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(54) **METHOD AND SYSTEM FOR INTERPRETING ACTIVITY OF A PERSON ON A FLEXIBLE MAT OF A TRAMPOLINE**

VERFAHREN UND SYSTEM ZUR INTERPRETATION DER AKTIVITÄT EINER PERSON AUF EINER FLEXIBLEN MATTE EINES TRAMPOLINS

PROCÉDÉ ET SYSTÈME D'INTERPRÉTATION DE L'ACTIVITÉ D'UNE PERSONNE SUR UN TAPIS SOUPLE D'UN TRAMPOLINE

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Description

FIELD OF INVENTION

[0001] The invention relates to techniques and apparatus for interpreting activity on a flexible mat of a trampoline. The invention particularly relates to techniques and apparatus for interpreting a bounce of a person on the flexible mat.

[0002] In another aspect the invention relates to game or other interactive apparatus for providing information and/or entertainment to a person based on activity of the person on a flexible mat of the trampoline.

BACKGROUND

[0003] Canadian patent publication CA 2,772,801 to Yjip Inc describes a trampoline including a frame and a jumping mat assembly that is supported by the frame to allow at least one user to bounce on the jumping mat. The trampoline also includes a sensor system that includes a plurality of sensors supported by the frame and/or the jumping mat assembly. The sensors are used to determine the status of a user or users on the trampoline.

[0004] The plurality of sensors are typically spaced apart from each other. A single bouncing load of the user triggers multiple sensors simultaneously. The multiple sensors can output different signals depending on the spatial relationship between the bouncing load and the particular sensor. The signals from the multiple sensors are compared to provide a location of the user on the trampoline.

[0005] A potential drawback with the prior art is the inability to determine the appropriate time to issue a bounce instruction to a user to both enable and challenge the user to carry out the bounce instruction. If the timing of bounce instructions is wrong, this has the potential to lead to a high error rate in user compliance with bounce instructions. This in turn has the potential for reduced interaction performance and a poor user experience.

[0006] Furthermore, there is no ability to calculate the duration of time a user spends in the air or on the jumping mat.

[0007] It is an object of preferred embodiments of the present invention to address some of the aforementioned disadvantages. An additional or alternative object is to at least provide the public with a useful choice.

SUMMARY OF THE INVENTION

[0008] This object is achieved with a method and system according to the independent claims.

[0009] In broad terms in one aspect the invention comprises a method of interpreting an activity of a person on a flexible mat of a trampoline, the method comprising at least one processor determining a bounce instruction for the person on the flexible mat; determining a first bounce

location of the person on the flexible mat; determining a second bounce location of the person on the flexible mat; determining a lead time boundary interval; responsive to determining a time of display of the bounce instruction prior to the lead time boundary interval, the at least one processor comparing the second bounce location with the bounce instruction; and responsive to determining a time of display of the bounce instruction within the lead time boundary interval, the at least one processor determining a third bounce location of the person on the flexible mat and comparing the third bounce location with the bounce instruction.

[0010] The term 'comprising' as used in this specification and claims means 'consisting at least in part of'. When interpreting statements in this specification and claims which include the term 'comprising', other features besides the features prefaced by this term in each statement can also be present. Related terms such as 'comprise' and 'comprised' are to be interpreted in similar manner.

[0011] Preferably the method further comprises a display in communication with the at least one processor displaying a representation of the bounce instruction.

[0012] Preferably the bounce instruction comprises a bounce location instruction.

[0013] Preferably the representation of the bounce instruction comprises two or more bounce location targets, at least one of the bounce location targets presented so as to draw the attention of the user in order to present a bounce instruction to the user.

[0014] Preferably the representation of the bounce instruction comprises a virtual environment and at least one bounce location target within the virtual environment.

[0015] Preferably the bounce instruction comprises a bounce time interval instruction.

[0016] Preferably the bounce instruction comprises a bounce location instruction and a bounce time interval instruction.

[0017] Preferably the bounce time interval instruction comprises an instruction for the user to contact the flexible mat during a time interval.

[0018] Preferably the bounce time interval instruction comprises an instruction for the user to avoid contact with the flexible mat during a time interval.

[0019] Preferably the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one sensor in physical connection with the flexible mat.

[0020] Preferably the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one visual sensor directed toward the flexible mat.

[0021] Preferably the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one device in physical connection with the user.

[0022] In another aspect the invention comprises a method of instructing an activity of a person on a flexible

mat of a trampoline, the method comprising receiving a first bounce location of the person on the flexible mat; displaying a representation of a bounce instruction to the person on the flexible mat; receiving a second bounce location of the person on the flexible mat; responsive to determining a time of display of the bounce instruction prior to a lead time boundary interval, at least one processor comparing the second bounce location with the bounce instruction; and responsive to determining a time of display of the bounce instruction within the lead time boundary interval, the at least one processor comparing a third bounce location with the bounce instruction.

[0023] Preferably the bounce instruction comprises a bounce location instruction.

[0024] Preferably the representation of the bounce instruction comprises two or more bounce location targets, at least one of the bounce location targets presented so as to draw the attention of the user in order to present a bounce instruction to the user.

[0025] Preferably the representation of the bounce instruction comprises a virtual environment and at least one bounce location target within the virtual environment.

[0026] Preferably the bounce instruction comprises a bounce time interval instruction.

[0027] Preferably the bounce instruction comprises a bounce location instruction and a bounce time interval instruction.

[0028] Preferably the bounce time interval instruction comprises an instruction for the user to contact the flexible mat during a time interval.

[0029] Preferably the bounce time interval instruction comprises an instruction for the user to avoid contact with the flexible mat during a time interval.

[0030] Preferably the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one sensor in physical connection with the flexible mat.

[0031] Preferably the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one visual sensor directed toward the flexible mat.

[0032] Preferably the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one device in physical connection with the user.

[0033] In another aspect the invention comprises a system comprising at least one processor configured to: receive a first bounce location of a person on a flexible mat of a trampoline; receive a second bounce location of the person on the flexible mat; responsive to determining a time of display of a bounce instruction prior to a lead time boundary interval, comparing the second bounce location with the bounce instruction; and responsive to determining a time of display of the bounce instruction within the lead time boundary interval, receiving a third bounce location of the person on the flexible mat and comparing the third bounce location with the bounce instruction.

[0034] Preferably the system further comprises a display in communication with the at least one processor, the display configured to display a representation of the bounce instruction.

5 **[0035]** Preferably the bounce instruction comprises a bounce location instruction.

[0036] Preferably the representation of the bounce instruction comprises two or more bounce location targets, at least one of the bounce location targets presented so as to draw the attention of the user in order to present a bounce instruction to the user.

10 **[0037]** Preferably the representation of the bounce instruction comprises a virtual environment and at least one bounce location target within the virtual environment.

15 **[0038]** Preferably the bounce instruction comprises a bounce time interval instruction.

[0039] Preferably the bounce instruction comprises a bounce location instruction and a bounce time interval instruction.

20 **[0040]** Preferably the bounce time interval instruction comprises an instruction for the user to contact the flexible mat during a time interval.

[0041] Preferably the bounce time interval instruction comprises an instruction for the user to avoid contact with the flexible mat during a time interval.

25 **[0042]** Preferably the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one sensor in physical connection with the flexible mat.

30 **[0043]** Preferably the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one visual sensor directed toward the flexible mat.

35 **[0044]** Preferably the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one device in physical connection with the user.

[0045] In a further aspect the invention comprises a system comprising a display configured to display a representation of a bounce instruction to a person on a flexible mat of a trampoline; and at least one processor in communication with the display, the processor configured to: receive a first bounce location of the person on the flexible mat; cause, to be displayed on the display, a representation of a bounce instruction to the person on the flexible mat; receive a second bounce location of the person on the flexible mat; responsive to determining a time of display of the bounce instruction prior to a lead time boundary interval, compare the second bounce location with the bounce instruction; and responsive to determining a time of display of the bounce instruction within the lead time boundary interval, receive a third bounce location and compare the third bounce location with the bounce instruction.

50 **[0046]** Preferably the bounce instruction comprises a bounce location instruction.

[0047] Preferably the representation of the bounce instruction comprises two or more bounce location targets,

at least one of the bounce location targets presented so as to draw the attention of the user in order to present a bounce instruction to the user.

[0048] Preferably the representation of the bounce instruction comprises a virtual environment and at least one bounce location target within the virtual environment.

[0049] Preferably the bounce instruction comprises a bounce time interval instruction.

[0050] Preferably the bounce instruction comprises a bounce location instruction and a bounce time interval instruction.

[0051] Preferably the bounce time interval instruction comprises an instruction for the user to contact the flexible mat during a time interval.

[0052] Preferably the bounce time interval instruction comprises an instruction for the user to avoid contact with the flexible mat during a time interval.

[0053] Preferably the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one sensor in physical connection with the flexible mat.

[0054] Preferably the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one visual sensor directed toward the flexible mat.

[0055] Preferably the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one device in physical connection with the user.

[0056] In a further aspect the invention comprises a computer readable medium on which is stored processor-executable instructions that, when executed by a processor, cause the processor to perform the methods described herein.

[0057] Preferably the processor-executable instructions comprise an application programming interface.

[0058] Preferably the processor-executable instructions comprise graphical user interface.

[0059] The term "connected to" includes all direct or indirect types of communication, including wired and wireless, via a cellular network, via a data bus, or any other computer structure. It is envisaged that they may be intervening elements between the connected integers. Variants such as "in communication with", "joined to", and "attached to" are to be interpreted in a similar manner.

[0060] The term "computer-readable medium" should be taken to include a single medium or multiple media. Examples of multiple media include a centralised or distributed database and/or associated caches. These multiple media store the one or more sets of computer executable instructions. The term "computer readable medium" should also be taken to include any medium that is capable of storing, encoding or carrying a set of instructions for execution by a processor and that cause the processor to perform any one or more of the methods described above. The computer-readable medium is also capable of storing, encoding or carrying data structures

used by or associated with these sets of instructions. The term "computer-readable medium" includes solid-state memories, optical media and magnetic media.

[0061] The invention in one aspect comprises several steps. The relation of one or more of such steps with respect to each of the others, the apparatus embodying features of construction, and combinations of elements and arrangement of parts that are adapted to affect such steps, are all exemplified in the following detailed disclosure.

[0062] This invention may also be said broadly to consist in the parts, elements and features referred to or indicated in the specification of the application, individually or collectively, and any or all combinations of any two or more said parts, elements or features, and where specific integers are mentioned herein which have known equivalents in the art to which this invention relates, such known equivalents are deemed to be incorporated herein as if individually set forth.

[0063] In addition, where features or aspects of the invention are described in terms of Markush groups, those persons skilled in the art will appreciate that the invention is also thereby described in terms of any individual member or subgroup of members of the Markush group.

[0064] As used herein, '(s)' following a noun means the plural and/or singular forms of the noun.

[0065] As used herein, the term 'and/or' means 'and' or 'or' or both.

[0066] It is intended that reference to a range of numbers disclosed herein (for example, 1 to 10) also incorporates reference to all rational numbers within that range (for example, 1, 1.1, 2, 3, 3.9, 4, 5, 6, 6.5, 7, 8, 9, and 10) and also any range of rational numbers within that range (for example, 2 to 8, 1.5 to 5.5, and 3.1 to 4.7) and, therefore, all sub-ranges of all ranges expressly disclosed herein are hereby expressly disclosed. These are only examples of what is specifically intended and all possible combinations of numerical values between the lowest value and the highest value enumerated are to be considered to be expressly stated in this application in a similar manner.

[0067] In this specification where reference has been made to patent specifications, other external documents, or other sources of information, this is generally for the purpose of providing a context for discussing the features of the invention. Unless specifically stated otherwise, reference to such external documents or such sources of information is not to be construed as an admission that such documents or such sources of information, in any jurisdiction, are prior art or form part of the common general knowledge in the art.

[0068] Although the present invention is broadly as defined above, those persons skilled in the art will appreciate that the invention is not limited thereto and that the invention also includes embodiments of which the following description gives examples.

BRIEF DESCRIPTION OF THE DRAWINGS

[0069] Preferred forms of the techniques for interpreting activity on a flexible mat of the trampoline and associated apparatus are described with reference to the accompanying drawings by way of example and without intending to be limiting, wherein:

Figure 1 is a perspective view of a preferred form trampoline for which a bounce location is desired;

Figure 2 shows a preferred form method for indicating activity of a person or object on the mat of a trampoline such as the trampolines of figure 1;

Figure 3 shows a preferred form jump cycle associated with a person bouncing on the flexible mat of Figure 1;

Figure 4 shows a representation depicting four jump impact cycles;

Figure 5 shows a preferred form technique for interpreting activity of a person on the flexible mat 10 of the preferred form trampoline of figure 1;

Figure 6 shows a schematic diagram of a preferred form system for transferring data between the sensors of Figure 1 and a user device;

Figure 7 shows a preferred form packet of data sent between the controller and user device of Figure 6;

Figure 8 shows a simplified block diagram of a device forming at least part of the user device of Figure 6;

Figure 9 shows a preferred form mounting arrangement for the handheld device of Figure 6;

Figure 10 shows an example of a game that presents one or more targets to a user;

Figure 11 shows an example of a game that presents multiple targets to a user;

Figure 12 shows an example of a game that presents multiple targets to a user.

DETAILED DESCRIPTION OF PREFERRED FORMS

[0070] Figure 1 shows a preferred form trampoline in relation to which activity is interpreted. The preferred form trampoline comprises a flexible mat 10 on which a person may bounce, cause an object to bounce, or both. The trampoline further comprises a plurality of resiliently flexible rods 20 and a base frame that includes a circular beam 30 typically formed of steel or aluminium and supported from the ground by legs 40.

[0071] The rods 20 are typically fibreglass rods but may alternatively be formed of spring steel for example. The lower ends of the rods are retained by the circular beam 30. The upper ends of the rods connected to fittings as will be further described below. These fittings are coupled to the mat 10 about the periphery of the mat.

