Experiment | Debug | Data | Info | Cameras | Settings

Researcher:

Participant:

Moog | Audio | VR | Trials | Controller | Running

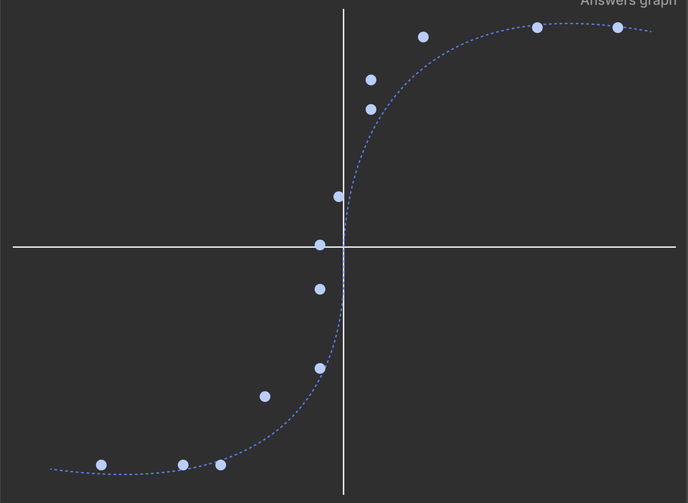
Unity view

Info

Current vestibular angle: 8
Current visual angle: -4

Trial number: 12/105

Answers graph



Warnings

**Moog** Connect | Engage | Park

**Trials** Generate | Generate test run

**Experiment** Start | Resume | Pause | Stop

Intercom

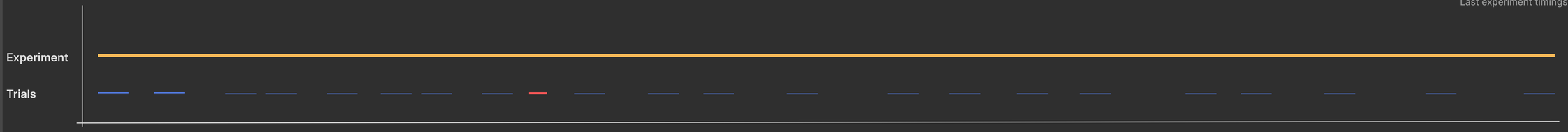
Up | Left | Center | Right | Bottom

Experiment | Debug | Data | Info | Cameras | Settings

## Global timeline

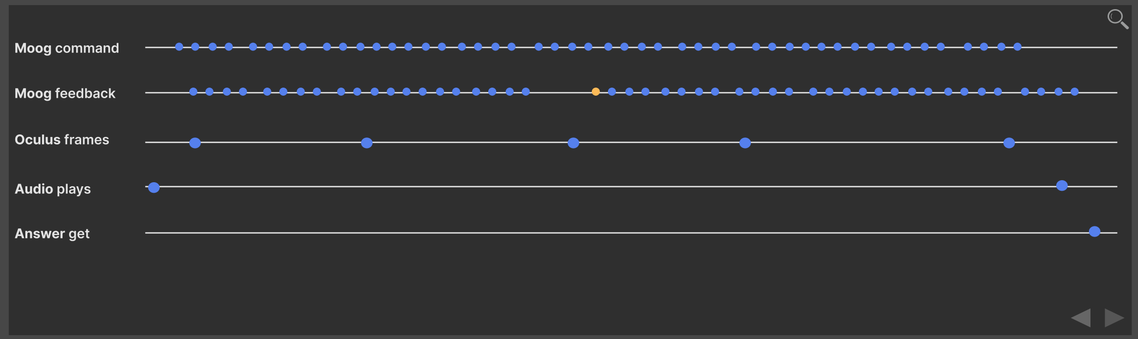
Total time: 12min 49sec
Total trials: 22
Status: not perfect
Defective trials: 1 / 22
Dangerous trials: 0 / 22

