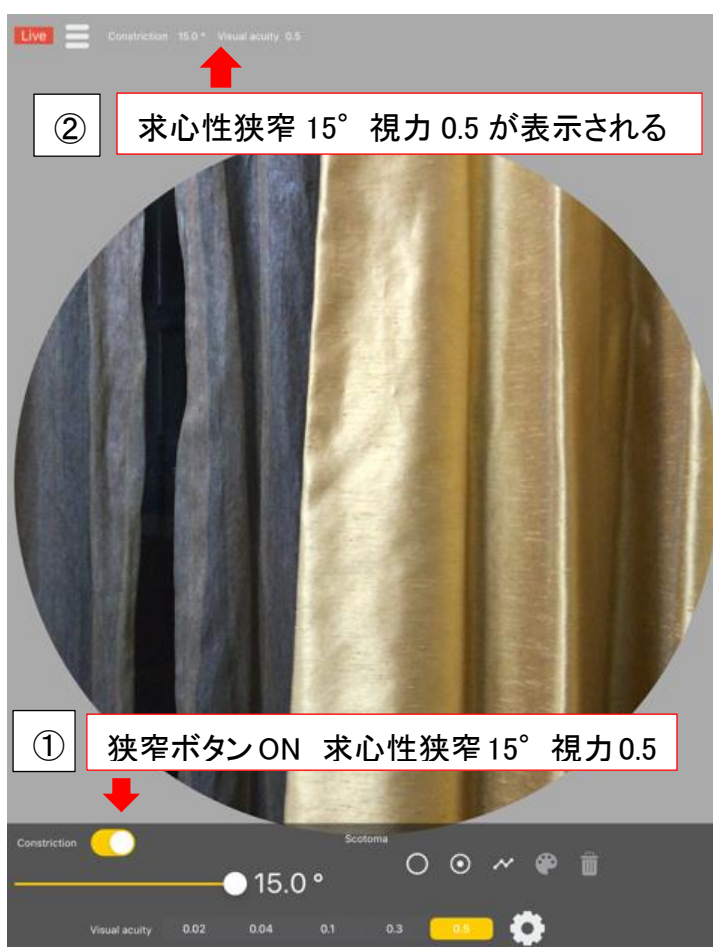


## 【視野狭窄の設定】

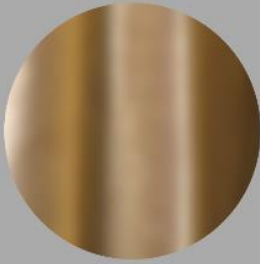
1. 視力の設定後に行う
2. 狭窄ボタンを押すと自動的に求心性狭窄が描写される
3. 視野スライダーにて0～15.0°まで可変可能である。

目から30 cm離して、半径7.5cmが15°になります。



Live ☰ Constriction 5.0° Visual acuity 0.04

② 求心性狭窄 5° 視力 0.04 が表示される



① 狭窄ボタン ON 求心性狭窄 5° 視力 0.04

Constriction  Scotoma

5.0°

Visual acuity 0.02 **0.04** 0.1 0.3 0.5 ⚙️

The image shows a software interface for simulating visual conditions. At the top, it displays 'Live' and a menu icon. Below that, the current settings are shown: 'Constriction 5.0°' and 'Visual acuity 0.04'. A red arrow points to the menu icon. A text box with a circled '2' indicates that the current settings are displayed. The main area shows a circular field of view with a blurred, brownish-gold gradient. Below this, another text box with a circled '1' indicates that the 'Constriction' button is turned on. At the bottom, there is a control panel with a 'Constriction' toggle switch (checked), a 'Scotoma' section with icons for different scotoma shapes, and a 'Visual acuity' section with a slider and buttons for 0.02, 0.04 (highlighted), 0.1, 0.3, and 0.5, along with a gear icon for settings.