[0072] In a preferred form the lower ends of the rods 20 enter into tubular holders 50 fixed to the circular beam 30 as shown. Alternatively the lower ends of the rods are coupled to the circular beam 30 or a base frame of the trampoline of any other form.

[0073] The preferred form trampoline includes a sensor arrangement. The sensor arrangement comprises at least one sensor. As shown in figure 1, a preferred form sensor arrangement comprises two pairs of accelerometers. These accelerometers are shown at 60A, 60B, 60C and 60D. The four sensors 60 are shown as two pairs of sensors arranged around the mat. One pair of sensors 60A and 60B define an axis 70A across the mat. Sensors 60C and 60D define an axis 70B across the mat. As shown in figure 1, where there are two pairs of sensors, the pairs of sensors define orthogonal axes across the flexible mat 10.

[0074] In an embodiment the preferred form sensor arrangement comprises three or more sensors. In this embodiment the sensors are not necessarily provided as pairs of sensors arranged around the mat.

[0075] The sensor or sensors 60 are configured to measure a value corresponding to a deformation of the mat 10 as a person or object moves on or otherwise interacts with the mat. The value measured by the sensor(s) 60 corresponds to a proximity of the person or object to the sensor(s).

[0076] The term 'deformation' as used in this specification and claims in relation to a mat deformation signal or value includes displacement, velocity and/or acceleration of the mat edge.

[0077] It is envisaged that there are several suitable techniques for fixedly or removably mounting the sensors 60 in association with the trampoline. These techniques are described in PCT patent specification WO 2014/098628 and Australian Innovation patent 2013101110 for example.

45 *Indicating activity on the mat*

[0078] Figure 2 shows at 200 a preferred form technique for indicating activity of a person or object on the mat. The method is directed toward determining a bounce location of a person on the mat 10.

[0079] As a person bounces on the flexible mat 10, the force exerted on the flexible mat is detected by the sensors 60 forming part of the sensor arrangement. The method includes the step of determining 205 a mat deformation signal.

[0080] In one preferred embodiment the signal includes data representing impact time and departure time that are then used for calculating the time of flight and

for estimating bounce height. The impact time and the departure time define a bounce interval. Within the bounce interval is an interval of interest.

[0081] Once the mat deformation signal has been determined, the technique includes the step of determining 210 a bounce coordinate. The preferred form technique comprises calculating the sum of squared sample values for each of the sensors 60 during at least part of the interval of interest.

[0082] Once the bounce coordinate in a coordinate space has been determined, the technique includes the step of determining 215 a bounce location.

[0083] One or more bounce locations is associated with one or more regions on the flexible mat 10. There is stored a plurality of 'trained' positions. These trained positions represent average bounce coordinate readings recorded from a plurality of bounces on a single location on the flexible mat 10. A bounce location on the flexible mat is identified by finding the closest trained location.

[0084] In some cases an actual bounce location could be close to more than one bounce coordinate. Disambiguation techniques are applied to such bounce locations. One preferred form technique involves storing a truth table of possible ambiguous results and a bounce location that should be used in each circumstance.

[0085] Further techniques for determining bounce locations are described in PCT patent specification WO 2014/098628 and in Australian Innovation patent 2013101110 for example.

[0086] It is envisaged that there are several possible techniques, in addition to the techniques described above, for measuring and interpreting an activity of a person and/or for determining a bounce location of the person on the flexible mat.

[0087] In some examples, the flexible mat includes, or has placed upon it, sensors to assist in determining a bounce location of the person. In these examples the sensors are in physical connection with the flexible mat, the rods, or other components of the trampoline.

[0088] One example of such sensors involves pressure sensitive buttons stitched into the flexible mat. The locations of one or more of the buttons is known. As the person jumps on the flexible mat the person contacts one or more of the buttons. The location of the person on the flexible mat is determined by the button or buttons contacted by the person.

[0089] In another example the sensors involve a grid of conductive elastic threads suspended underneath the flexible mat such that the orthogonal directions are separated. As a person moves on the flexible mat, the threads are pressed together to complete a circuit which can be used to give a location.

[0090] A further example involves measuring the stress of the flexible rods 20 shown in figure 1 entering the frame of the trampoline at various locations. A location can be determined based on relative stresses of different parts of the frame.

[0091] In a further example, gyroscopes measure the

change in angle of the edge of the flexible mat. Opposing angles are compared to determine the bounce location. In a further example the sensors involve grids of conductive thread stitched into the mat such that the intercepts do not touch. The person on the flexible mat wears conductive footwear such that their activity completes a circuit to give location.

[0092] A further example involves capacitive measurement of the surface of the flexible mat. The measurement detects the coupling of the person on the surface to locate a bounce.

[0093] In yet another example, pressure sensors included within the flexible rods 20 of figure 1 measure the deflection as a change in volume inside the rods.

[0094] In other examples, visual sensors are directed toward the flexible mat and/or the user on the flexible mat.

[0095] In one example an array of lasers is directed underneath the flexible mat across two axes to an array of photodiodes. Once two orthogonal beams are broken by an activity of a person, it is possible to determine an (x,y) location coordinate on the flexible mat.

[0096] In another example an array of infrared (IR) LEDs each transmit a different signal. A processor scans through the LEDs at a high frequency such that there is only ever one LED transmitting at a time. When an expected signal isn't received by a matching photodiode at the opposite side of the trampoline, it is assumed that the beam has been broken by a person crossing it, and an (x,y) location coordinate on the flexible mat can be determined.

[0097] In a further example a stereo camera measures the depth and location of the person on the flexible mat relative to the camera's position. Alternatively, orthogonal cameras are positioned to determine the location of maximum mat deflection underneath the edge of the flexible mat.

[0098] In a further example, sonar sensors are placed on the ground underneath the trampoline looking for the sensor with the lowest distance to the flexible mat.

[0099] In a further example a second person watches a person jumping on the flexible mat. The second person determines by visual inspection a bounce location of the person on the flexible mat.

[0100] Another example involves multiple sonar sensors placed at the edge of trampoline measuring the distance to the person on the flexible mat.

[0101] In other examples the person on the flexible mat is provided with devices to assist in determining a bounce location of the person. The devices are in physical connection with the user.

[0102] One such example device includes a Piksi GPS unit attached to the person to locate bounces.

[0103] In another example the person is attached to multiple recoiling cables. A rotary encoder is attached to the edge of the trampoline. The location of the person on the flexible mat is determined by a difference between encoders.

[0104] Figure 3 shows a preferred form jump cycle as-

sociated with a person bouncing on the flexible mat 10.

[0105] Impact time is shown at 300. The impact time is the time when the person first contacts the flexible mat 10.

[0106] At point 310 the user remains in contact with the flexible mat 10. The force exerted on the flexible mat is caused by the person's weight while standing stationary on the mat.

[0107] Point 320 represents a point at the nadir of the person's bounce on the flexible mat 10.

[0108] At point 330 the force on the flexible mat 10 is once again equivalent to the person standing stationary on the mat. At point 330 the person is travelling upward, but still exerting a force on the mat.

[0109] Departure time 340 shows the user on an upward bounce leaving the flexible mat 10.

[0110] Airborne time 350 is the time during which the user is not in contact with the flexible mat 10. Following a period of being airborne, the user once again contacts the mat at an impact time shown at 300.

[0111] Figure 4 shows a graph depicting four jump impact cycles. Impact times are indicated at 400A, 400B, 400C and 400D. The graph also shows a time value 410 preceding impact time 400B. Time value 400B and time value 410 define a lead time boundary interval.

[0112] As will be described below, the user is provided with at least one and preferably a plurality of bounce instructions. A bounce instruction includes a bounce location instruction, a bounce time interval instruction, or a combination of a bounce location instruction and a bounce time interval instruction.

[0113] If a user is to be given a bounce instruction for impact time 400C, the bounce instruction is required to be provided to the user prior to time value 410. If the bounce instruction is issued before the user passes through the lead time boundary interval, then the user has enough time to orient their centre of mass at the departure following impact time 400B to aim for a target specified in the bounce instruction at impact time 400C.

[0114] On the other hand, if a user has already entered this boundary at impact time 400B, the user does not have sufficient time to orient their centre of mass to carry out the bounce instruction for impact time 400C. If a bounce instruction is provided after time value 410, the user has already entered the lead time boundary interval.

[0115] The bounce at impact time 400C is preferably recognised as a bounce that is not in response to the bounce instruction. The bounce is instead preferably interpreted as a "wait state" jump. The next bounce at impact time 400D is instead interpreted as carrying out the bounce instruction.

[0116] If a bounce instruction occurs after time value 410 then it is not possible for the jumper to hit the target at time 400C as a result of the given bounce instruction. If the bounce instruction occurs after time value 400B it is clear that the end of the lead time boundary interval has been reached. The lead time boundary is defined by time values 410 and 400B.

[0117] If a bounce instruction occurs between 410 and 400B then it is known that the target is not able to be hit as a result of the instruction, and if it is hit then it is by fluke. Preferably the jumper is not penalised for not hitting the target either.

[0118] The bounce instruction for example, could be presented for an additional jump cycle to give the player a legitimate opportunity to hit the target. Alternatively the bounce instruction is removed immediately before the jumper has an opportunity to follow it, and a new target for the next bounce cycle presented to a jumper.

[0119] Figure 5 shows a preferred form technique for interpreting activity of a person on the flexible mat 10 of the preferred form trampoline of figure 1. The preferred form method 500 displays 505 a bounce target to a user.

[0120] In one embodiment the bounce target is a single target. In another embodiment there are multiple targets displayed one after the other to the user. In a further embodiment there are multiple targets, some of which are displayed to the user simultaneously.

[0121] After the bounce target has been displayed to the user, the technique determines 510 a first bounce location of the user. The first bounce location is determined for example by using the techniques described above. The first bounce location occurs at impact time 400B shown in figure 4.

[0122] The technique then determines 515 a second bounce location of the user. The second bounce location is determined preferably by using the same techniques described above for the first bounce location. Alternatively the second bounce location is determined by using a different technique to the first bounce location. The second bounce occurs at an impact time 400C shown in figure 4.

[0123] If 520 the bounce target was displayed prior to the lead time boundary shown in figure 4, then it is assumed that the user has been provided with sufficient time to attempt to meet the displayed bounce target. In this case the second bounce location is interpreted 525 as the targeted jump intended to meet the displayed bounce target.

[0124] If 530 the activity has finished the method stops. This would be the case for example where the user has complied with the last bounce target in a sequence of bounce targets, or has attempted a single bounce target where only one is presented.

[0125] If the activity has not yet finished control returns to step 505 where a further bounce target is displayed to the user.

[0126] If the bounce target has not been displayed with sufficient notice to the user, the second bounce location is interpreted 535 as a 'wait state jump'. This wait state jump occurs at impact time 400C. There is a recognition that the user has not been given sufficient time to meet a bounce target and is instead performing an interim jump before attempting the bounce target.

[0127] The third bounce location is determined 540. This bounce location occurs at impact time 400D.

[0128] The third bounce location is then interpreted 545 as the targeted jump in response to the bounce target displayed to the user.

[0129] Control then passes to check at step 530 whether the activity has finished.

[0130] Figure 6 shows a schematic diagram of a preferred form system 600 for transferring data between the sensors 60 and a user device 610. Preferably the sensors are able to communicate either directly or indirectly with user device 610 over a wireless network, a wired network, or a combination of wireless and wired networks.

[0131] The sensors 60 are connected to a controller 620 configured to interpret signals from the sensors 60 and determine bounce locations using for example the techniques described above. Controller 620 includes or is connected to antenna 625. The antenna in turn is configured to establish a wireless data connection with user device 610.

[0132] In an embodiment the antenna 625 establishes a connection with user device 610 directly using Bluetooth pairing or Wi-Fi Direct. In another embodiment the antenna 625 establishes a connection with user device 610 through a traditional wireless network 630 established by wireless router 635.

[0133] As the user jumps or bounces on the flexible mat 10 the bounce zones identified by the techniques described above are passed through an application programming interface (API) as input to the user device 610.

[0134] Referring to figure 3 and figure 6, in an embodiment the API provides one or more of the following data items to the user device 610 at bounce impact 300:

- Notification that an impact has happened;
- Number of bounces since controller 620 was activated;
- Height of the previous bounce;
- Time spent in the air in the previous bounce.

[0135] The controller 620 determines the bounce location of the user between the time of user impact 300 and user departure 340. In an embodiment the controller 620 determines the bounce location shortly before user departure 340, or at least closer to user departure 340 than user impact 300.

[0136] Once the controller 620 determines user bounce location the API provides to the user device 610 a representation of bounce location. One example format includes the location in polar coordinates relative to the centre of the trampoline.

[0137] At bounce departure 340 in an embodiment the API provides one or more of the following data items to the user device 610:

- Notification that the user has departed the mat;
- Time spent on the mat during user bounce.

[0138] An application running on user device 610 initialises controller 620 by specifying which data the appli-

cation wishes to receive. The controller 620 then responds with event packets as they occur.

[0139] Figure 7 shows a preferred form packet 700 of data. Data packet 700 is transmitted in a serial stream. A typical packet includes start byte STX 705, a one byte packet ID number 710, at least one payload 715 of variable length, a one byte checksum CKS 720, and a stop byte ETX 725. All data packets preferably start with STX 705 and end with ETX 725.

[0140] In an embodiment the data packets 700 sent from the controller 620 to the user device 610 use even packet ID numbers 710. Data packets 700 sent from the user device 610 to the controller 620 use odd packet ID numbers 710. In another embodiment data packets sent from the controller use odd packet ID numbers and data packets sent from the user device 610 use even packet ID numbers.

[0141] Preferably the packet ID numbers 710 increase sequentially.