Last experiment timings

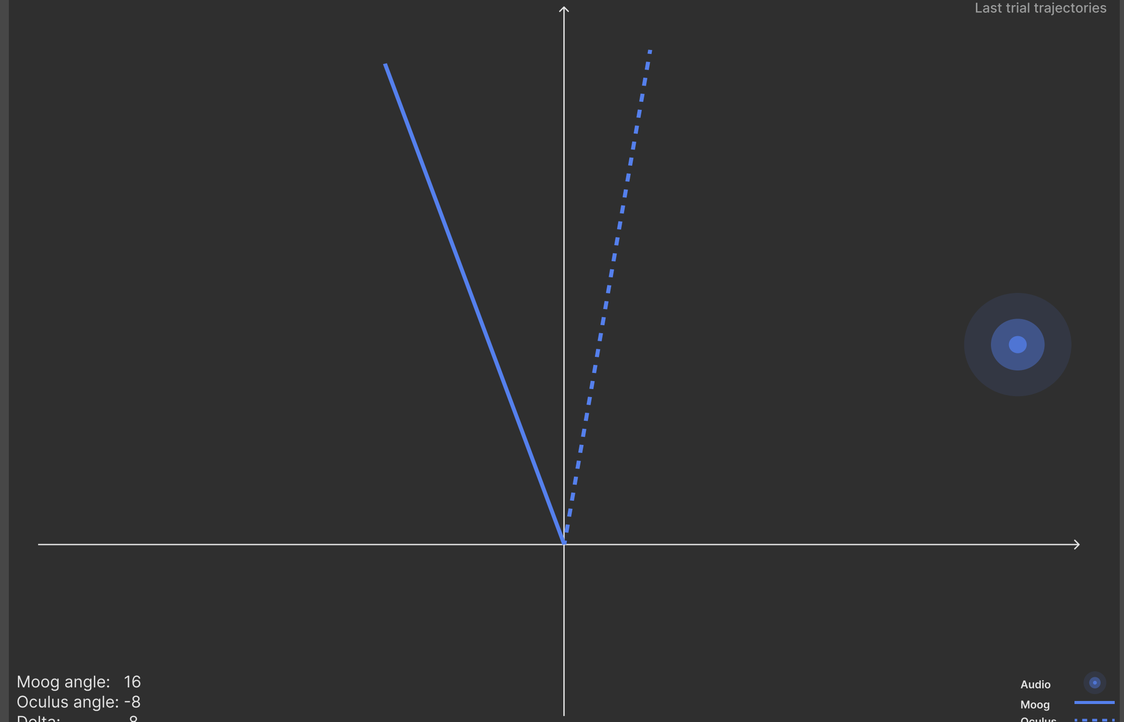



## Trial data 22 / 22 LAST

Average Unity FPS: 90
Total time - Moog: 813ms
Total time - Oculus: 1006ms
Trial status: valide
Answer get after: 1129ms
Right answer: left
Received answer: right
Answer is correct: false




Last trial trajectories




## Unity FPS

90

0 — 150

2.45 ms last frame
2.60 ms average frame

## Devices

Camera (1)
Camera (2)
Cedrus (participant)
Gamepad (participant)
UI (researcher)
Keyboard (researcher)
Mic (researcher)
Mic (participant)
Sound (researcher)
Sound (participant)
Sound 2 (participant)

