X-Ray Vision System Experimental Run-Through

* Have users sign initial paperwork and explain the task
* Set up the X-ray Vision System.
  + Ensure that the program has the correct subject number.
  + Upload the program to the Leap (with [CONTENT] enabled).
  + Start the program on the PC (with [CONTENT] disabled).
  + Once both are running:
    - Press Start Host on the PC version.
    - Press the Home button on the connected Leap controller
      * A list of network connections should appear on the PC screen at this point.
* Instruct the user to stand outside in the hall, facing away from the room.
* Place the fiducial in the correct location in the room and, in the Leap:
* VIRTUAL CONDITION:
  + Look at the fiducial until you can see a spinning globe.
  + Press the Bumper on the controller.
    - This should cause the globe to follow your head movements and stay in the center of your view.
    - In some cases, this may not work-if so, restart both programs (see below) and try again.
  + Go to the PC and press 'e' to move to the exploratory phase.
    - You should be able to see the Leap mapping the walls and floors of the environment.
    - You should be able to place a screen in the center of your view with a trigger press.
  + Press 't' to start the calibration process.
  + Hand the Leap to the participant and help them put it on. Instruct them to aim the controller at the blue sphere and squeeze the trigger.
    - The blue sphere should disappear at this time.
  + On completion, explain what they should see and how to display the screen.
  + Allow the participant to explore, instructing them to focus on the location of the cube.
  + Ask the participant if they are ready to move on.
  + If yes, instruct them to close their eyes, press 'e' to move to the testing phase, then proceed to gathering data.
  + After gathering data and if another condition is needed, restart both programs.
    - Hold the home button on the Leap controller until it vibrates slightly.
    - When the menu appears, hold the home button on the Leap until a list of running programs appears. Close offsetTracking, then press home to return to the menu
    - Select offsetTracking to restart program.
    - Stop and then restart the Unity program.
* REAL CONDITION:
  + Look at the fiducial until you can see a spinning globe.
  + Press the Bumper on the controller.
    - This should cause the globe to follow your head movements and stay in the center of your view.
  + Go to the PC and press 'e' to move to the exploratory phase.
  + Press 't' to start the calibration process.
  + Hand the Leap to the participant and help them put it on. Instruct them to aim the controller at the blue sphere and squeeze the trigger.
    - The blue sphere should disappear at this time.
  + On completion, instruct them to close their eyes, move the box to the fiducial location, close the door, and press 'e' to immediately move to the testing phase; virtual exploration is not necessary for this condition.
  + Press 'r' to record as the real condition.
  + Allow the participant to explore, instructing them to focus on the location of the (real) cube.
  + Ask the participant if they are ready to move on.
  + If yes, instruct them to close their eyes, press 'e' to move to the testing phase, then proceed to gathering data.
  + After gathering data and if another condition is needed, restart both programs.
    - Hold the home button on the Leap controller until it vibrates slightly.
    - When the menu appears, hold the home button on the Leap until a list of running programs appears. Close offsetTracking, then press home to return to the menu
    - Select offsetTracking to restart program.
    - Stop and then restart the Unity program.
* To gather data, move the participant to the location displayed on the PC.
* Instruct the participant to point at where they think the cube is and pull the trigger.
* Move to the next location and repeat until finished.
* Debrief and pay participant. Ensure that all receipts and forms are signed.