* **GO / NO-GO / Passive task**
* **Each stimulus has**
* **400ms start, where it shows after 100ms a cross (duration of 300ms)**
* **followed by a S1 picture that shows for 100ms**
* **followed by a trigger that is send 6ms later (after measuring with ossiloscope decided)**
* **followed by a S2 picture that shows for 100ms (this on is send 1100 ms after the onset of S1 - so 1000ms after the ending of s1)**
* **followed by a trigger that is send 6ms later (after measuring with ossiloscope decided)**
* **Each stimulus is either**
* **S1 animal followed by S2 animal (go, so participant should click)**
* **S1 animal followed by S2 object (No/GO, so particpant should not click)**
* **S1 object followed by S2 Object (passive, participant should not click)**
* **each stimulus is followed by a 1400ms ITI**
* **the total time between trials is 1500, since the cross only shows up after 100ms**
* **the ITI has 3 versions (go, NO/GO, Passive) so the response manager can register it)**
* **GO ITI shows up as HIT if clicked or miss if someone doesn't click.**
* **NO/GO, Passive ITI show up as False alarm if someone clicks.**
* **ITI is sometimes by mistake called ISI.**
* **80 % go trials, 10% no go trials and 10% passive trials**
* **Always at least 2 Go trials + never NO/GO followed by passive or Passive followed by NO/GO + Always 5 GO trials at the start**
* **added a 201 trigger that starts the saving in the BIOSEMI configuration file**
* **added a 200 trigger that stops the saving in the BIOSEMI configuration file**
* **1 SCENARIO file is 200 trials = 20 nogo and 20 Passive trials. We need to run it 5x to get 100 of each.**

**Not using Eyetracker because this causes a lot of jitter in Adult Right (works fine in Kids left)**