## Diff. info

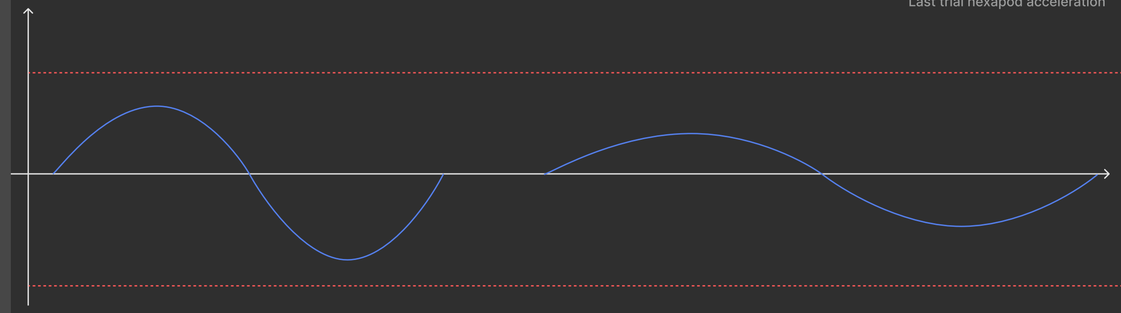
Memory 180MB
GC 14MB
Time working 42min

Test BTN 1
Test BTN 2

Console

>>>

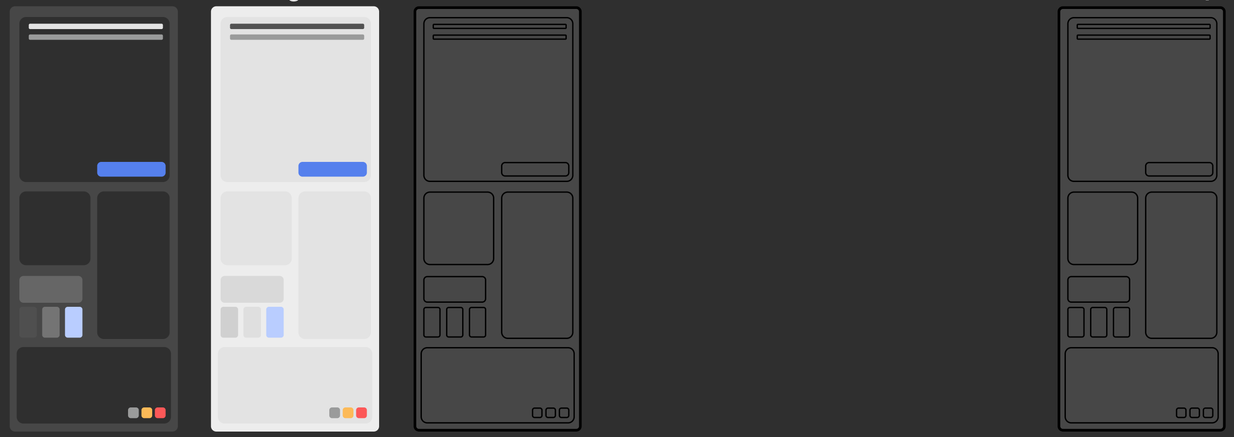
Last trial hexapod acceleration



Experiment | Debug | Data | Info | Cameras | **Settings**

## Themes palettes

Dark | Light | Custom 1 | Custom +



## 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

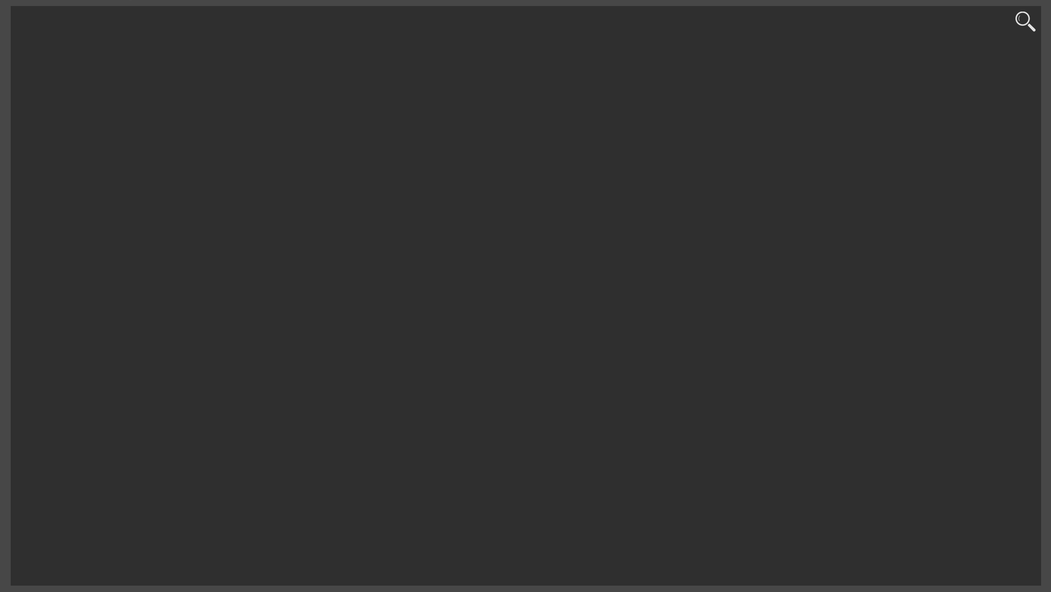
| | | |
|---|---|---|
| Protocols | C:Users\UserName\PathToProtocolsFolder | Open |
| Export data | C:Users\UserName\PathToExportDataFolder | Open |
| Logs | | Open |
| Questionairs | | Open |

