Center Fix Point -
RGB: (0,0,255)

Screen Info -
RGB: (128,128,128)
Resolution: 1024x768
Refresh Rate: 100Hz
Pixel/cm Ratio: 26.3

Move a cursor to a central fixed position. **Min hold time:** 250ms

Hold Phase

Cursor -
RGB: (0,100,25)

Start Phase

The cursor remains in the center target for a random delay period. **Min delay time:** 600ms

Delay Phase

Target Info -
RGB: (256,256,256)
Task Difficulty (Target Radius):
•Hard: Radius = 10
•Medium: Radius = 15
•Easy: Radius = 30
Target Angles:
•Fixed at **70° and/or 250°**.
Difficulty Distribution Probabilities:
•Easy Blocks: [0.1, 0.2, 0.3, 0.4].
•Hard Blocks: [0.4, 0.3, 0.2, 0.1]

1. Showing only one of targets with random difficulty:

2. Showing both targets with random difficulty :

The cursor must remain within the target for at least **250 ms** to count as a successful trial.

Hold Phase

Upon receiving a **Go Cue** (specific event code in trial data), the monkey moves the cursor to the chosen target. The movement must be completed within **350 ms**

Movement Phase

Based on the chosen target, the monkey receives a reward, with reward durations defined as:
[80, 160, 400, 3000] ms

Feedback Phase