Scripts

Freitag, 1. September 2017   10:11

Unity
Seahaven

Script	Important Variables
VRTK_Touchpad walking	• Footstep sounds • Walking speed
VRTK_headset Collision	• Ignore Target with Tag X
Pupil Gaze Tracker	• Pupilrecording • EyesOpen • RayDistance • Server IP • Service Port • trainingStarted
PupilCalibMarker	• Points for validation
EyeGazeRenderer	• _image.enabled
recorder	• IsRec • VPNum (counts automatically, only specify when needed)
Screenshot	• My Camera • ResWidthN • resHightN
Auto Intensity	• Day rotate speed • All other parameters you want to play with
(ShowMap)	Not in Seahaven 2.0

DrawViewingPath:

Script	Important Variables
DrawViewing Path	• Randomize • VPNum (if unspecified it takes last subject recorded) • RayDistance

Commands:

Key	Effect	Associated Script(s)
R	Start/Stop pupil data recording	PupilGazeTracker
C	Start Calibration (17 points, whole field)	PupilCalibMarker -> PupilGazeTracker
V	Start 2D Validation (9 points, central)	PupilCalibMarker -> PupilGazeTracker
D	Start 3D Validation (9 points, central)	PupilCalibMarker -> PupilGazeTracker
S	Stop Callibration & Validation	PupilCalibMarker -> PupilGazeTracker
Q	Stop all recordings, save them and quit game	PupilGazeTracker, recorder
T	Start VR Training -> stat pupil recording + Imoty recording, transform position to start position	PupilGazeTracker -> recorder

Recordings:

File Name	Data	Script
EyesOnScreen	Variable: Gazes = 2D coordinates of gaze (normalized) =(CenterX,CenterY) or (0.000000, 0.000000)	PupilGazeTracker
EyeBoxPos	Variable: BoxPos = 3D coordinates of box position	PupilGazeTracker
positions	(x,y,z,r,timestamp)	Recorder
Validation2D+Num	Degree of error for each point + avg	PupilGazeTracker
Validation3D+Num	Degree of error for each point + avg	PupilGazeTracker
(MapViews)	Duration of each time the map was looked at	ShowMap
ViewedHouses	HouseViewed + distance	DrawViewingPath