## Devices

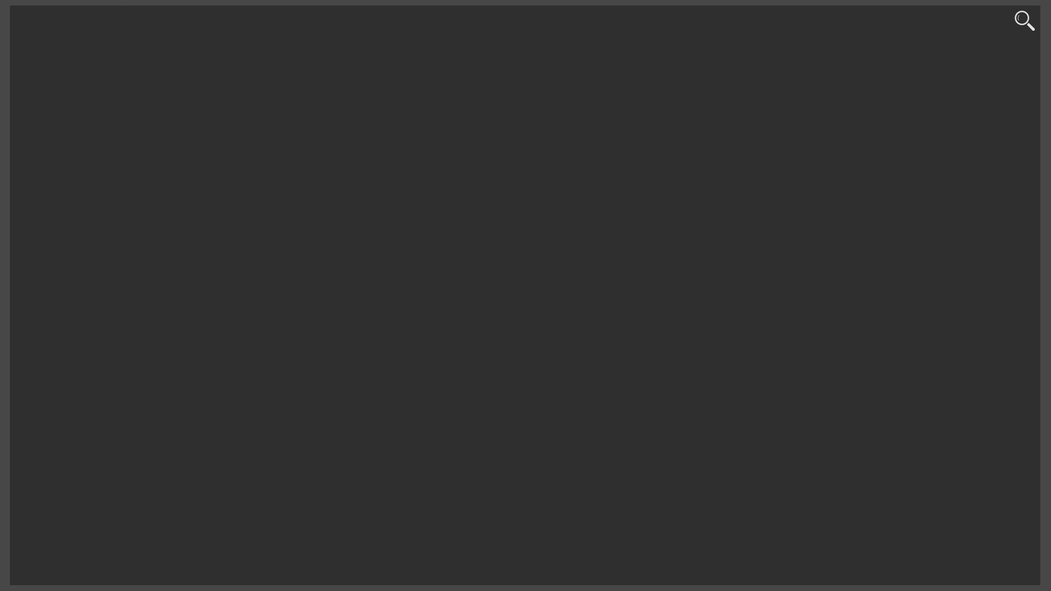
Mic (here) | Mic (there) | Speaker (here) | Speaker (there) | Camera 1 | Camera 2 | Controller

Experiment | Debug | Data | Info | **Cameras** | Settings

Front view (camera 1)



Side view (camera 2)



