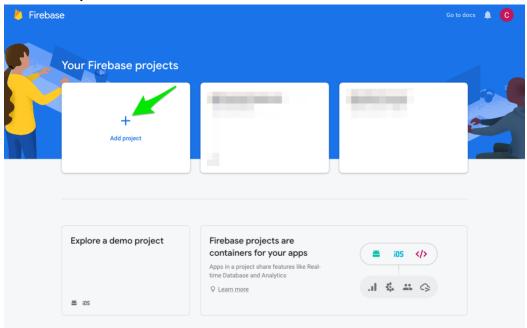
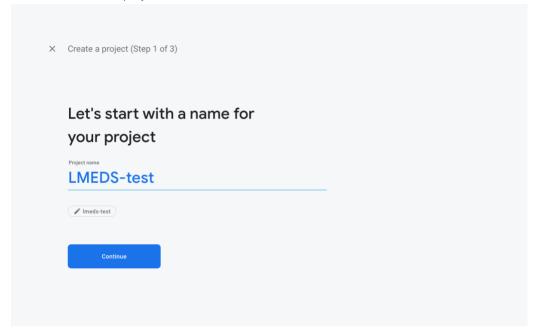
NU-LMEDS2 INSTRUCTIONS

DATA STORAGE

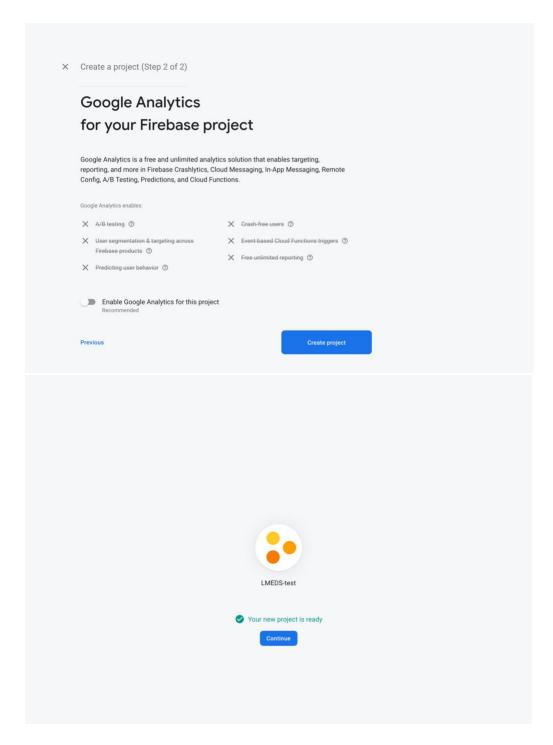
- 1. Using an existing or new Google account, log into Firebase (https://firebase.google.com/).
- 2. Click "Add Project".



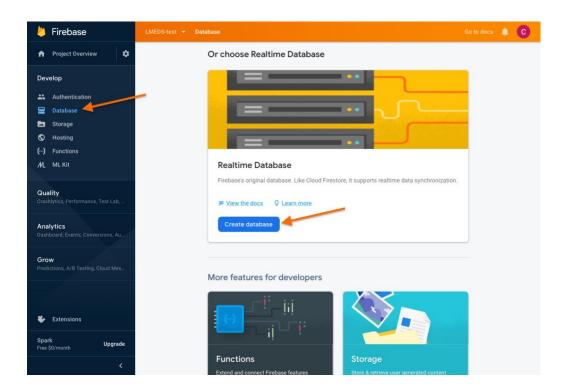
3. Enter a name for the project, then click "Continue".



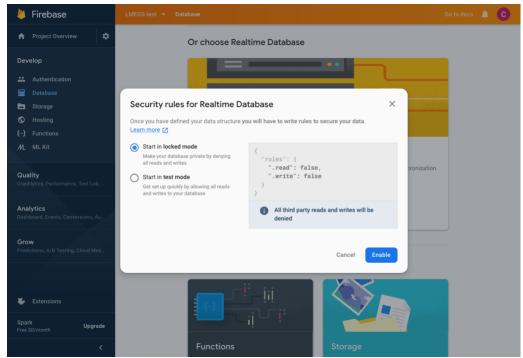
4. Turn off "Enable Google Analytics". Click "Create Project".