[0142] The payload 715 preferably comprises a one byte bit-array of flags 740, a one byte payload ID 745, a one byte data length 750 and the corresponding data 755.

[0143] Examples of flags include indicators of one or more of the following:

- whether the payload 715 has length
- whether the payload comprises a negative acknowledgement.

[0144] The payload ID 745 is a unique identification number that indicates the purpose and format of the data 755 contained in the payload 715.

[0145] The length 750 represents the size of the payload data 755 in bytes. Preferably the length excludes the checksum CKS 720, and header/packet delimiters.

[0146] The payload data 755 is specific to the payload type being sent. Generally the payload data comprises an unsigned integer type unless explicitly specified otherwise.

[0147] The checksum CKS 720 comprises a simple CRC-8 bit type. The checksum covers all bytes in the packet, excluding STX 705, CKS 720 and ETX 725.

[0148] In an embodiment all packets received by either the controller 620 or the user device 610 are responded to with an acknowledgement. The acknowledgement payload identifier is one greater than the payload identifier of the received packet being acknowledged.

[0149] Where a packet contains multiple payloads, acknowledgement for the entire packet preferably uses the payload identifier one greater than the first received payload in the packet.

[0150] The header of the acknowledgement packet includes a bit that specifies whether it is a positive or negative acknowledgement. In the case of success, the payload will be empty or contain the requested data in the format specified for that payload identifier. In the case of failure, the payload contains an 8 bit error code.

[0151] In an embodiment there are 4 distinct types of

payload. These include:

- request - a request for data sent from the user device 610 to the controller 620
- response - a reply to a request sent from the controller 620 to the user device 610
- command - an instruction or data sent from user device 610 to controller 620. Commands are replied to with an acknowledgement packet
- event - a message or data triggered by some condition that is sent from the controller 620 to the user device 610. Events must be acknowledged, otherwise they will be retransmitted.

[0152] Preferred form requests include one or more of the following:

- time since the controller was reset
- how long trampoline jumper has been active for
- how long the trampoline has been inactive for
- cumulative time spent in the air since reset
- total calories burned since reset
- current battery charge status.

[0153] Requests for data sent from the user device 610 are replied to with a response from the controller 620. Time measurements are preferably represented in milliseconds

[0154] Preferred form commands sent from the user device 610 to the controller 620 include commands to toggle which events are streamed to the user device 610. To enable an option, the user device 610 sends a non-zero payload. To disable an option the user device 610 sends an all-zero payload.

[0155] The controller 620 returns an acknowledgement packet of length 0 with an identifier one greater than the packet identifier of the received packet, with the acknowledgement bit set accordingly.

[0156] Preferred form commands include one or more of the following:

- instruct the controller 620 to reset
- select which trampoline model is being used
- inform the controller 620 which direction is designated as 'forward'
- instruct the controller whether or not to stream bounce data events
- milliseconds the trampoline has to be inactive to be considered passive

[0157] The events for which commands are used to toggle include one or more of the following:

- when the jumper contacts trampoline
- when the jumper leaves contact with the trampoline
- bounce height in millimetres
- time spent in the air in milliseconds
- time spent on the trampoline mat in milliseconds

- bounce number since reset
- bounce number and current activity
- notification of activity on the trampoline
- notification of lack of activity on the trampoline
- calories burned in the previous bounce
- polar coordinates.

[0158] An event is typically reported from the controller 620 to the user device 610 as soon as the event occurs. Preferably an event is only sent if the option has been enabled beforehand. Preferably the events are grouped together into sets that are attributed to the same phase in the trampoline bounce. They are sent to the user device 610 in a single grouped packet.

[0159] Typical events include one or more of the following:

- controller 620 detects a landing on the trampoline mat
- number of bounces completed since reset
- number of bounces completed in the current period of activity
- bounce height in millimetres reported at impact
- bounce airtime in milliseconds reported at impact
- calories burned on previous bounce
- polar coordinates
- detected bounce location
- controller detects departure from the trampoline mat
- the time in milliseconds spent on the mat between bounces reported at departure
- instance when trampoline becomes active
- instance when trampoline is no longer active
- alert when battery is getting low

[0160] Preferably the user device 610 includes at least a processor, a display, and a user input facility. The user input facility includes for example a touch screen on the device 610 and the inputs specified as bounce zones from the user on the flexible mat 10.

[0161] The user device 610 operates under application specific software that takes as input data representing the bounce zones or locations or other measured activity from the user and uses these inputs to provide information and/or entertainment to a user viewing the handheld device 610.

[0162] The device 610 in combination with the trampoline embodiments described above provide apparatus relating to gaming, communication, rehabilitation and the like.

[0163] Preferably it is the application controlling the device 610 that determines the function of the apparatus. In each case the device provides interaction with the user based at least partly on the activity of the user or an object on the flexible mat.

[0164] Figure 8 shows a simplified block diagram of a device forming at least part of user device 610 in the example form of a computing device 800.

[0165] Sets of computer executable instructions are

executed within device 800 that cause the device 800 to perform the methods described above. Preferably the computing device 800 is connected to other devices. Where the device is networked to other devices, the device is configured to operate in the capacity of a server or a client machine in a server-client network environment. Alternatively the device can operate as a peer machine in a peer-to-peer or distributed network environment. The device may also include any other machine capable of executing a set of instructions that specify actions to be taken by that machine. These instructions can be sequential or otherwise.

[0166] A single device 800 is shown in Figure 8. The term "computing device" also includes any collection of machines that individually or jointly execute a set or multiple sets of instructions to perform any one or more of the methods described above.

[0167] The example computing device 800 includes a processor 805. One example of a processor is a central processing unit or CPU. The device further includes read-only memory (ROM) 810 and random access memory (RAM) 815. Also included is a Basic Input/Output System (BIOS) chip 820. The processor 805, ROM 810, RAM 815 and the BIOS chip 820 communicate with each other via a central motherboard 825.

[0168] Computing device 800 further includes a power supply 830 which provides electricity to the computing device 800. Power supply 830 may also be supplemented with a rechargeable battery (not shown) that provides power to the device 800 in the absence of external power.

[0169] Also included are one or more drives 835. These drives include one or more hard drives and/or one or more solid state flash hard drives. Drives 835 also include optical drives.

[0170] Network interface device 840 includes a modem and/or wireless card that permits the computing device 800 to communicate with other devices. Computing device 800 may also comprise a sound and/or graphics card 845 to support the operation of the data output device 860 described below. Computing device 800 further includes a cooling system 850 for example a heat sink or fan.

[0171] Computing device 800 includes one or more data input devices 855. These devices include a keyboard, touchpad, touchscreen, mouse, and/or joystick. The device(s) take(s) input from manual keypresses, user touch with finger(s) or stylus, spoken commands, gestures, and/or movement/orientation of the device.

[0172] Data output device(s) 860 include(s) a display and/or printer. Device(s) 860 may further include computer executable instructions that cause the computing device 800 to generate a data file such as a PDF file.

[0173] Data port 865 is able to receive a computer readable medium on which is stored one or more sets of instructions and data structures, for example computer software. The software causes the computing device 800 to perform one or more of the methods or functions described above. Data port 865 includes a USB port,

Firewire port, or other type of interface. The computer readable medium includes a solid state storage device. Where drives 835 include an optical media drive, the computer readable medium includes a CD-ROM, DVD-ROM, Blu-ray, or other optical medium.

[0174] Software may also reside completely or at least partially within ROM 810, within erasable non-volatile storage and/or within processor 805 during execution by the computing device 800. In this case ROM 810 and processor 805 constitute computer-readable tangible storage media. Software may further be transmitted or received over a network via network interface device 840. The data transfer uses any one of a number of well known transfer protocols. One example is hypertext transfer protocol (http).

[0175] Figure 9 shows a preferred form trampoline that includes an enclosure system. The enclosure system consists of a plurality of resiliently flexible generally upright enclosure support members 900 which in the preferred form are flexible or deformable fibreglass rods.

[0176] Enclosure support members 900 are referred to below as enclosure rods for convenience but it is to be understood that this term is non limiting in relation to the size and cross-sectional shape of the enclosure support elements and the material from which they are formed.

[0177] The preferred form enclosure system also comprises a barrier net 910. The enclosure rods 900 support the net 910 above the flexible mat. The lower edge of the barrier net 910 is coupled directly or indirectly to the peripheral edge of the mat. Barrier net 910 is typically formed of a lightweight but strong net material. Alternatively this could be a flexible fabric material which is for example opaque or which is perforated so as to be semi-opaque.

[0178] Preferred form enclosures are more particularly described in US patent specification 7,708,667 and in PCT patent specification WO 2014/098628 for example.

[0179] Where there is an enclosure provided as shown in figure 9, there is preferably provided a mounting arrangement comprising a flexible rod 940. The flexible rod 940 is fixedly or removably mounted at point 950 to one or more of the enclosure rods 900. The flexible rod 940 is shaped and formed to enable a user to position at least part of the flexible rod 940 within the barrier net 910. Preferably the flexible rod 940 is constructed so that it can be manipulated and configured yet retain a shape desired by the user.

[0180] The flexible rod 940 is preferably provided with a mounting point to enable user device 610 to be removably attached and supported by the flexible rod 940. In an alternative embodiment the mounting point includes a dock adapted to establish a physical connection with user device 610, providing power and/or data connectivity to device 610.

[0181] The mounting point 950 is preferably configured to pivot to enable a wide range of positions and angles for the user device 610. Alternatively the flexible rod 940

is sufficiently flexible to permit a selection of various angles. In each case the user device 610 is positioned to allow a user to interact with it, for example by touching with a finger or stylus to operate the user interface of the device 610.

[0182] In an alternative embodiment the mounting arrangement is fixedly or removably mounted to the barrier net 910. The mounting arrangement is constructed to enable user device 610 to be removably attached to the mounting arrangement so that in use the handheld device is supported in a position inside or outside the barrier net 910.

[0183] Alternatively the mounting arrangement otherwise suspends the handheld device inside or outside the barrier net 910.

[0184] It will be appreciated that the mounting arrangement comprising the flexible rod 940 could also include a shower proof hood or sunshade to protect the user device 610 and/or to make the display more visible to the user. It will be appreciated that the display could also include a projector able to take input from the user device 610 and to project an image or display on to a surface.

[0185] Figure 10 shows a graphical user interface in the form of a game that presents one or more targets to a user. The display shows a time period 1000 and a time period 1005. Between the two time periods 1000 and 1005 the user is presented with bounce instruction 1010 requiring a jump to a forward position on the mat. Within the same time period the user is also presented with bounce instruction 1015 requiring a jump to a leftward position on the mat.

[0186] Bounce instruction 1010 is one of four bounce locations forming part of a representation of a bounce instruction. Bounce instruction 1010 is presented in a different colour so as to draw the attention of the user in order to present a bounce instruction target to the user.

[0187] It is anticipated that the user carry out bounce instruction 1010 prior to carrying out bounce instruction 1015. It is anticipated that there is an indicator of temporal order provided to the user. In Figure 10 bounce instruction 1010 is displayed closer to time period 1000 than bounce instruction 1015. As time period 1000 occurs before time period 1005 this indicated to the user that bounce instruction 1010 should be carried out before bounce instruction 1015.

[0188] Bounce instructions 1010 and 1015 are only displayed within the time interval defined by time period 1000 and time period 1005. After time period 1005 the bounce instructions are no longer displayed, regardless of whether or not the user successfully carried out the bounce instruction.

[0189] Between time period 1005 and time period 1020 there are displayed three bounce instructions. Bounce instructions 1025 and 1030 require a jump to a rearward position on the mat. Bounce instruction 1035 requires a jump to a leftward position on the mat.

[0190] The required temporal order of bounce instructions 1025, 1030, and 1035 is indicated to the user in the

same manner as that described above. Bounce instructions 1025, 1030, and 1035 are only displayed within the time interval defined by time period 1005 and time period 1020, regardless of whether or not the user successfully carried out the bounce instruction.

[0191] Figure 11 shows a graphical user interface in the form of a game that presents multiple targets to a user. The display shows an avatar 1100 within a virtual environment. In this case the virtual environment comprises a maze. The user is presented with a goal, which in the illustrated example, includes navigating through an environment. The user is presented with at least one bounce location target within the virtual environment.

[0192] The bounce instructions presented to a user vary according to the position of the user's avatar within the environment. For example the avatar 1100 is constrained from movement in two directions by obstacles such as walls. The user is presented with two alternative bounce instructions.

[0193] From the perspective of the user, the bounce instructions include leftward movement and downward movement. From the perspective of the user's avatar, the bounce instructions include backward movement or rightward movement.

[0194] Each time a user's avatar moves to a new position in the environment, a new set of alternative bounce instructions is presented to the user. In an embodiment the set of bounce instructions changes of time. For example an obstacle within the environment may appear or disappear. A desirable item may also appear or disappear.

[0195] Figure 12 shows a graphical user interface in the form of a game that presents multiple targets to a user. The display shows a grid of nine possible bounce targets. The user has been presented with two concurrent bounce instructions, the bounce targets for which are indicated at 1200 and 1205 respectively. The bounce instructions are presented so as to draw the attention of the user in order to present at least one bounce instruction target. In this case, one or more objects to be hit are shown associated to respective bounce locations.

[0196] As shown in figure 12 the user has complied with the bounce instruction for bounce target 1200 but not the bounce instruction for bounce target 1205. The user has been presented with a choice of bounce targets and has made a selection.

[0197] A bounce instruction for bounce location 1200 is only displayed within a defined time interval. A bounce instruction for bounce location 1205 is also only displayed within a defined time interval. The time intervals for bounce locations 1200 and 1205 may overlap so that the bounce instructions are presented at the same time. Alternatively the time intervals for bounce locations 1200 and 1205 do not overlap so that the bounce instructions are not presented at the same time. The time intervals may be the same length, or may differ in length.