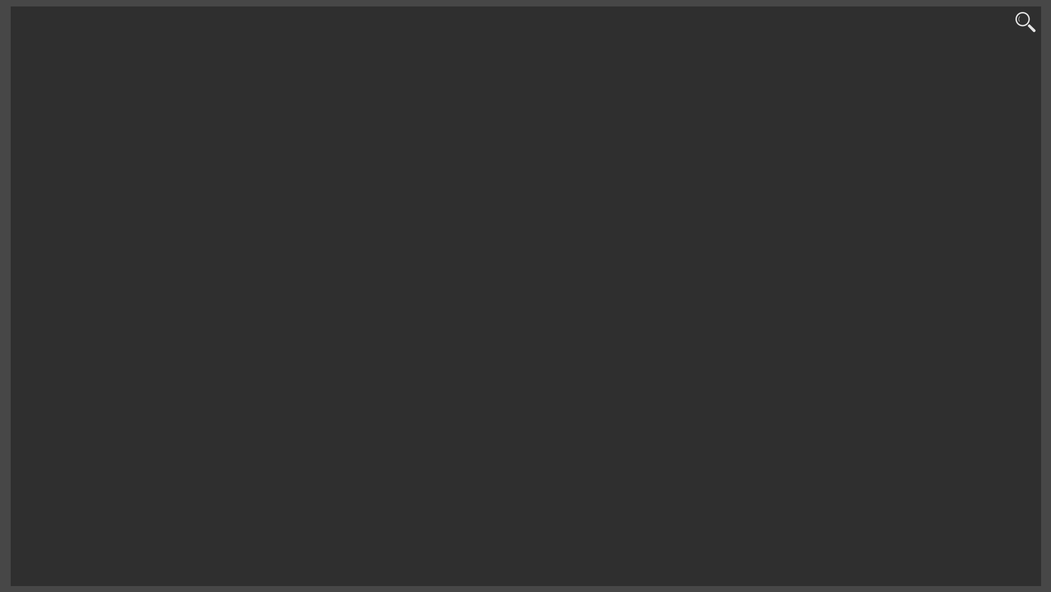
Rec camera 1

Rec camera 2

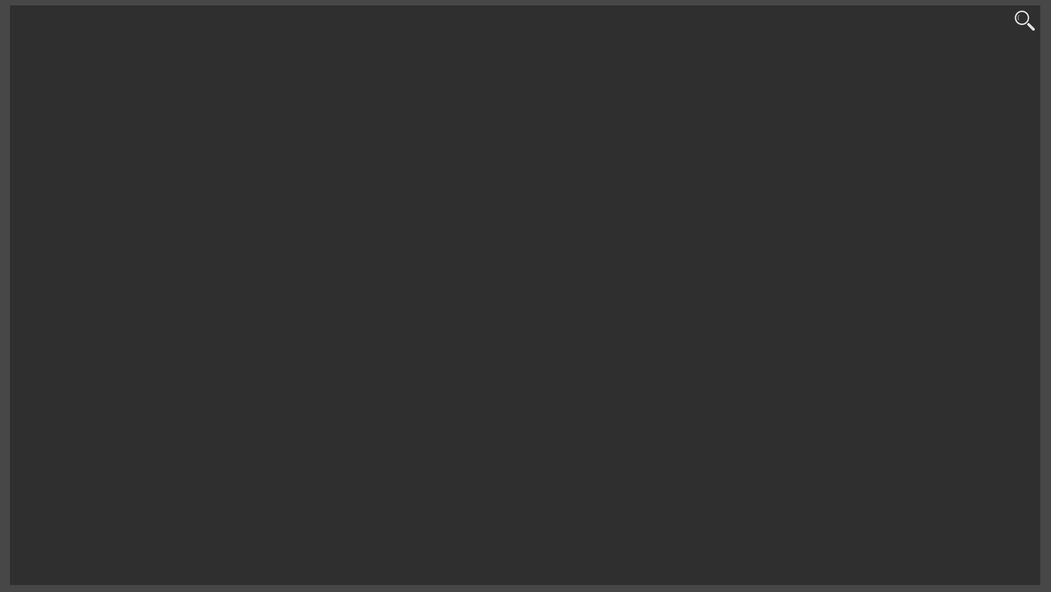
Rec all

ON Rec with audio

...



...



add option to update application: btn that calls to deamon that downloads new version (release only) from git and resrart the app

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)

