
Data Set Name	V7QUADPOWER
Member Type	DATA
Engine	V9
Created	04/18/2023 15:59:02
Data Representation	WINDOWS_64
Observations	5007
Variables	58
Indexes	0
Observation Length	456
Deleted Observations	0
Compressed	NO
Sorted	YES

#	Variable	Type	Len	Format	Variables in Creation Order
1	MOSTID	Char	7	\$	MOST ID
2	KNEE	Char	1		Knee
3	VISIT	Num	8	VISVF	Visit
4	V7NORM_RM	Num	8		S2.Q3.iii. Quads - 1RM value
5	FIRSTKNEE	Char	1		Forms: first side tested
6	MaxGETRight	Num	8		Protocol:Maximum GET for the Right side.
7	MaxGETLeft	Num	8		Protocol:Maximum GET for the Left side.
8	pt0	Num	8		Vals:Peak Torque (trial 1) (Ft-Lbs)
9	pt2	Num	8		Vals:Peak Torque (trial 2) (Ft-Lbs)
10	pt4	Num	8		Vals:Peak Torque (trial 3) (Ft-Lbs)
11	pt_bw0	Num	8		Vals:Peak Torque to Body Weight Ratio (trial 1) (Ft-Lbs/Lb*100)
12	pt_bw2	Num	8		Vals:Peak Torque to Body Weight Ratio (trial 2) (Ft-Lbs/Lb*100)
13	pt_bw4	Num	8		Vals:Peak Torque to Body Weight Ratio (trial 3) (Ft-Lbs/Lb*100)
14	work0	Num	8		Vals:Work (Per Repetition) (trial 1) (Ft-Lbs)
15	work2	Num	8		Vals:Work (Per Repetition) (trial 2) (Ft-Lbs)
16	work4	Num	8		Vals:Work (Per Repetition) (trial 3) (Ft-Lbs)
17	power0	Num	8		Vals:Power (Computed over Complete Repetition; Average of Instanteous Peak Powers) (trial 1) (Watts)
18	power2	Num	8		Vals:Power (Computed over Complete Repetition; Average of Instanteous Peak Powers) (trial 2) (Watts)
19	power4	Num	8		Vals:Power (Computed over Complete Repetition; Average of Instanteous Peak Powers) (trial 3) (Watts)
20	power_bw0	Num	8		Vals:Power to Body Weight Ratio (trial 1) (Watts/Lbs*100)
21	power_bw2	Num	8		Vals:Power to Body Weight Ratio (trial 2) (Watts/Lbs*100)
22	power_bw4	Num	8		Vals:Power to Body Weight Ratio (trial 3) (Watts/Lbs*100)
23	PeakPower0	Num	8		Vals:Peak Power (trial 1) (Watts)
24	PeakPower2	Num	8		Vals:Peak Power (trial 2) (Watts)
25	PeakPower4	Num	8		Vals:Peak Power (trial 3) (Watts)
26	PeakPower_bw0	Num	8		Vals:Peak Power to Body Weight Ratio (trial 1) (Watts/Lb*100)

#	Variable	Type	Len	Format	Variables in Creation Order
27	PeakPower_bw2	Num	8		Vals:Peak Power to Body Weight Ratio (trial 2) (Watts/Lb*100)
28	PeakPower_bw4	Num	8		Vals:Peak Power to Body Weight Ratio (trial 3) (Watts/Lb*100)
29	PeakVelocity0	Num	8		Vals:Peak Velocity (trial 1) (deg/sec)
30	PeakVelocity2	Num	8		Vals:Peak Velocity (trial 2) (deg/sec)
31	PeakVelocity4	Num	8		Vals:Peak Velocity (trial 3) (deg/sec)
32	japt0	Num	8		Vals:Joint Angle at Peak Torque (trial 1) (deg)
33	japt2	Num	8		Vals:Joint Angle at Peak Torque (trial 2) (deg)
34	japt4	Num	8		Vals:Joint Angle at Peak Torque (trial 3) (deg)
35	japv0	Num	8		Vals:Joint Angle at Peak Velocity (trial 1) (deg)
36	japv2	Num	8		Vals:Joint Angle at Peak Velocity (trial 2) (deg)
37	japv4	Num	8		Vals:Joint Angle at Peak Velocity (trial 3) (deg)
38	japp0	Num	8		Vals:Joint Angle at Peak Velocity (trial 1) (deg)
39	japp2	Num	8		Vals:Joint Angle at Peak Velocity (trial 2) (deg)
40	japp4	Num	8		Vals:Joint Angle at Peak Velocity (trial 3) (deg)
41	rom0	Num	8		Vals:Position at Range of Motion Limit (trial 1)
42	rom1	Num	8		Vals:Position at Range of Motion Limit (Flexion, trial 1)
43	rom2	Num	8		Vals:Position at Range of Motion Limit (trial 2)
44	rom3	Num	8		Vals:Position at Range of Motion Limit (Flexion, trial 2)
45	rom4	Num	8		Vals:Position at Range of Motion Limit (trial 3)
46	rom5	Num	8		Vals:Position at Range of Motion Limit (Flexion, trial 3)
47	ttpt0	Num	8		Vals:Time to Peak Torque (trial 1) (sec)
48	ttpt2	Num	8		Vals:Time to Peak Torque (trial 2) (sec)
49	ttpt4	Num	8		Vals:Time to Peak Torque (trial 3) (sec)
50	ttpv0	Num	8		Vals:Time to Peak Velocity (trial 1) (sec)
51	ttpv2	Num	8		Vals:Time to Peak Velocity (trial 2) (sec)
52	ttpv4	Num	8		Vals:Time to Peak Velocity (trial 3) (sec)
53	ttpp0	Num	8		Vals:Time to Peak Velocity (trial 1) (sec)
54	ttpp2	Num	8		Vals:Time to Peak Velocity (trial 2) (sec)
55	ttpp4	Num	8		Vals:Time to Peak Velocity (trial 3) (sec)
56	TotalMotionTime0	Num	8		Vals:Time to Move Through Complete Motion (PS to PE) (trial 1) (sec)
57	TotalMotionTime2	Num	8		Vals:Time to Move Through Complete Motion (PS to PE) (trial 2) (sec)
58	TotalMotionTime4	Num	8		Vals:Time to Move Through Complete Motion (PS to PE) (trial 3) (sec)