[0198] The foregoing describes the invention including preferred forms thereof. Modifications and improvements

as would be obvious to those skilled in the art are intended to be incorporated in the scope hereof, as defined by the accompanying claims.

Claims

1. A method of interpreting an activity of a person on a flexible mat of a trampoline, the method comprising:

at least one processor determining a bounce instruction for the person on the flexible mat;
determining a first bounce location and a first bounce impact time (400B) of the person on the flexible mat;
determining a second bounce location and a second bounce impact time (400C) of the person on the flexible mat;
characterized in that the method further comprises:

determining a lead time boundary interval, the lead time boundary interval defined by the first bounce impact time (400B) and a time value (410) preceding the first bounce impact time and following an impact time of a bounce (400A) preceding the first bounce impact time;
responsive to displaying the bounce instruction prior to the time value (410), the at least one processor comparing the second bounce location and/or second bounce impact time (400C) with the bounce instruction; and
responsive to displaying the bounce instruction within the lead time boundary interval, the at least one processor determining a third bounce location and a third bounce impact time (400D) of the person on the flexible mat and comparing the third bounce location and/or third bounce impact time with the bounce instruction.

2. The method of claim 1 further comprising a display in communication with the at least one processor displaying a representation of the bounce instruction, the bounce instruction comprising a bounce location instruction; and
wherein the representation of the bounce instruction comprises two or more bounce location targets, at least one of the bounce location targets presented so as to draw the attention of the user in order to present a bounce instruction to the user, or
wherein the representation of the bounce instruction comprises a virtual environment and at least one bounce location target within the virtual environment.
3. The method of claim 1 further comprising a display

in communication with the at least one processor displaying a representation of the bounce instruction, the bounce instruction comprising a bounce time interval instruction; and
wherein the bounce time interval instruction comprises an instruction for the user to contact the flexible mat during a time interval; or
wherein the bounce time interval instruction comprises an instruction for the user to avoid contact with the flexible mat during a time interval.

4. The method of any one of the preceding claims wherein the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one sensor in physical connection with the flexible mat.

5. The method of any one of claims 1 to 3 wherein the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one visual sensor directed toward the flexible mat.

6. The method of any one of claims 1 to 3 wherein the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one device in physical connection with the user.

7. A method of instructing an activity of a person on a flexible mat of a trampoline, the method comprising:

at least one processor determining a bounce instruction for the person on the flexible mat;
displaying a representation of the bounce instruction to the person on the flexible mat;
determining a first bounce location and a first bounce impact time (400B) of the person on the flexible mat;
determining a second bounce location and a second bounce impact time (400C) of the person on the flexible mat;
characterized in that the method further comprises:

determining a lead time boundary interval, the lead time boundary interval defined by the first bounce impact time (400B) and a time value (410) preceding the first bounce impact time and following an impact time of a bounce (400A) preceding the first bounce impact time;
responsive to displaying the bounce instruction prior to the time value (410), the at least one processor comparing the second bounce location and/or second bounce impact time (400C) with the bounce instruction; and

- responsive to displaying the bounce instruction within the lead time boundary interval, the at least one processor determining a third bounce location and a third bounce impact time (400D) of the person on the flexible mat and comparing the third bounce location and/or third bounce impact time with the bounce instruction.
8. A system comprising at least one processor configured to:
- determine a bounce instruction for a person on a flexible mat of a trampoline;
- determine a first bounce location and a first bounce impact time (400B) of the person on a flexible mat;
- determine a second bounce location and a second bounce impact time (400C) of the person on the flexible mat;
- characterized in that** the processor is further configured to:
- determine a lead time boundary interval, the lead time boundary interval defined by the first bounce impact time (400B) and a time value (410) preceding the first bounce impact time and following an impact time of a bounce (400A) preceding the first bounce impact time;
- responsive to displaying the bounce instruction prior to the time value (410), compare the second bounce location and/or second bounce impact time (400C) with the bounce instruction; and
- responsive to displaying the bounce instruction within the lead time boundary interval, receive a third bounce location and a third bounce impact time (400D) of the person on the flexible mat and compare the third bounce location and/or third bounce impact time with the bounce instruction.
9. The system of claim 8 further comprising a display in communication with the at least one processor, the display configured to display a representation of the bounce instruction, the bounce instruction comprising a bounce location instruction; and wherein the representation of the bounce instruction comprises two or more bounce location targets, at least one of the bounce location targets presented so as to draw the attention of the user in order to present a bounce instruction to the user, or wherein the representation of the bounce instruction comprises a virtual environment and at least one bounce location target within the virtual environment.
10. The system of claim 8 further comprising a display
- in communication with the at least one processor, the display configured to display a representation of the bounce instruction, the bounce instruction comprising a bounce time interval instruction; and wherein the bounce time interval instruction comprises an instruction for the user to contact the flexible mat during a time interval; or wherein the bounce time interval instruction comprises an instruction for the user to avoid contact with the flexible mat during a time interval.
11. The system of any one of claims 8 to 10 wherein the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one sensor in physical connection with the flexible mat.
12. The system of any one of claims 8 to 10 wherein the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one visual sensor directed toward the flexible mat.
13. The system of any one of claims 8 to 10 wherein the first bounce location, the second bounce location, and/or the third bounce location is/are determined by at least one device in physical connection with the user.
14. A system comprising:
- a display configured to display a representation of a bounce instruction to a person on a flexible mat of a trampoline; and
- a processor configured to:
- determine a bounce instruction for the person on the flexible mat;
- determine a first bounce location and a first bounce impact time (400B) of the person on the flexible mat;
- determine a second bounce location and a second bounce impact time (400C) of the person on the flexible mat;
- characterized in that** the processor is further configured to:
- determine a lead time boundary interval, the lead time boundary interval defined by the first bounce impact time (400B) and a time value (410) preceding the first bounce impact time and following an impact time of a bounce (400A) preceding the first bounce;
- responsive to displaying the bounce instruction prior to the time value (410), compare the second bounce location and/or second bounce impact time with

the bounce instruction; and responsive to displaying the bounce instruction within the lead time boundary interval, determine a third bounce location and third bounce impact time of the person on the flexible mat and compare the third bounce location and/or third bounce impact time with the bounce instruction.

15. A computer readable medium on which is stored processor-executable instructions that, when executed by a processor, cause the processor to perform the method of any one of claims 1 to 7, the processor-executable instructions comprising an application programming interface and/or a graphical user interface.

Patentansprüche

1. Verfahren zur Interpretation einer von einer Person auf einer flexiblen Trampolinmatte ausgeführten Aktivität, wobei das Verfahren umfasst:

mindestens einen Prozessor, der für die Person auf der flexiblen Matte eine Sprunganweisung festlegt;
für die Person auf der flexiblen Matte eine erste Aufsprungstelle und eine erste Aufsprunglaufzeit (400B) bestimmen;
für die Person auf der flexiblen Matte eine zweite Aufsprungstelle und eine zweite Aufsprunglaufzeit (400C) bestimmen;
dadurch gekennzeichnet, dass das Verfahren ferner umfasst:

ein Vorlaufzeitgrenzintervall bestimmen, wobei das Vorlaufzeitgrenzintervall durch die erste Aufsprunglaufzeit (400B) und einen Zeitwert (410) vor der ersten Aufsprunglaufzeit und nach der Aufsprunglaufzeit (400A) vor dem ersten Sprung definiert wird;
als Reaktion auf die Anzeige der Sprunganweisung vor dem Zeitwert (410) vergleicht der mindestens eine Prozessor die zweite Aufsprungstelle und/oder die zweite Aufsprunglaufzeit (400C) mit der Sprunganweisung; und
als Reaktion auf die Anzeige der Sprunganweisung innerhalb des Vorlaufzeitgrenzintervalls bestimmt mindestens ein Prozessor für die Person auf der flexiblen Matte eine dritte Aufsprungstelle und eine dritte Aufsprunglaufzeit (400D) und vergleicht die dritte Aufsprungstelle und/oder die dritte Aufsprunglaufzeit mit der Sprunganwei-

sung.

2. Verfahren gemäß Anspruch 1, ferner umfassend eine mit mindestens einem Prozessor in Verbindung stehende Anzeige einer Darstellung der Sprunganweisung, wobei die Sprunganweisung eine Aufsprungstellenanweisung umfasst; und wobei die Darstellung der Sprunganweisung zwei oder mehr Aufsprungziele umfasst, wobei mindestens ein Aufsprungziel dargestellt wird, um den Benutzer darauf aufmerksam zu machen und dem Benutzer eine Sprunganweisung anzuzeigen; oder wobei die Darstellung der Sprunganweisung eine virtuelle Umgebung und mindestens ein Aufsprungziel innerhalb der virtuellen Umgebung umfasst.
3. Verfahren gemäß Anspruch 1, ferner umfassend eine mit mindestens einem Prozessor in Verbindung stehende Anzeige einer Darstellung der Sprunganweisung, wobei die Sprunganweisung eine Absprungszeitintervallanweisung umfasst; und wobei die Absprungszeitintervallanweisung eine Anweisung für den Benutzer umfasst, die flexible Matte während des Zeitintervalls zu berühren; oder wobei die Absprungszeitintervallanweisung eine Anweisung für den Benutzer umfasst, den Kontakt mit der flexiblen Matte während des Zeitintervalls zu vermeiden.
4. Verfahren gemäß einem der vorhergehenden Ansprüche, wobei die erste Aufsprungstelle, die zweite Aufsprungstelle und/oder die dritte Aufsprungstelle durch mindestens einen mit der flexiblen Matte in physischer Verbindung stehenden Sensor bestimmt wird.
5. Verfahren gemäß einem der Ansprüche 1 bis 3, wobei die erste Aufsprungstelle, die zweite Aufsprungstelle und/oder die dritte Aufsprungstelle durch mindestens einen auf die flexible Matte gerichteten visuellen Sensor bestimmt wird.
6. Verfahren gemäß einem der Ansprüche 1 bis 3, wobei die erste Aufsprungstelle, die zweite Aufsprungstelle und/oder die dritte Aufsprungstelle durch mindestens eine mit dem Benutzer in physischer Verbindung stehenden Vorrichtung bestimmt wird.
7. Verfahren, einer Person auf einer flexiblen Trampolinmatte Handlungsanweisungen zu geben, wobei das Verfahren umfasst:

mindestens einen Prozessor, der für die Person auf der flexiblen Matte eine Sprunganweisung festlegt;
der Person auf der flexiblen Matte eine Darstellung der Sprunganweisung anzuzeigen;
für die Person auf der flexiblen Matte eine erste

Aufsprungstelle und eine erste Aufsprunglaufzeit (400B) bestimmen;
 für die Person auf der flexiblen Matte eine zweite Aufsprungstelle und eine zweite Aufsprunglaufzeit (400C) bestimmen;
dadurch gekennzeichnet, dass das Verfahren ferner umfasst:

den Vorlaufzeitgrenzintervall bestimmen, wobei das Vorlaufzeitgrenzintervall durch die erste Aufsprunglaufzeit (400B) und einen Zeitwert (410) vor der ersten Aufsprunglaufzeit und nach der Aufsprunglaufzeit (400A) vor dem ersten Sprung definiert wird;
 als Reaktion auf die Anzeige der Sprunganweisung vor dem Zeitwert (410) vergleicht der mindestens eine Prozessor die zweite Aufsprungstelle und/oder die zweite Aufsprunglaufzeit (400C) mit der Sprunganweisung; und
 als Reaktion auf die Anzeige der Sprunganweisung innerhalb des Vorlaufzeitgrenzintervalls bestimmt der mindestens eine Prozessor für die Person auf der flexiblen Matte eine dritte Aufsprungstelle und eine dritte Aufsprunglaufzeit (400D) und vergleicht die dritte Aufsprungstelle und/oder die dritte Aufsprunglaufzeit mit der Sprunganweisung.

8. System, umfassend mindestens einen Prozessor, dafür ausgelegt:

eine Sprunganweisung für eine Person auf einer flexiblen Trampolinmatte zu bestimmen;
 für die Person auf der flexiblen Matte eine erste Aufsprungstelle und eine erste Aufsprunglaufzeit (400B) zu bestimmen;
 für die Person auf der flexiblen Matte eine zweite Aufsprungstelle und eine zweite Aufsprunglaufzeit (400C) zu bestimmen;
dadurch gekennzeichnet, dass der Prozessor ferner dafür ausgelegt ist:

das Vorlaufzeitgrenzintervall bestimmen, wobei das Vorlaufzeitgrenzintervall durch die erste Aufsprunglaufzeit (400B) und einen Zeitwert (410) vor der ersten Aufsprunglaufzeit und nach der Aufsprunglaufzeit (400A) vor dem ersten Sprung definiert wird;
 als Reaktion auf die Anzeige der Sprunganweisung vor dem Zeitwert (410) die zweite Aufsprungstelle und/oder die zweite Aufsprunglaufzeit (400C) mit der Sprunganweisung zu vergleichen; und
 in Reaktion auf das Anzeigen der Sprung-

anweisung innerhalb des Vorlaufzeitgrenzintervalls werden ein dritter Sprungort und eine dritte Sprungaufprallzeit (400D) der Person auf der flexiblen Matte empfangen und der dritte Sprungort und / oder die dritte Sprungaufprallzeit mit der Sprunganweisung verglichen.

9. System gemäß Anspruch 8, ferner umfassend eine Anzeige in Kommunikation mit dem mindestens einen Prozessor, wobei die Anzeige konfiguriert ist, um eine Darstellung der Sprunganweisung anzuzeigen, wobei die Sprunganweisung eine Sprungortanweisung umfasst; und
 wobei die Darstellung der Sprunganweisung zwei oder mehr Aufsprungziele umfasst, wobei mindestens ein Aufsprungziel dargestellt wird, um den Benutzer darauf aufmerksam zu machen und dem Benutzer eine Sprunganweisung anzuzeigen; oder
 wobei die Darstellung der Sprunganweisung eine virtuelle Umgebung und mindestens ein Aufsprungziel innerhalb der virtuellen Umgebung umfasst.

