Sinit = subject identifier

CondStr = a name for the condition

Ctr = current trial counter

trueElapsedTime = Cumulative time in seconds (all Os did this task for 900 seconds, I think)

ThisField = The current patch

FieldNumber = redundant with ThisField, I think

SetSize = Items on screen to start

TotalTargets = Target items on screen to start

TotalDistractors = = Target items on screen to start

Tcolmean = Targets are defined by color, normally distributed around this color

Dcolmean = and this is the distractor

Dprime = since d' = 2.5 we can figure out that s.d. = 20 ((200-150)/20) = 2.5 max possible perf.

totalDuration = 900 seconds

travelTime = between patches in seconds

pickingTime = Oh yeah, this exp inforced easy picking (50 msec min per pick) and hard (750)

exhaustFlag = I dunno, seems to = 0

ClickCount = click in the current patch

ThisClick = hmmm….look like a color but it is not the color of the current item…that is below….

Row = X location

Column = Y location

ThisColor = Here is the color in R of RGB, I think

TimeInField = Time in the current patch

InterClickTime(RT) = Time since last click

Hits = every foraged target is a hit

FA = every foraged distractor is a FA

RemainingT = counting down from total targets in the patch

RemainingD = counting down from total distractors in the patch

TrialType = 1= hit 0 = FA

TotalHits = accumulating hit in 900 sec

TotalFA = accumulating FA in 900 sec

Message = again, HIT, FA

RevClick = Very useful, clicks counted backwards from the patch leaving click

(Hit-FA)/time = an AVERAGE rate (Total Hits-Total FA / Total Time)

PPV = hmm, should be "positive predictive value" = what's the chance that this click was a target, but it is actually a different rate calculation (PPV/RT)