	ANT-VR	ANT-VR B*	t	p(t)	r	p(r)
Alerting Benefit	32.19	35.44	-0.47	.641	0.11	.460
Validity Effect	71.22	54.14	2.95	.005	0.39	.008
Disengaging Cost	27.72	19.55	1.50	.142	0.05	.732
Moving + Engaging	43.50	34.58	1.64	.109	0.36	.017
Orienting Time	39.69	45.63	-0.70	.490	0.11	.485
Flanker Conflict Effect	58.82	60.84	-0.47	.639	0.57	<.001
Location Conflict Effect	3.50	2.29	0.25	.800	0.26	.086
Flanker by Location Interaction	-4.23	0.05	-0.51	.611	0.06	.678
Alerting by Flanker Conflict	2.38	8.27	-0.43	.667	0.05	.756
Orienting by Flanker Conflict	7.45	7.77	-0.03	.976	-0.03	.842
Validity by Flanker Conflict	21.50	15.16	0.44	.661	-0.16	.299
Alerting by Location Conflict	-11.40	19.15	-1.78	.082	-0.23	.134
Orienting by Location Conflict	-1.05	-17.91	1.57	.124	0.03	.828
Validity by Location Conflict	-6.22	-8.30	0.24	.809	0.24	.120
Inhibition of Return Effect	-23.17	-26.56	0.30	.766	0.25	.097
Overall	655.61	656.83	-0.24	.811	0.91	<.001

Note. *ANT-VR B designates ANT-VR Balanced. **RT designates Reaction Time.