window, Fast Access, and Co-Contraction.
- POWERED FLEXION WRIST SETTINGS:** Includes Motor Speed (Low/High), Motor Brake (On/Off), Home Position Delay, Calibrate Home Position, and Calibrate Range of Motion.