Code Maurice

In SUB

GetAVInput starts, stops and updates AVInput

In mic input

silentFor(AVInput, sec)

checks if AVInput.mic == "." for more than sec - MeanSystemDelay

initA = 1 (started counting silence)

someonespeaksfor(sec, AVInput)

checks if AVInput.mic **!=** "." for more than sec - MeanSystemDelay

initE= 1 (started counting someone speaks)

otherspeaksfor(sec, AVInput, naogaze):

checks if AVInput.mic == naogaze or AVInput.mic == "B" or AVInput.mic == "." for more than sec – MeanSystemDelay

initB= 1 (started counting other speaks)

SameSpeakerFor(AVInput, sec)

Checks if AVInput.mic != ("." or "B") more than sec – MeanSystemDelay

InitC = 1 ( started counting SameSpeaker)

AdaptiveDelayPassed

InitG = 1 (started counting adaptive delay

GazeToNaofor(sec, TrueGaze, AVInput):

Checks if -gazetol < TrueGaze < gazetol and AVInput.facedetected == True more than sec – MeanSystemDelay

InitF = 1( started counting GazeToNao)

InitD does not exist, InitH is not used (commented out SilentForMAX)