08.19.16

To Do Next

1. Test playStimMain.m on the lightcrafter
2. Make the Stimulus superclass

Things to think about

* How are we going to put the NIDAQ and Psychtoolbox initialization outside of playStimMain.m?
* Need Helen’s input on the current organization of playStimMain.m

08.15.16

To do

* Create a Stimulus object with generic structure – param – and file reading function and stimulus display function
  + Function that outputs information about the particular stimulus played (e.g. seed for rand()), out struct?
* How should we set stimulus duration?
  + Probably make it a parameter in the txt file
* GUI to select .txt file from Drop-down menu (see maybe uiget())
* How can we speed up the NIDAQ initialization and PsychToolbox?
  + Separate function for initializing NiDAQ- run them once? And a more separate acquisition function
  + Psychtoolbox initialization outside of main function
* GitHub everything
* Split output of lightcrafter to send different images to fiber optic cable and photodiode
  + Note: lightcrafter dimensions are 1140 (short) x 912 (long), so a square stimulus is actually 2:1 ratio for vertical:horizontal
* Trigger inputs/outputs – how do we set them up?
* Creating actual stimulus functions
* Generalizable function to correct for different distances between edge vs. center of screen from the fly

Tests

* Intensity measurements of lightcrafter output
* Gamma-correcting the projector: scale from dark to light is nonlinear, so make it linear
  + Account for 6-bits
* Wavelength measurements