## Titmus V2 California Vision Screener Slide Package (SH # 1037833)

Slide	Slide Name	Testing Function	Testing Function Detail	Image
1	CAT-1 Accuity Both Eyes	Acuity, Right/Left Eyes	Tests acuity for Each Eye. This test checks for sharpness of the eye. Right and Left Eye images are the same.	ONRZV HKNCS HKNCS NOZRB evenk otevik otevik otevik
2	CAT-2 Accuity Both Eyes	Acuity, Right/Left Eyes	Tests acuity for Each Eye. This test checks for sharpness of the eye. Right and Left Eye images are the same. HOTV letters	HVOVT OHTOV VHOTH THYON OHYON
3	SF-1 Binocularity Both Eyes	Binocular Vision	Tests vision with Both Eyes working together.	SF-1 Timus 133814 Av. 8
4	SCD-1 Color Perception	Color Perception	Tests red/green color perception. Test uses accurately reproduced Ishihara Pseudo-Isochromatic plates.	SCD-1 Minus Uldishers
5	SPCD-1 Color Perception	Color Perception	Tests color perception. Test uses photographically reproduced TITMUS Pseudo-Isochromatic blocks.	· · · · · · · · · · · · · · · · · · ·
6	SVP-1 Vertical Phoria	Vertical Phoria	This is a Muscle Balance Test to define a value for the balance of the eyes in the vertical direction. This identifies if there is a tendency of Left Hyperphoria (one eye in the line-of-sight elevated relative to the other eye) or Right Hyperphoria (one eye in the line-of-sight depressed relative to the other eye).	13 % 27 1 2 3 1 3 1 3 1 3 1 3 1 3 1 3 1 3 1 3 1
7	SLP-1 Lateral Phoria	Lateral Phoria	This is a Muscle Balance Test to define a value for the balance of the eyes in the horizontal direction. This identifies if there is Esophoria (one eye turns inward compared to the other), Exophoria (one eye turns outward compared to the other), or Orthophoria (balanced eyes).	ַבְּיֵבְיּלְנְלְנְלְנְלְנְלְנְלְנְלְנְלְנְלְנְלְנ
8	SPS-3 Heterophorias	Muscle Balance	This is a Muscle Balance Test to test Vertical and Lateral Phoria in children. For children that fail this test, it helps identify if there is a possibility of amblyopia (lazy eye) or strabismus (squint eyes). Test is administered first at far and then at near.	E SAST S LIMITE CAN THE PRINCE CAN T