

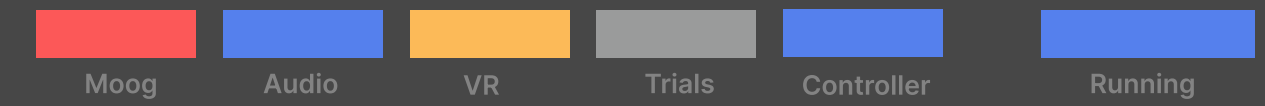


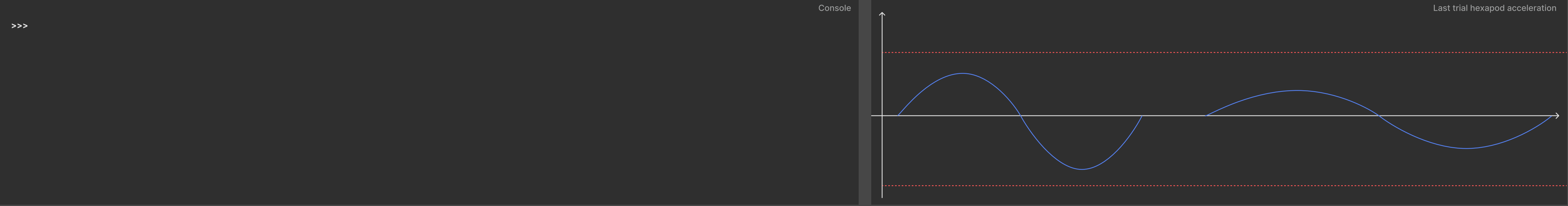
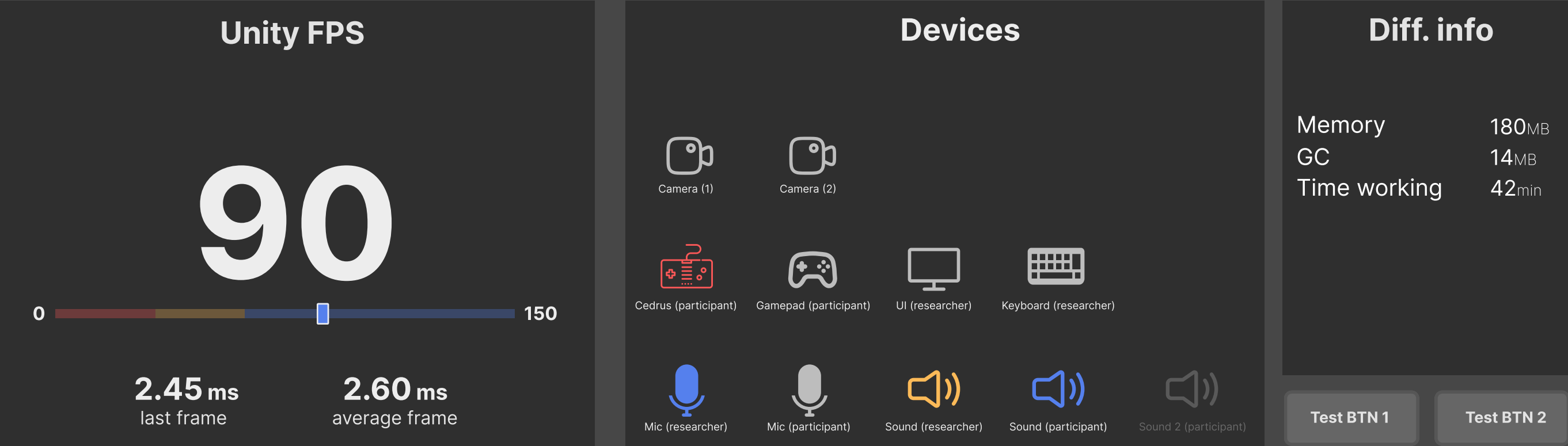
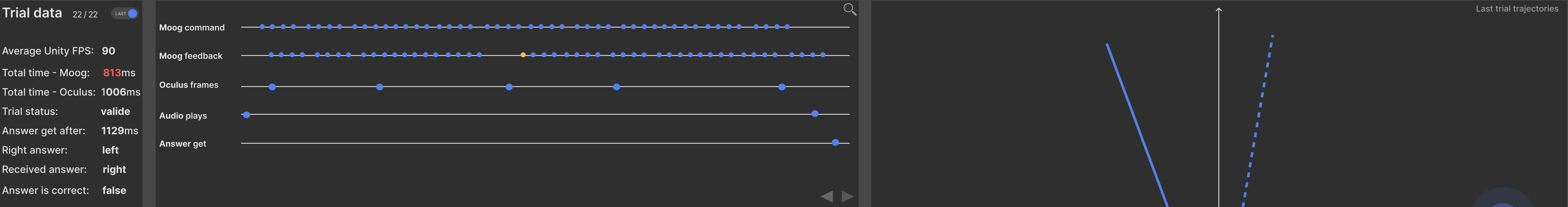
Researcher: 

Participant: 



Current vestibular angle: 8
Current visual angle: -4
Trial number: 12/105

A screenshot of the Moog Trials Experiment interface. The interface is divided into three main sections: Moog, Trials, and Experiment. The Moog section has buttons for Connect, Engage, and Park. The Trials section has buttons for Generate and Generate test run. The Experiment section has buttons for Start, Resume, Stop, and a Save icon. There is also an Intercom icon and a set of navigation buttons (Left, Center, Right, Bottom) on the right side. The Right button is highlighted in blue.



