## Running the code

- 1) Open up 3 MATLABs and open up the following scripts:
  - a) RobotExperiment\_22Feb2017.m (C:\Data\UR5\KostasExperiment\RobotExp\_left\_repeatTrial\_seems2Work\gazeOnline not used, storing gazeCheckOutput)
  - b) Data\_Stream.m (C:\Users\admin\Documents\Aaron and Jesslyn)
  - c) Main\_PSTH\_Raster\_GUI\_2.m (C:\Users\admin\Documents\Aaron\_and\_Jesslyn)
- 2) Set all 3 MATLABs to high priority by:
  - a) CTRL + ALT + DELETE
  - b) Task Manager
  - c) Find the 3 MATLAB applications under "Processes"
  - d) Right click on each MATLAB and set "Priority" to "High"
- 3) Set up the experiment as normal and run the RobotExperiment 22Feb2017.m
- 4) Run the Data Stream.m on the second MATLAB window
  - a) MATLAB displays "Press any key to continue", press any key to start the streaming
- 5) Wait until all 9 robot positions have been trialled
- 6) Run *Main\_PSTH\_Raster\_GUI\_2.m*. Press "START" and find the directory of the data files. Default directory set to: C:\Users\admin\Desktop\Data\ or according to the Directory variable that has been set by the user.
- 7) Open up the latest file that was created on the day of testing (indexed by date modified and file name)

## Changing the filename and directory

- 1) Open up Data Stream.m
- 2) Find the variable "Name" in the code. It should look something similar to:
  - a) Name = "Test";
  - b) Change the "Test" to another name that is preferred. This name will be the name placed at the front of the file
- 3) Find the variable "Directory" in the code. It should look something similar to:
  - a) Directory = ("C:\Users\admin\Desktop\Data\");
  - b) Place your directory path into the quotation marks such as: Directory = ("......");

## Ways to restart the code

Any errors that are returned in the *Main\_PSTH\_Raster\_GUI\_2.m* can be fixed by:

- 1) Re-running all the experiment codes (*RobotExp...*, *Data\_Stream*, *Main\_PSTH.....*) OR
- 2) Delete the filename that has "\_sp\_xxxx.mat" where xxxx represents a 4 digit number. Re-run *Main\_PSTH\_Raster\_GUI\_2.m* and follow steps 6-7 in "Running the code"