10. System gemäß Anspruch 8, ferner umfassend eine mit dem mindestens einen Prozessor in Verbindung stehende Anzeige, wobei die Anzeige dafür ausgelegt ist, eine Darstellung der Sprunganweisung anzuzeigen, wobei die Sprunganweisung eine Absprungszeitintervallanweisung umfasst; und
 wobei die Absprungszeitintervallanweisung eine Anweisung für den Benutzer umfasst, die flexible Matte während des Zeitintervalls zu berühren; oder
 wobei die Absprungszeitintervallanweisung eine Anweisung für den Benutzer umfasst, den Kontakt mit der flexiblen Matte während des Zeitintervalls zu vermeiden.

11. System gemäß einem der Ansprüche 8 bis 10, wobei die erste Aufsprungstelle, die zweite Aufsprungstelle und/oder die dritte Aufsprungstelle durch mindestens einen mit der flexiblen Matte in physischer Verbindung stehenden Sensor bestimmt wird.

12. System gemäß einem der Ansprüche 8 bis 10, wobei die erste Aufsprungstelle, die zweite Aufsprungstelle und/oder die dritte Aufsprungstelle durch mindestens einen auf die flexible Matte gerichteten visuellen Sensor bestimmt wird.

13. System gemäß einem der Ansprüche 8 bis 10, wobei die erste Aufsprungstelle, die zweite Aufsprungstelle und/oder die dritte Aufsprungstelle durch mindestens eine mit der flexiblen Matte in physischer Verbindung stehende Vorrichtung bestimmt wird.

14. System, umfassend:

eine Anzeige, dafür ausgelegt, einer Person auf

einer flexiblen Trampolinmatte eine Darstellung einer Sprunganweisung anzuzeigen; und einen Prozessor, dafür ausgelegt:

für die Person auf der flexiblen Matte eine Sprunganweisung festzulegen;
für die Person auf der flexiblen Matte eine erste Aufsprungstelle und eine erste Aufsprunglaufzeit (400B) bestimmen;
für die Person auf der flexiblen Matte eine zweite Aufsprungstelle und eine zweite Aufsprunglaufzeit (400C) zu bestimmen;
dadurch gekennzeichnet, dass der Prozessor ferner dafür ausgelegt ist:

den Vorlaufzeitgrenzintervall bestimmen, wobei das Vorlaufzeitgrenzintervall durch die erste Aufsprunglaufzeit (400B) und einen Zeitwert (410) vor der ersten Aufsprunglaufzeit und nach der Aufsprunglaufzeit (400A) vor dem ersten Sprung definiert wird;
als Reaktion auf die Anzeige der Sprunganweisung vor dem Zeitwert (410) die zweite Aufsprungstelle und/oder die zweite Aufsprunglaufzeit mit der Sprunganweisung zu vergleichen; und
als Reaktion auf die Anzeige der Sprunganweisung innerhalb des Vorlaufzeitgrenzintervalls für die Person auf der flexiblen Matte eine dritte Aufsprungstelle und eine dritte Aufsprunglaufzeit zu bestimmen und die dritte Aufsprungstelle und/oder die dritte Aufsprunglaufzeit mit der Sprunganweisung zu vergleichen.

15. Computerlesbares Medium, auf dem durch einen Prozessor ausführbare Anweisungen gespeichert sind, die bei der Ausführung durch einen Prozessor den Prozessor dazu veranlassen, das Verfahren gemäß einem der Ansprüche 1 bis 7 auszuführen, wobei die durch einen Prozessor ausführbaren Anweisungen eine Programmierschnittstelle und/oder eine grafische Benutzeroberfläche umfassen.

Revendications

1. Un procédé d'interprétation d'une activité d'une personne sur un tapis flexible d'un trampoline, le procédé comprenant :

au moins un processeur déterminant une instruction de rebond pour la personne sur le tapis flexible ;
la détermination d'un premier emplacement de rebond et d'un premier temps d'impact de re-

bond (400B) de la personne sur le tapis flexible ;
la détermination d'un deuxième emplacement de rebond et d'un deuxième temps d'impact de rebond (400C) de la personne sur le tapis flexible ;

caractérisé en ce que le procédé comprend en outre :

la détermination d'un intervalle de limite de temps d'exécution, l'intervalle de limite de temps d'exécution défini par le premier temps d'impact de rebond (400B) et une valeur de temps (410) précédant le premier temps d'impact de rebond et suivant un temps d'impact d'un rebond (400A) précédant le premier temps d'impact de rebond ;
en réponse à l'affichage de l'instruction de rebond avant la valeur de temps (410), l'au moins un processeur comparant le deuxième emplacement de rebond et / ou le deuxième temps d'impact de rebond (400C) avec l'instruction de rebond ; et
en réponse à l'affichage de l'instruction de rebond dans l'intervalle de limite de temps d'exécution, l'au moins un processeur déterminant un troisième emplacement de rebond et un troisième temps d'impact de rebond (400D) de la personne sur le tapis flexible et comparant le troisième emplacement de rebond et / ou le troisième temps d'impact de rebond avec l'instruction de rebond.

2. Le procédé selon la revendication 1 comprenant en outre un affichage en communication avec l'au moins un processeur affichant une représentation de l'instruction de rebond, l'instruction de rebond comprenant une instruction d'emplacement de rebond ; et
dans lequel la représentation de l'instruction de rebond comprend deux ou plusieurs cibles d'emplacement de rebond, au moins l'une des cibles d'emplacement de rebond présentées de manière à attirer l'attention de l'utilisateur afin de lui présenter une instruction de rebond, ou
dans lequel la représentation de l'instruction de rebond comprend un environnement virtuel et au moins une cible d'emplacement de rebond dans l'environnement virtuel.
3. Le procédé selon la revendication 1 comprenant en outre un affichage en communication avec l'au moins un processeur affichant une représentation de l'instruction de rebond, l'instruction de rebond comprenant une instruction d'intervalle de temps de rebond ; et
dans lequel l'instruction d'intervalle de temps de rebond comprend une instruction pour que l'utilisateur

- entre en contact avec le tapis flexible pendant un intervalle de temps ; ou dans lequel l'instruction d'intervalle de temps de rebond comprend une instruction pour que l'utilisateur évite le contact avec le tapis flexible pendant un intervalle de temps. 5
4. Le procédé selon l'une quelconque des revendications précédentes, dans lequel le premier emplacement de rebond, le deuxième emplacement de rebond et / ou le troisième emplacement de rebond est / sont déterminé(s) par au moins un capteur en liaison physique avec le tapis flexible. 10
5. Le procédé selon l'une quelconque des revendications 1 à 3, dans lequel le premier emplacement de rebond, le deuxième emplacement de rebond et / ou le troisième emplacement de rebond est / sont déterminé(s) par au moins un capteur visuel dirigé vers le tapis flexible. 15 20
6. Le procédé selon l'une quelconque des revendications 1 à 3, dans lequel le premier emplacement de rebond, le deuxième emplacement de rebond et / ou le troisième emplacement de rebond est / sont déterminé(s) par au moins un dispositif en liaison physique avec l'utilisateur. 25
7. Un procédé d'instruction d'une activité d'une personne sur un tapis flexible d'un trampoline, le procédé comprenant : 30
- au moins un processeur déterminant une instruction de rebond pour la personne sur le tapis flexible ; 35
- l'affichage d'une représentation de l'instruction de rebond à la personne sur le tapis flexible ;
- la détermination d'un premier emplacement de rebond et d'un premier temps d'impact de rebond (400B) de la personne sur le tapis flexible ; 40
- la détermination d'un deuxième emplacement de rebond et d'un deuxième temps d'impact de rebond (400C) de la personne sur le tapis flexible ;
- caractérisé en ce que** le procédé comprend en outre : 45
- la détermination d'un intervalle de limite de temps d'exécution, l'intervalle de limite de temps d'exécution défini par le premier temps d'impact de rebond (400B) et une valeur de temps (410) précédant le premier temps d'impact de rebond et suivant un temps d'impact d'un rebond (400A) précédant le premier temps d'impact de rebond ; 50
- en réponse à l'affichage de l'instruction de rebond avant la valeur de temps (410), l'au moins un processeur comparant le deuxième 55
- me emplacement de rebond et / ou le deuxième temps d'impact de rebond (400C) avec l'instruction de rebond ; et en réponse à l'affichage de l'instruction de rebond dans l'intervalle de limite de temps d'exécution, l'au moins un processeur déterminant un troisième emplacement de rebond et un troisième temps d'impact de rebond (400D) de la personne sur le tapis flexible et comparant le troisième emplacement de rebond et / ou le troisième temps d'impact de rebond avec l'instruction de rebond.
8. Un système comprenant au moins un processeur configuré pour :
- déterminer une instruction de rebond pour une personne sur un tapis flexible d'un trampoline ;
- déterminer un premier emplacement de rebond et un premier temps d'impact de rebond (400B) de la personne sur le tapis flexible ;
- déterminer un deuxième emplacement de rebond et un deuxième temps d'impact de rebond (400C) de la personne sur le tapis flexible ;
- caractérisé en ce que** le processeur est en outre configuré pour :
- déterminer un intervalle de limite de temps d'exécution, l'intervalle de limite de temps d'exécution défini par le premier temps d'impact de rebond (400B) et une valeur de temps (410) précédant le premier temps d'impact de rebond et suivant un temps d'impact d'un rebond (400A) précédant le premier temps d'impact de rebond ;
- en réponse à l'affichage de l'instruction de rebond avant la valeur de temps (410), comparer le deuxième emplacement de rebond et / ou le deuxième temps d'impact de rebond (400C) avec l'instruction de rebond ; et
- en réponse à l'affichage de l'instruction de rebond dans l'intervalle de limite de temps d'exécution, recevoir un troisième emplacement de rebond et un troisième temps d'impact de rebond (400D) de la personne sur le tapis flexible et comparer le troisième emplacement de rebond et / ou le troisième temps d'impact de rebond avec l'instruction de rebond.
9. Le système selon la revendication 8 comprenant en outre un affichage en communication avec l'au moins un processeur, l'affichage étant configuré pour afficher une représentation de l'instruction de rebond, l'instruction de rebond comprenant une instruction d'emplacement de rebond ; et

- dans lequel la représentation de l'instruction de rebond comprend deux ou plusieurs cibles d'emplacement de rebond, au moins une des cibles d'emplacement de rebond présentées de manière à attirer l'attention de l'utilisateur afin de lui présenter une instruction de rebond, ou
- dans lequel la représentation de l'instruction de rebond comprend un environnement virtuel et au moins une cible d'emplacement de rebond dans l'environnement virtuel.
10. Le système selon la revendication 8 comprenant en outre un affichage en communication avec l'au moins un processeur, l'affichage étant configuré pour afficher une représentation de l'instruction de rebond, l'instruction de rebond comprenant une instruction d'intervalle de temps de rebond ; et
- dans lequel l'instruction d'intervalle de temps de rebond comprend une instruction pour que l'utilisateur entre en contact avec le tapis flexible pendant un intervalle de temps ; ou
- dans lequel l'instruction d'intervalle de temps de rebond comprend une instruction pour que l'utilisateur évite le contact avec le tapis flexible pendant un intervalle de temps.
11. Le système selon l'une quelconque des revendications 8 à 10, dans lequel le premier emplacement de rebond, le deuxième emplacement de rebond et / ou le troisième emplacement de rebond est / sont déterminé(s) par au moins un capteur en liaison physique avec le tapis flexible.
12. Le système selon l'une quelconque des revendications 8 à 10, dans lequel le premier emplacement de rebond, le deuxième emplacement de rebond et / ou le troisième emplacement de rebond est / sont déterminé(s) par au moins un capteur visuel dirigé vers le tapis flexible.
13. Le système selon l'une quelconque des revendications 8 à 10, dans lequel le premier emplacement de rebond, le deuxième emplacement de rebond et / ou le troisième emplacement de rebond est / sont déterminé(s) par au moins un dispositif en liaison physique avec l'utilisateur.
14. Un système comprenant :
- un affichage configuré pour afficher une représentation d'une instruction de rebond à une personne sur un tapis flexible d'un trampoline ; et un processeur configuré pour :
- déterminer une instruction de rebond pour la personne sur le tapis flexible ;
- déterminer un premier emplacement de rebond et un premier temps d'impact de rebond (400B) de la personne sur le tapis flexible ;
- déterminer un deuxième emplacement de rebond et un deuxième temps d'impact de rebond (400C) de la personne sur le tapis flexible ;
- caractérisé en ce que** le processeur est en outre configuré pour :
- déterminer un intervalle de limite de temps d'exécution, l'intervalle de limite de temps d'exécution défini par le premier temps d'impact de rebond (400B) et une valeur de temps (410) précédant le premier temps d'impact de rebond et suivant un temps d'impact d'un rebond (400A) précédant le premier rebond ;
- en réponse à l'affichage de l'instruction de rebond avant la valeur de temps (410), comparer le deuxième emplacement de rebond et / ou le deuxième temps d'impact de rebond avec l'instruction de rebond ; et
- en réponse à l'affichage de l'instruction de rebond dans l'intervalle de limite de temps d'exécution, déterminer un troisième emplacement de rebond et un troisième temps d'impact de rebond de la personne sur le tapis flexible et comparer le troisième emplacement de rebond et / ou le troisième temps d'impact de rebond avec l'instruction de rebond.
15. Un support lisible par ordinateur sur lequel sont stockées des instructions exécutables par le processeur qui, lorsqu'elles sont exécutées par un processeur, amènent le processeur à exécuter le procédé de l'une quelconque des revendications 1 à 7, les instructions exécutables par le processeur comprenant une interface de programmation applicative et / ou une interface utilisateur graphique.