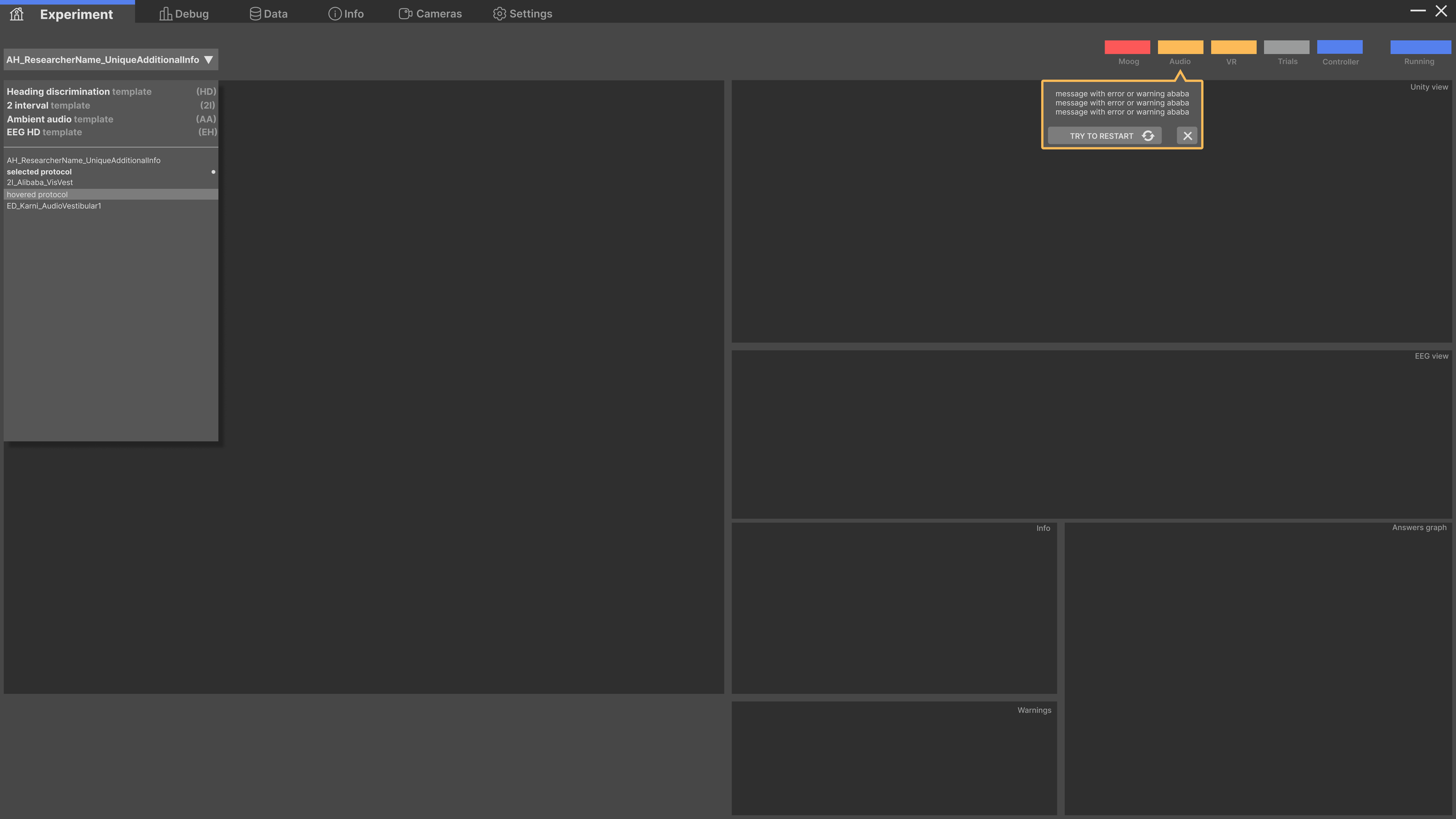
questionairs are saved in corresponded folder (and if weren't any errors -- there will be a link in experiment.zip to it)

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

“watch INFO section for code examples for data analysis”

table with all experiments (one big json with PROTOCOL, TIME/DATE/NAME, RESULTS)

option to open via DEBUG tab


Experiment
Debug
Data
Info
Cameras
Settings
AH_ResearcherName_UniqueAdditionalInfo
Moog
Audio
VR
Trials
Controller
Running
Heading discrimination template (HD)
2 interval template (2I)
Ambient audio template (AA)
EEG HD template (EH)
AH_ResearcherName_UniqueAdditionalInfo
selected protocol
2I_Alibaba_VisVest
hovered protocol
ED_Karni_AudioVestibular1
message with error or warning ababa
message with error or warning ababa
message with error or warning ababa
TRY TO RESTART
Unity view
EEG view
Info
Answers graph
Warnings

Experiment Debug Data Info Cameras **Settings**

**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 sldfljksdh jd dsh d ljd d,nb n,b  d vjhdfl ljh jlsdaghjlghljkadf lhla ghladf lad ladg hadl ladg dgfh jkafga kjafg a kafg ahgka jasfg kasdhgf ahdgf asdf dlhfuy lasdghdaj;aigy akdjgh;adjkgk;fg dhagjkladfhgvjadfhghadkj adhgjadhgjadhla hgdfjlahgjkadhgkldja jaksdfghjlagh alghladfhglj aghddfjkagjad ladjfhgdfjklagh;djkgh;l asdjlgkdhalgkj hdjklag e3rt634788 ghkldafghadfuhg.

Experiment Debug Data Info Cameras **Settings**