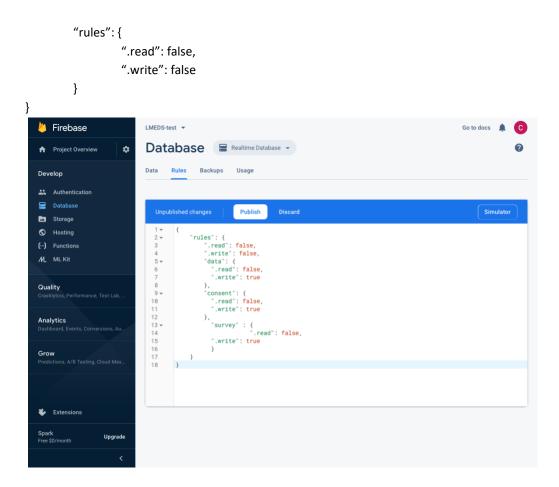
5. In the "Develop" menu on the left sidebar, select "Database". Then scroll down and select "Realtime Database".



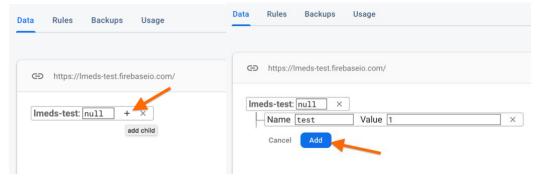
6. Select "Start in Locked Mode", then click "Enable"



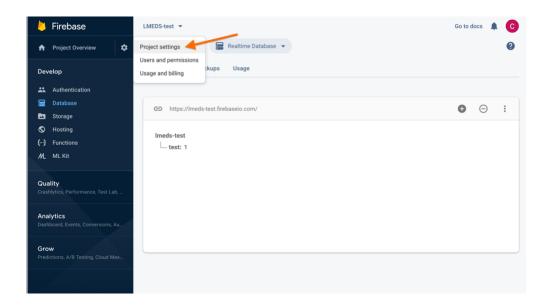
- 7. Select the "Rules" tab. Copy the text in the included "rules.json" file and paste into the rules panel in Firebase. Click "Publish".
- 8. Note: It is strongly recommended that you change these rules back to the "locked mode" when the experiment is complete to prevent unauthorize reading and writing to your database.



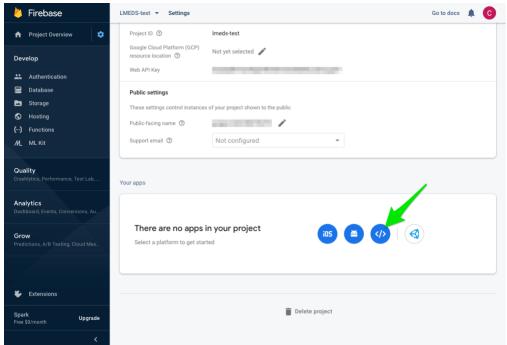
9. Select the "Data" tab. Click the "+" icon to add a child node to the main database. Then enter a key of "test" and a value of "1". Click the "add" button. (Note: This is just dummy data to force the database to persist. Without this, Firebase will reset all database settings when you leave the page).



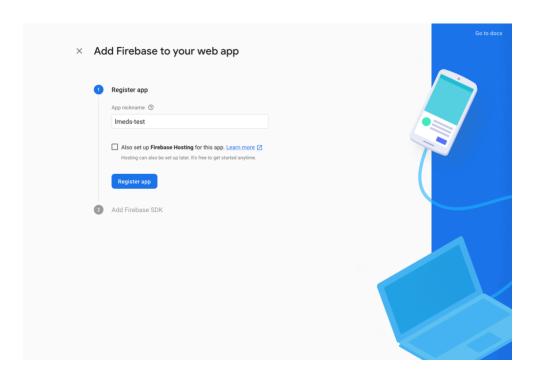
10. On the left navigation menu, click the gear icon near the top and select "Project Settings".