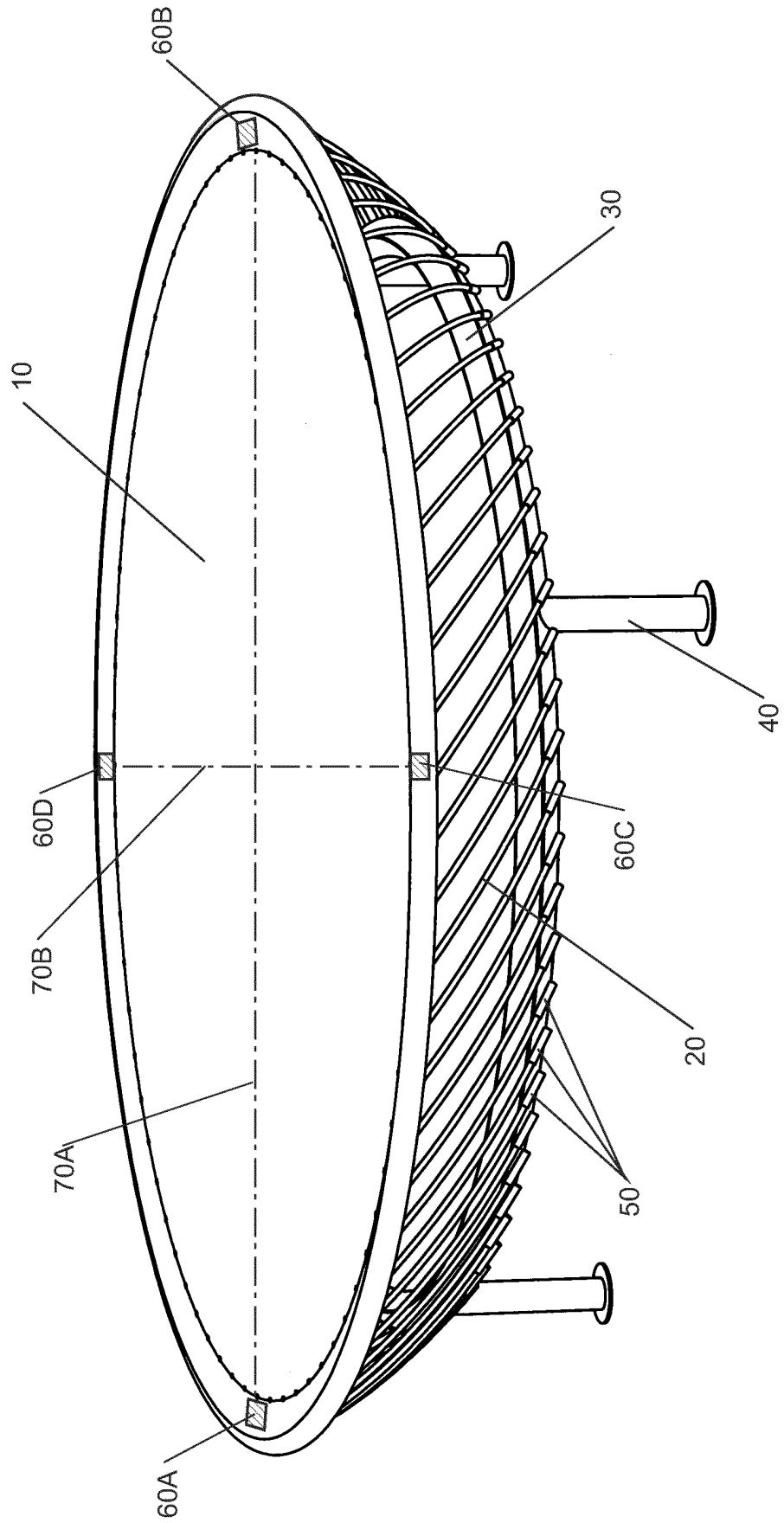


FIGURE 1

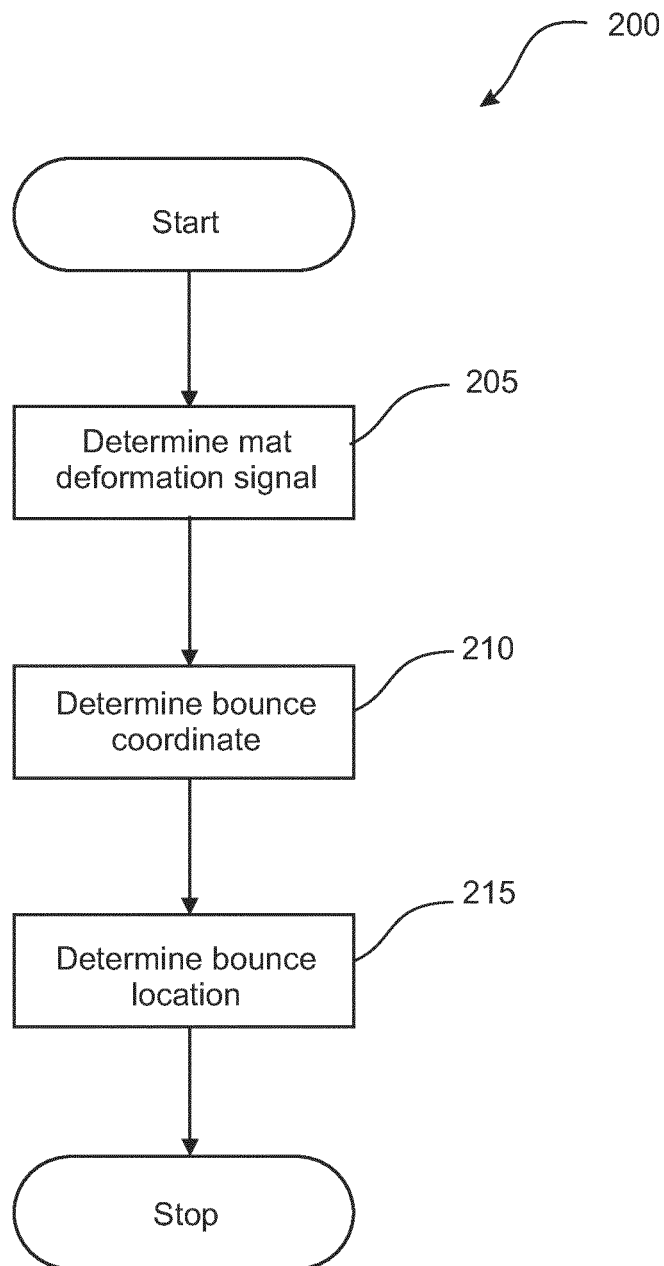


FIGURE 2

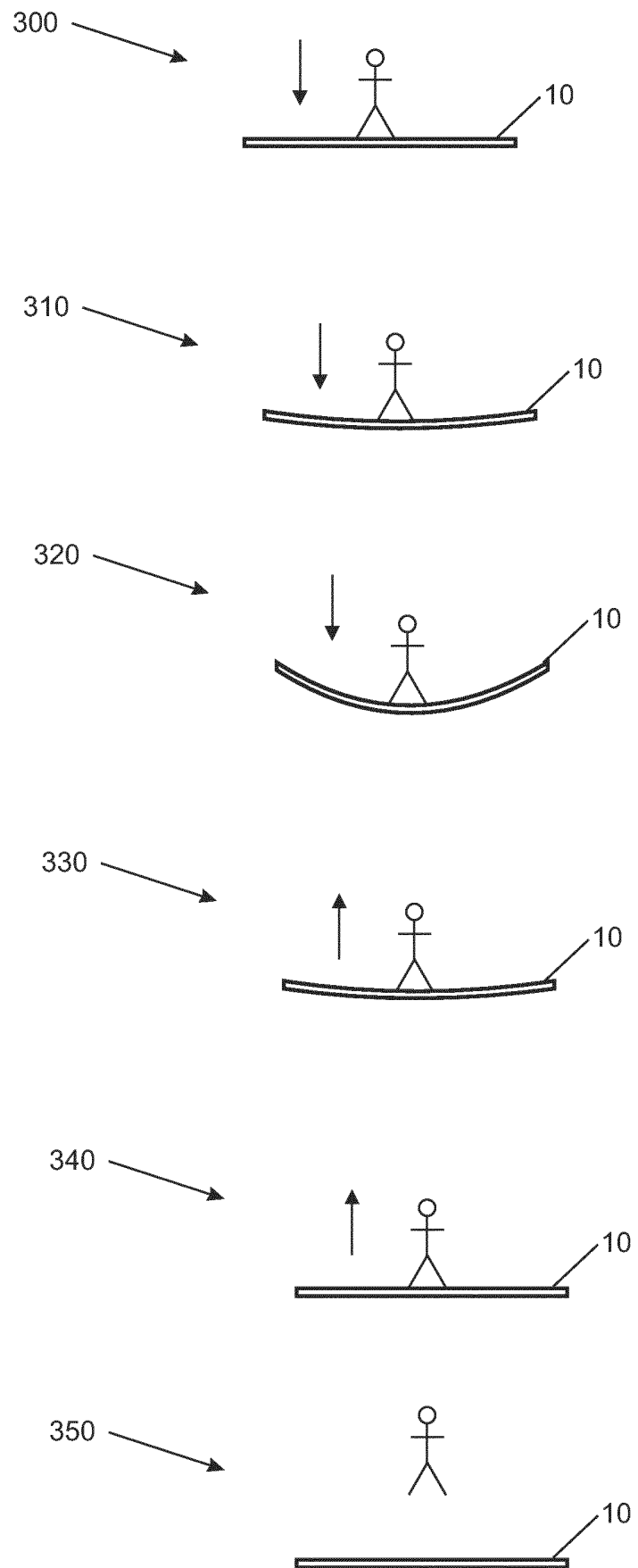


FIGURE 3

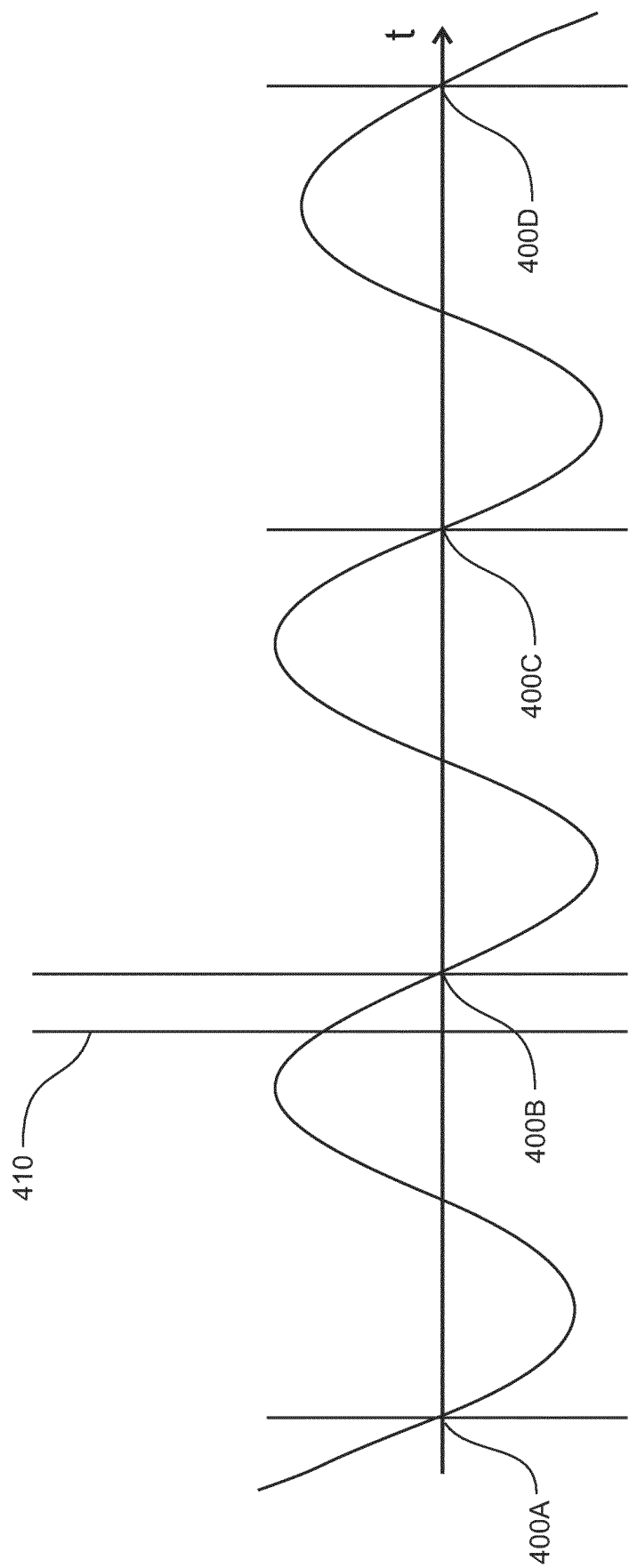
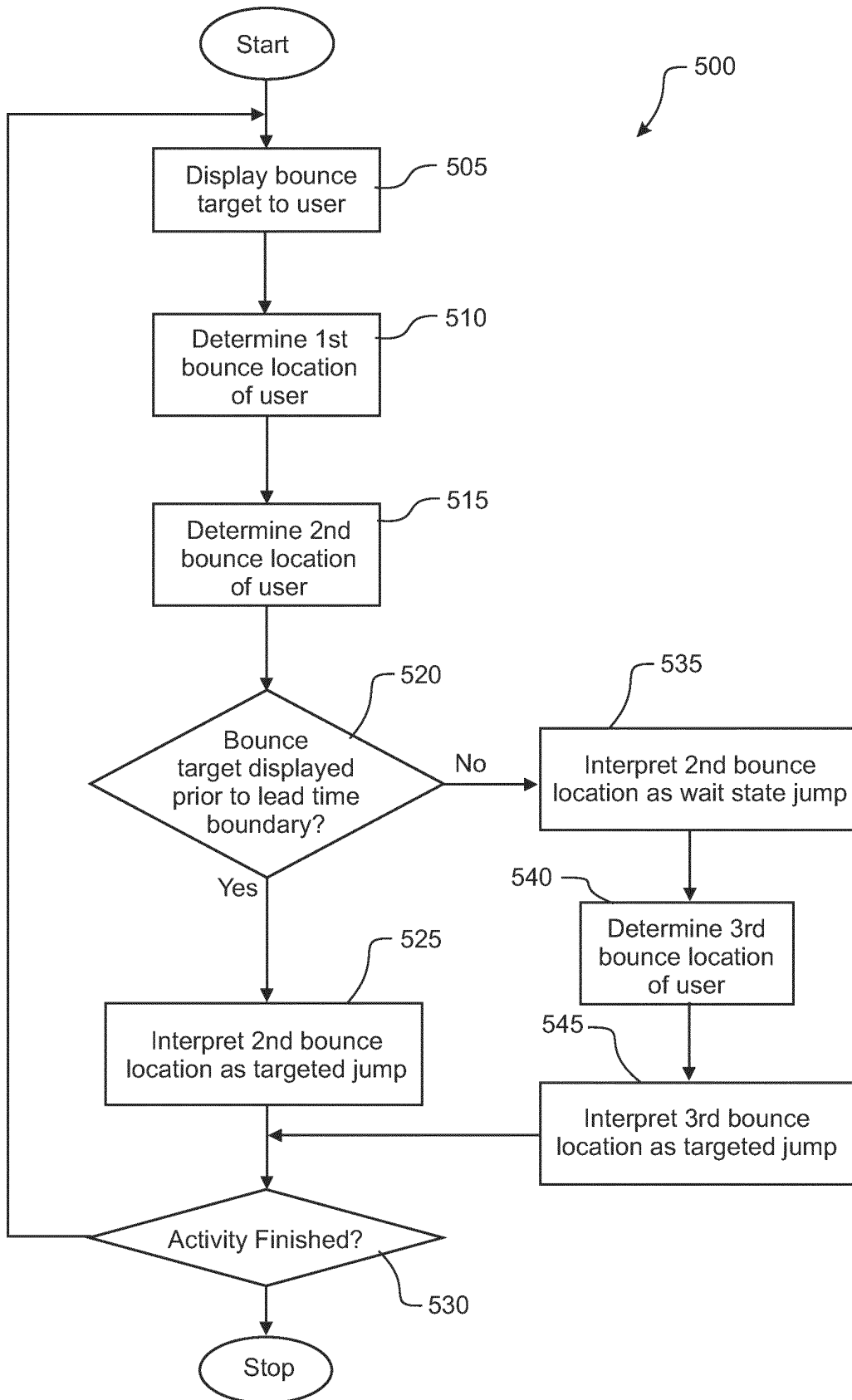


