

# AttentoVR HowToUse

## Preparation:

- Launch the AttentoVR project in Unity. To do this, open UnityHub, click on the “Add” button and look for the AttentoVR folder. If the folder is not on your computer, pull the project from the github repo:
  - To pull the project over SSH, type: “git clone git@github.com:NicolasVial/AttentoVR.git” in a terminal.
  - To pull the project with HTTP, type “git clone https://github.com/NicolasVial/AttentoVR.git”.
- Once the project has been opened in Unity, check that the open scene is called “AttentoVR”. If not, go to the “Scenes” folder in the Unity assets and open the “AttentoVR” scene.
- Now it's time to setup the parameters. A parameter example document called “ParametersExample” can be found in the “Prefabs” folder in Unity's Assets. You can open it, modify the parameters as you wish, save and close it. Then drag the parameters document to the right place in the scene. To do this, click on the “TaskLogic” object in the scene and look at the script attached to the right in the inspector, called “Parameters Reader (Script)”. Simply drag the parameter file into the “File” box of this script in the inspector.
- For your information, the parameters currently used in the task are: “co”, “ord.st”, “trial”, “incongruency”, “blur”, “arm”, “resp”. However, the parameter format must remain the same as the example file, even if not all parameters are used!
- All that remains now is to prepare the VR headset. Plug it in and check that it's working properly. You should now be able to launch the application on Unity by pressing the play button at the top of the page.

## During the task:

- First, you have to choose between a male or female avatar. To choose, use the left controller, aim at the desired button and press the joystick trigger.
- You are now in the calibration phase just before the task. The aim here is to move the table in virtual space (left/right/up/down) to align it correctly with the participant's virtual arm. To do this, you can use the arrow keys on your computer keyboard. If nothing happens, check that the “Game” page on Unity is open, click on it with the mouse and try again with the arrows. Once the table has been correctly calibrated, you can start the task using the joystick by aiming at the “Start Task” button and pressing the joystick trigger.
- During the task, the buttons to use on your keyboard are as follows:
  - Space bar: Save current angle
  - 1: When choosing the participant's answer, press 1 if he thinks the first angle is BIGGER than the 2nd.
  - 2: When choosing the participant's answer, press 2 if he thinks the second angle is BIGGER than the 1st.

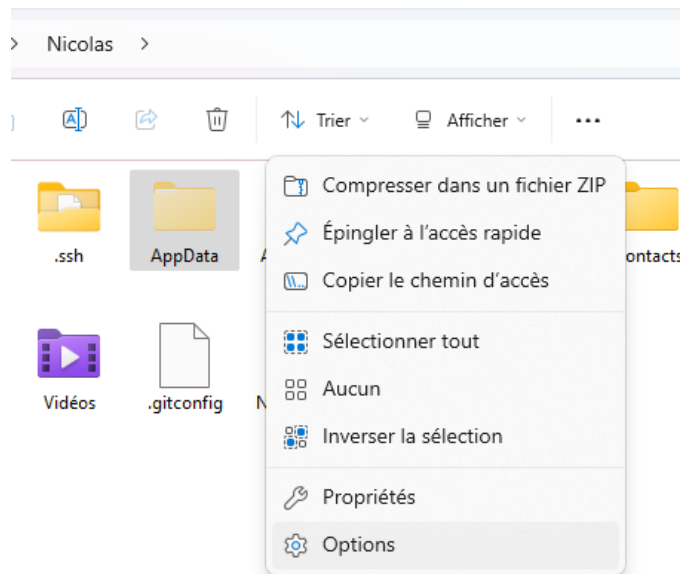
- If the task is performed correctly, here's the order in which the keys could be clicked:  
Space - Space (first angle recorded) - Space - Space (second angle recorded) - 1 or 2 (answer) - start again automatically with a new trial or end the task if no more trial.

## After the Task:

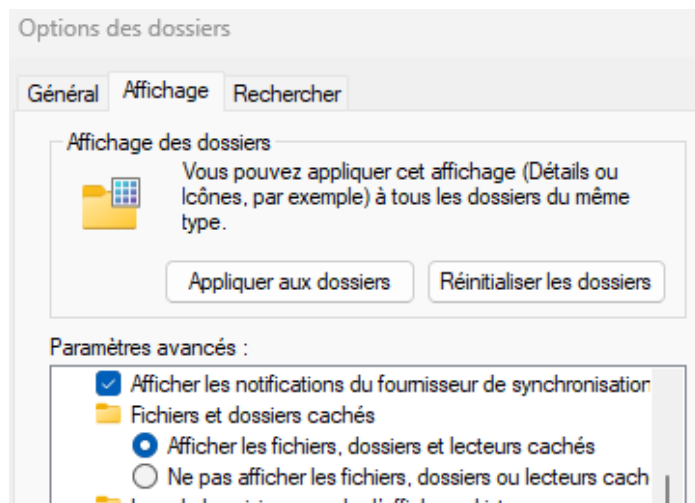
After the task, you can get the results of the tasks in the following folder:

UserName\AppData\LocalLow\DefaultCompany\AttentoVR\AttentoVR\_logs

The “AppData” folder may sometimes be invisible. If this is the case, in the file explorer, click on “...” and then on “Options”.



Next, click on “View”, scroll down the list until you find “Hidden files and folders” and check that the button checked is the one for displaying hidden folders. You should now be able to see the “AppData” folder.



- Once in the logs folder, there are 2 types of files:
  - A file containing information recorded in real time during the entire job.
  - A file summarizing the parameters and the participant's responses to the task.
- Bravo! You've got AttentoVR working perfectly :) Now you can start all over again.