Themes palettes

The image displays four mobile application mockups side-by-side, each representing a different theme or style. The first mockup, labeled 'Dark', features a black background with white UI elements. The second, 'Light', has a white background with gray UI elements. The third, 'Custom 1', uses a dark gray background with lighter gray UI elements. The fourth, 'Custom', is a dark gray background with white UI elements. Each mockup shows a consistent layout of rectangular blocks representing various UI components like headers, content areas, and footers. A central dark gray bar separates the 'Light' and 'Custom 1' mockups from the 'Custom' one.

Modules

- ☒ ON Unity window
- ☐ OFF EEG window
- ☒ ON Graph window
- ☒ ON Info window
- ☒ ON Warnings window
- ☒ ON Controller
- ☒ ON Statuses
- ☒ ON Names inputs
- ☒ ON Intercom

Configs

- ☒ ON Open second tab in second monitor
- ☐ OFF Debug in real time
- ☐ OFF Record experiment on camera(s)
- ☐ OFF Accompany the error message with sound
- ☐ OFF Trajectory graph in 3D (default is 2D)
- ☒ ON Save logs
- ☐ OFF Allow use controller from UI
- ☐ OFF Auto Engage for Moog
- ☐ OFF Show permanent data in table
- ☐ OFF Names are required
- ☐ OFF Add debug coordinates to data file

Directories paths

| | | |
|----------------|--|------|
| Protocols | C:\Users\UserName\PathToProtocolsFolder ▶ | Open |
| Export data | C:\Users\UserName\PathToExportDataFolder ▶ | Open |
| Logs | ▶ | Open |
| Questionnaires | ▶ | Open |

Devices

The diagram illustrates a multi-party audio system with 7 participants. A blue progress bar at the top indicates the current state. The participants are represented by icons in a row: two microphones (labeled 'Mic (here)' and 'Mic (there)'), two speakers (labeled 'Speaker (here)' and 'Speaker (there)'), two cameras (labeled 'Camera 1' and 'Camera 2'), and one game controller (labeled 'Controller'). The 'Speaker (here)' icon is highlighted with a blue background, indicating it is the active speaker.

Front view (camera 1)

Side view (camera 2)

- ☐ Rec camera 1
- ☐ Rec camera 2
- ☐ Rec all

ON ☒ Rec with audio

[Link to documentation](#)

Info how to use (and move app to other PC)

contacts (of programmer or smth like that)

Info about format of 'ExportExperimentData' rules for naming protocol

link to GIT

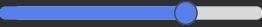
instructions how to use MOOG

safety instruction with emergency phone numbers (maybe even with real internet phone call to 7777 for example)

questionnaires are saved in corresponded folder (and if weren't any errors -- there will be a link in experiment.zip to it)

researcher notes better to leave right before saving all experiment data to zip (in case of error it may be erased)

Devices



Speaker (here)

| | | |
|----------|-------------------------------|--|
| Device 1 | Oculus Virtual Audio Device | |
| Device 2 | Realtek High definition Audio | |
| Device 3 | Rift audio | |

ChosenProtocolName▼

Update

Save as new

| ALL | VESTIBULAR | VISUAL | AUDIO | TEST RUN | OTHER | | | |
|--------------------------|--------------------|--------|----------------------|--------------------|-----------|------------|-----------|-----------|
| PARAMETER NAME | VALUE | UNITS | MIN VALUE | MAX VALUE | INCREMENT | MULTIPLIER | ALGORITHM | STEP TYPE |
| Adaptation angle | 0 | angle | -5 | +5 | 5 | | static | linear |
| Heading direction | (-0.25, +0.25) | angle | (-0.125, +125) | (-16, +16) | | (0.5, 0.5) | within | log |
| Origin | (x: 0, y: 0, z: 0) | cm | (x: -8, y: 0, z: -8) | (x: 8, y: 0, z: 8) | | | | |
| Play feedback sound | true ▼ | bool | | | | | | |
| Delay between stop/start | 2 | sec | | | | | | |
| Number of trials | 105 | int | | | | | | |
| Stimulus type | Combined ▼ | | | | | | | |
| Stimulus choice | Random ▼ | | | | | | | |

Protocol description:

sdfhk sdfhf adshg fsdjla jsdljlsd c, lsd sdjb sjgh slsld,c sjd vd jld flasd lf sldfliksdh jd dsh d ljd d,nb n,b d vjhdfi ljh jlisdaghjlghljkadf lhla ghladf lad ladg hadl ladg dgfh jkafga kjafg a kafg ahgka jasfg kasdhgf ahdgf asdf dlhfuy lasdghdaj;aigy akdjgh;adjkgk;fg dhagjkladfghgvjadfhghadjk adhgyadhgyadhla hgdfjlahgjkadhgkldja jaksd fghjlagh alghladfhgij aghddfjkagjad ladjfhgdfjklagh;djkgh;l asdjlgkdhalgkj hdjklag e3rt634788 ghkldafghadfuhg.