FIGURE 4

**FIGURE 5**

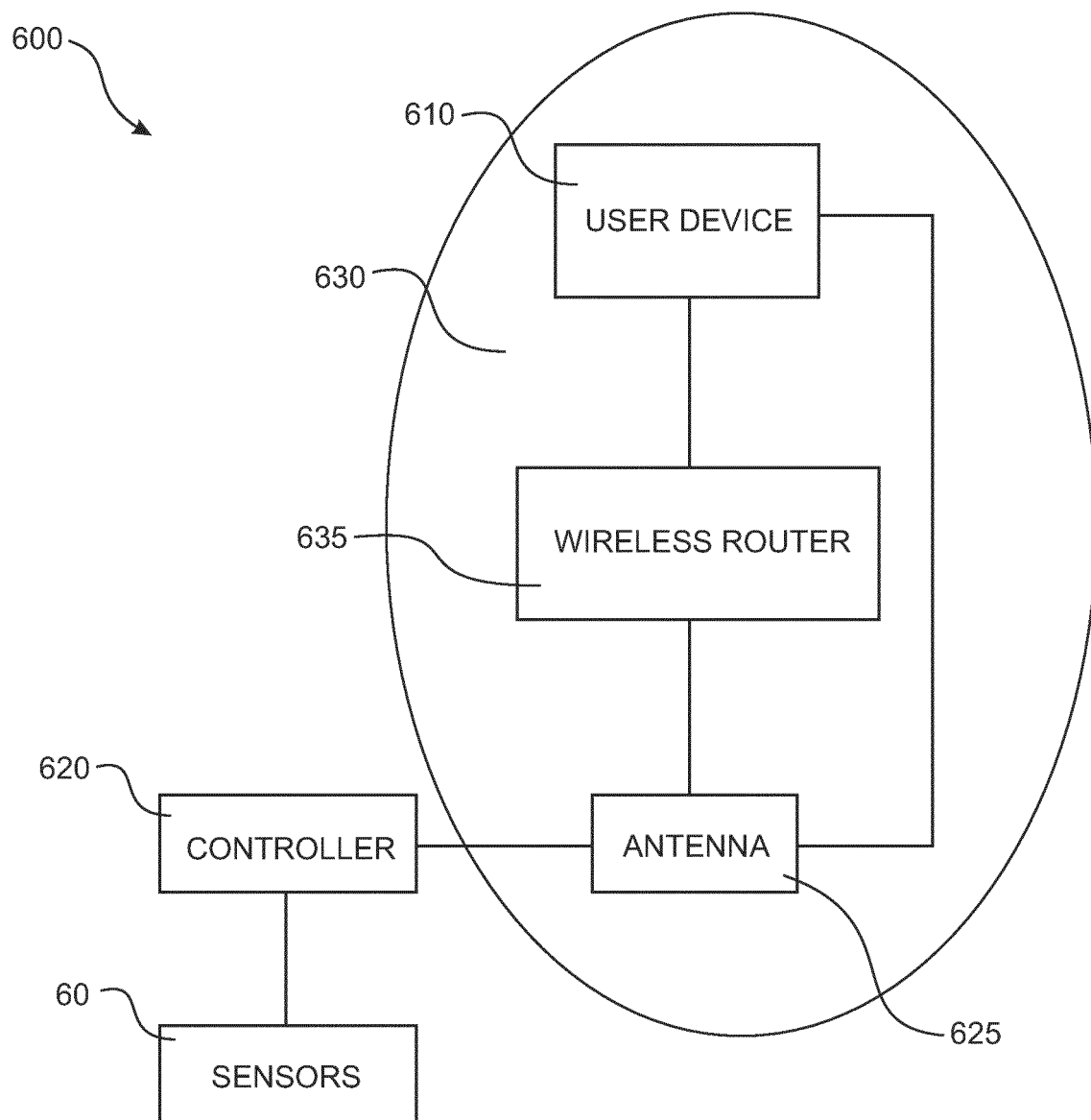


FIGURE 6

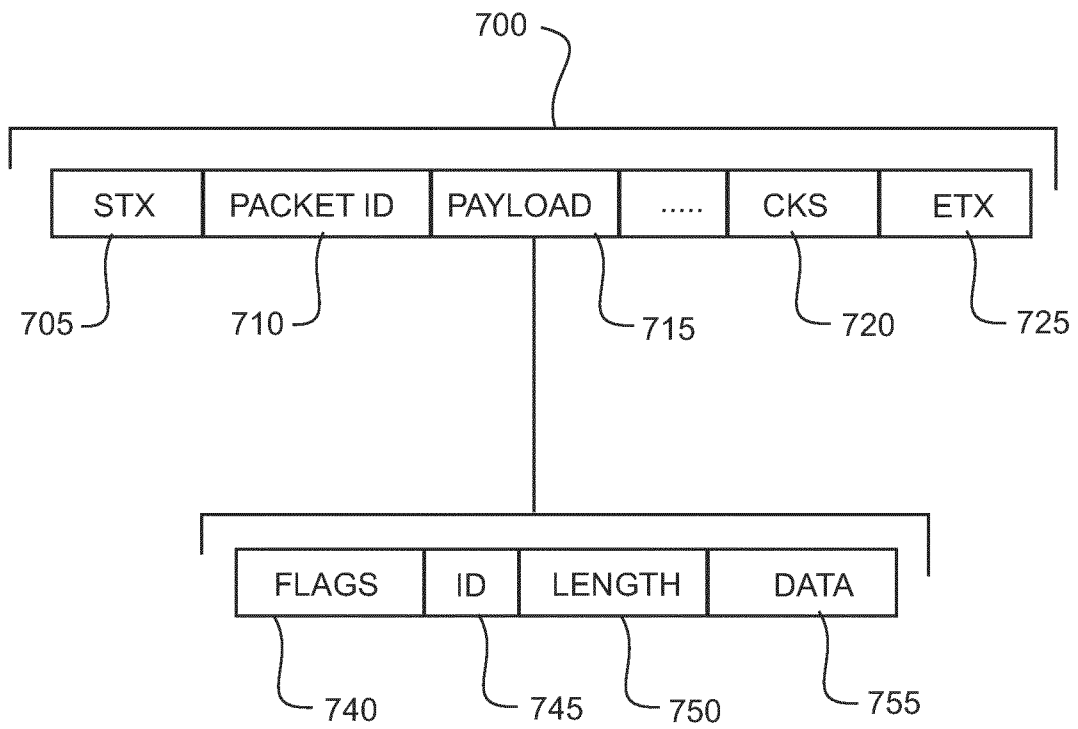


FIGURE 7

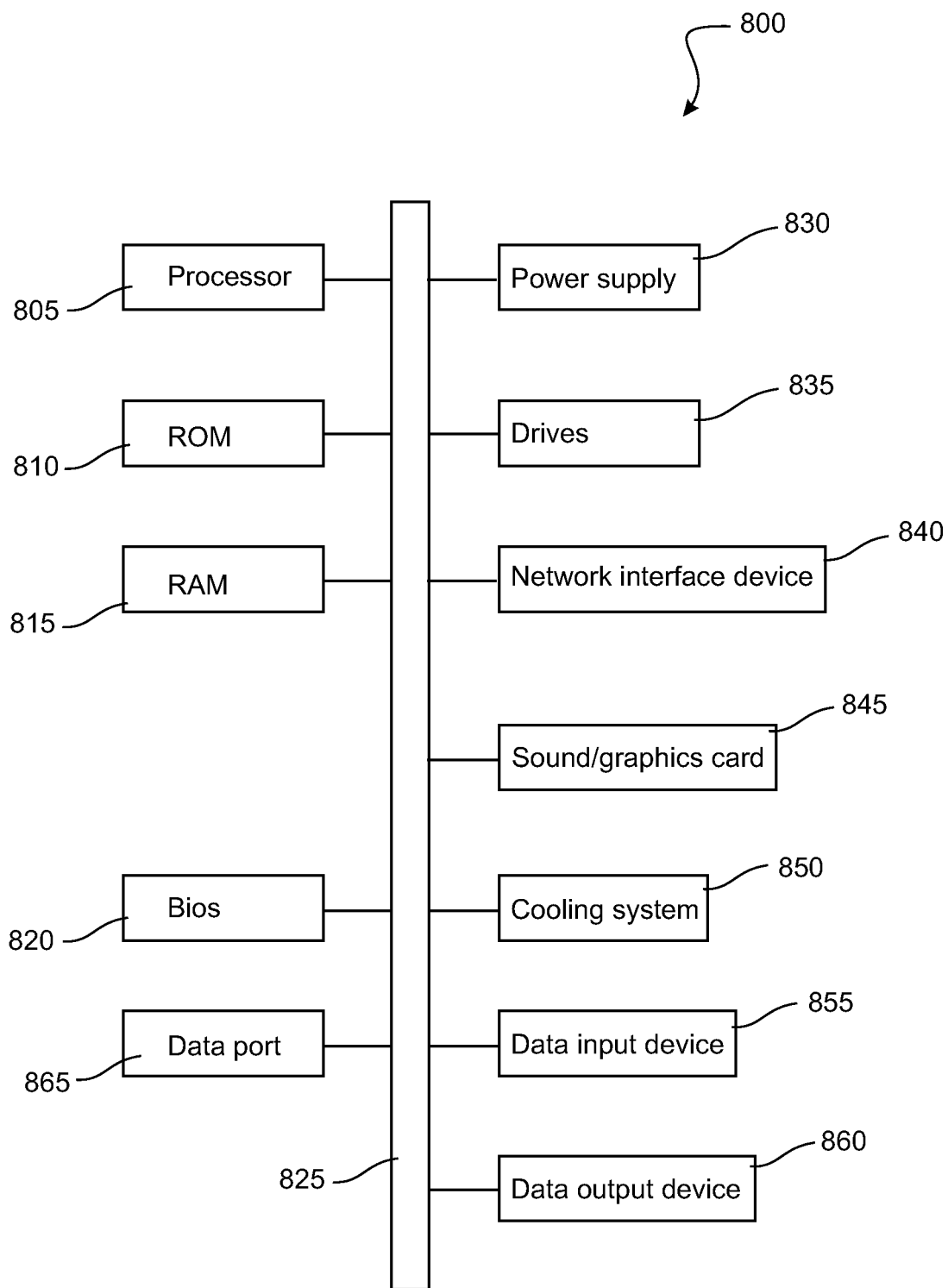


FIGURE 8

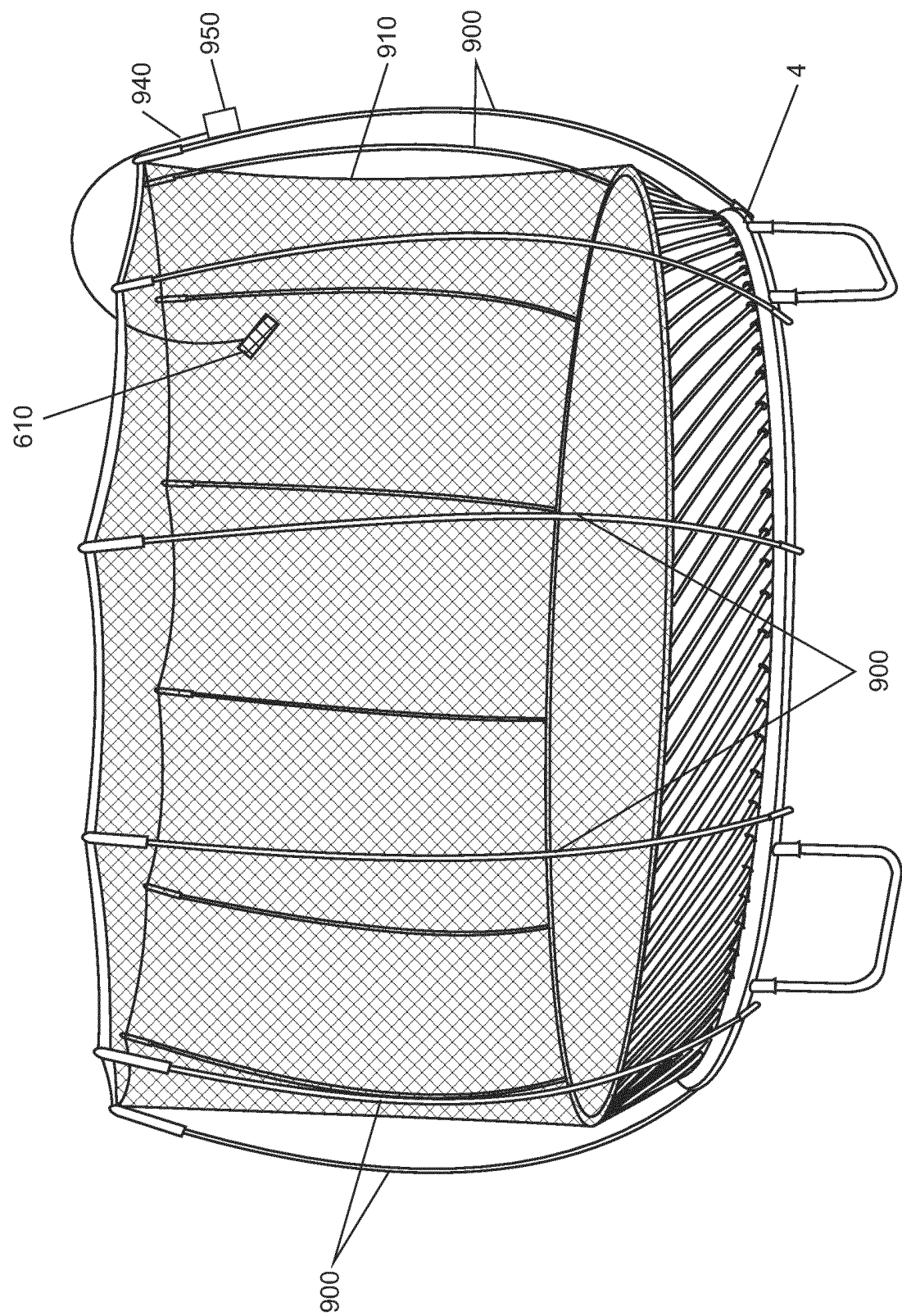


FIGURE 9

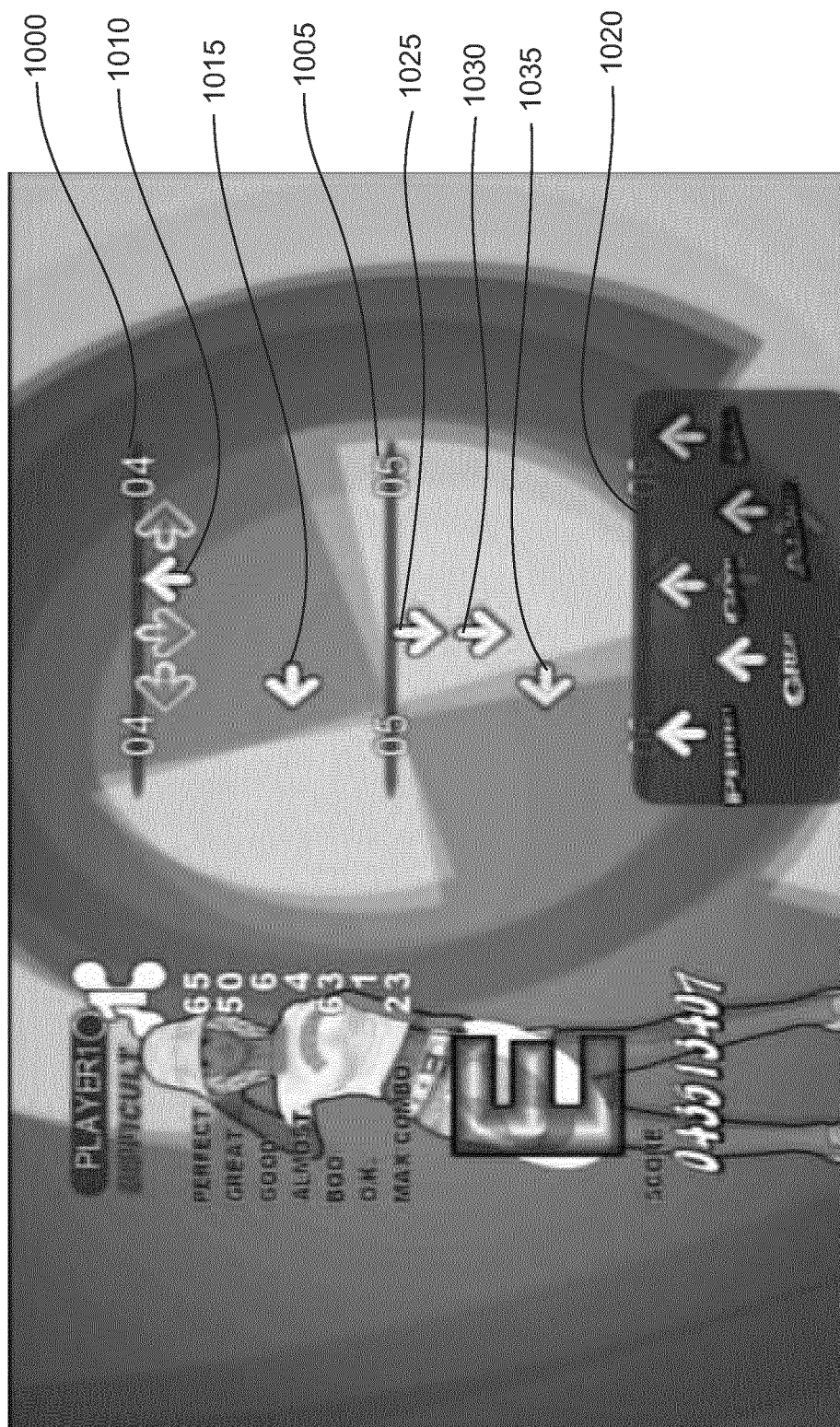


FIGURE 10

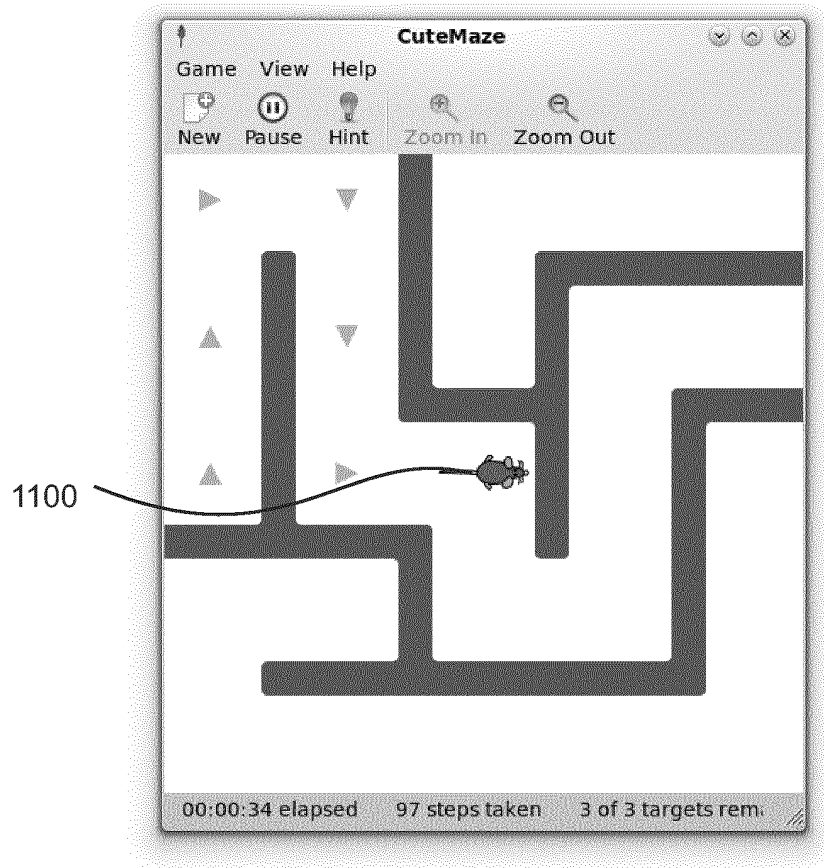


FIGURE 11

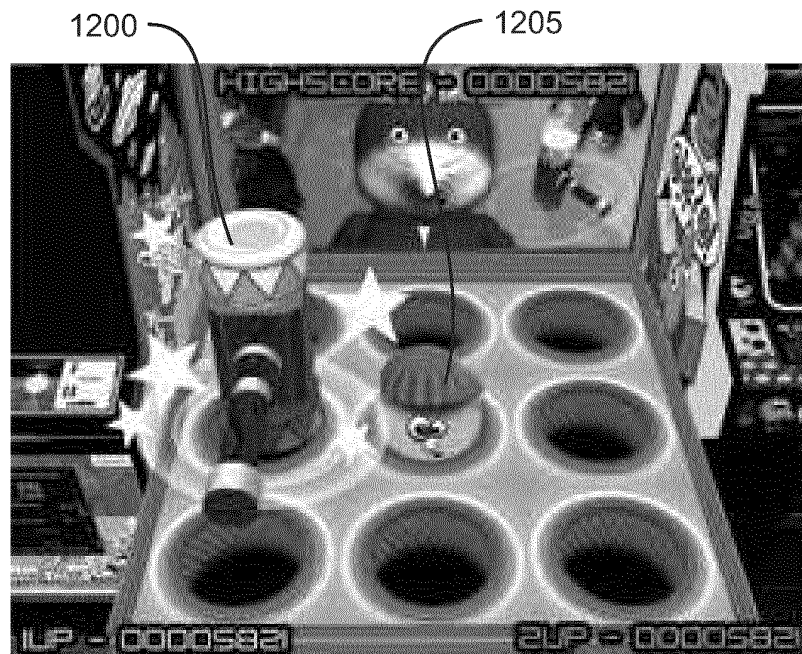


FIGURE 12

REFERENCES CITED IN THE DESCRIPTION

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- US 7708667 B [0178]

专利名称(译)	用于在蹦床的柔性垫上解释人的活动的方法和系统		
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申请号	EP2015175927	申请日	2015-07-08
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申请(专利权)人(译)	董事会及BATTEN INTERNATIONAL INC.		
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发明人	HOWE, JOHN ROBERT TRIMBOY, NEIL ADRIAN		