11. Scroll down to the "Your Apps" section and click the web platform icon.



12. Enter a name in the "app nickname" text input box. Click "Register app".



13. Copy the indicated code indicated in the screenshot below.

```
<!-- The core Firebase JS SDK is always required and must be listed first -->
<script src="https://www.gstatic.com/firebasejs/7.8.0/firebase-app.js"></script</pre>
<!-- TODO: Add SDKs for Firebase products that you want to use
                 https://firebase.google.com/docs/web/setup#available-libraries -->
<script>
       // Your web app's Firebase configuration
      var firebaseConfig = {
             authDomain: " ,
              databaseURL: " ,
              projectId: " ______',
              storageBucket: " " ",
             messagingSenderId: " " ",
             appId: "1 appId ap
       // Initialize Firebase
       firebase.initializeApp(firebaseConfig);
    /script>
```

14. Open LMEDS2/index.html in a text editor. Replace lines 76 through 87 with the code copied from Firebase in the previous step.

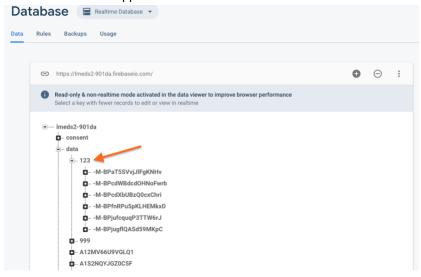
```
index.html

    ~/Desktop/LMEDS_production/index.html •

                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              config.
                                                         <script type="text/javascript" src="js/vendor/angular-block-ui.min.js"></script>
                                                         <!— angular fire —> <script type="text/javascript" src="https://cdn.firebase.com/libs/angularfire/2.3.0/angularfire.min.js"></script src="https://cdn.firebase.com/libs/angularfire/2.3.0/angularfire.min.js"></script src="https://cdn.firebase.com/libs/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.3.0/angularfire/2.
      <!— soundjs and preloadjs—>
<!——script type="text/javascript" src="js/vendor/soundjs.js"></script>—>
<script type="text/javascript" src="https://cdnjs.cloudflare.com/ajax/libs/SoundJS/1.0.1/soundjs.js"></script>
<script type="text/javascript" src="https://cdnjs.cloudflare.com/ajax/libs/PreloadJS/1.0.1/preloadjs.min.js"><</script>
                                                            <!-- firebase -->
<script src="https://www.qstatic.com/firebase(s/4.12.0/firebase.js"></script>
<script>
                                                                      // Initialize Firebase
                                                                  // Initialize Firebase
var config = {
    apiKey: "REPLACE THIS WITH YOUR FIREBASE ACCOUNT API KEY",
    authDomain: "REPLACE THIS WITH YOUR FIREBASE ACCOUNT AUTH DOMAIN",
    databaseURL: "REPLACE THIS WITH YOUR FIREBASE COUNT PROJECT ID",
    projectId: "REPLACE THIS WITH YOUR FIREBASE ACCOUNT PROJECT ID",
    storageBucket: "REPLACE THIS WITH YOUR FIREBASE ACCOUNT PROJECT ID",
    messagingSenderId: "REPLACE THIS WITH YOUR FIREBASE ACCOUNT STORAGE BUCKET",
    messagingSenderId: "REPLACE THIS WITH YOUR FIREBASE ACCOUNT STORAGE BUCKET",

                                                                  };
firebase.initializeApp(config);
                                                                                IE10 viewport hack for Surface/desktop Windows 8 bug --->
                                                         <script>
                                                                                              (function () {
                                                                                              if (navigator.userAgent.match(/IEMobile\/10\.0/)) {
  var msViewportStyle = document.createElement('style')
  msViewportStyle.appendChild(
    document.creatFextMode(
        '@-ms-viewport{width:auto!important}'
    )
}
                                                                                                                 document.querySelector('head').appendChild(msViewportStyle)
       103
       103
104 =
105 =
106
                                                                                            })();
                                                                           </script
```

- 15. NU-LMEDS should now be set up to save data to Firebase. You may test by launching a locally hosted version of NU-LMEDS on your computer and running the experiment.
 - Launch terminal, powershell or command window
 - cd /path/to/nu-lmeds/
 - python3 -m http.server (or just python -m http.server, if you already have python 3 installed)
 - Launch a browser. Enter http://localhost:8000/#!/?workerld=123&assignmentId=1 into the address bar (Note the dummy workerld and assignmentId that's manually added to the URL for testing purposes. When running this in MTurk, the workerld and assignmentId are added automatically)
 - Run through the web experiment
 - You should see data appear in the data tab in Firebase



• See the screenshot below for deleting and exporting the database. Exported data is saved in JSON format (https://www.json.org/json-en.html).