IPC分类号	A63B5/11 A63B24/00 A63B71/06 A63F13/25 A63F13/44 A61B5/00 A61B5/11 A61B5/103		
CPC分类号	A61B5/0059 A61B5/1036 A61B5/11 A61B5/1113 A61B5/1128 A61B5/6892 A61B5/6895 A61B5/742 A61B5/744 A61B2562/0219 A61B2562/0247 A61B2562/0261 A61B2562/046 A63B5/11 A63B21/026 A63B71/022 A63B71/0622 A63B2071/0658 A63B2210/50 A63B2220/05 A63B2220/12 A63B2220/13 A63B2220/20 A63B2220/30 A63B2220/40 A63B2225/50 A63F13/213 A63F13/655 A63F13/816 A63B24 /0021 A63B24/0075 A63B2024/0037 A63F13/24 A63F13/25		
优先权	62/019449 2014-07-01 US		
其他公开文献	EP2962737A1		
外部链接	Espacenet		

摘要(译)

一种在蹦床的柔性垫上解释人的活动的方法，该方法包括：至少一个处理器确定柔性垫上的人的弹跳指令；确定人在柔性垫上的第一弹跳位置；确定人在柔性垫上的第二弹跳位置；确定提前期边界区间；响应于在提前时间边界间隔之前确定反弹指令的显示时间，所述至少一个处理器将第二反弹位置与反弹指令进行比较；并且响应于确定在提前时间边界间隔内显示反弹指令的时间，所述至少一个处理器确定人在柔性垫上的第三反弹位置并将第三反弹位置与反弹指令进行比较。

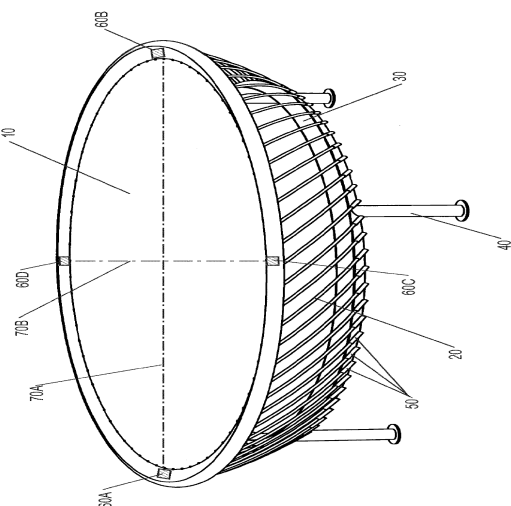


FIGURE 1