**1. Display of aperture and pole distance on experimenter screen**

- Could you please display the aperture (4 digits after 0 if possible) and the intended ratio for each trial on the experimenter screen?

Yup, done. The intended ratio will appear at the top, where it will say, for example: “Block: 1 Trial: 6: Target Aperture: 0.06”

Before it was only displaying this after you had pressed space. Now it will display this once the participant has returned to the starting marker, but before you press space.

- Having the additional value towards the side for the real pole conditions (it is actually the x-values, not z, I got that wrong before) does not work at the moment. It just displayed 1 value which changed both along the x- and z-axes and never crosses 0 (ideally we would have the aperture, the left x-value and right x-value)

Sorry, was bug, fixed (also, changed it to x values)

I changed the size of the font in both the title at the top, and the aperture readout at the bottom, so that all the text can fit on one line (was wrapping before, but there was no room to display the 2nd line)

-Just double checking from the analyses file Marina noticed that the 0, 0 coordinate is in the middle of the room (2 m after start line and between the poles). Could you please confirm?

Yes, 0,0 is in the centre of the “room”. So if there is 3m before the poles and 1m after the poles, the entire walk distance will be 4m, and the centre of the room will be 0,0, with the start cross and end cross both equal distances from this centre point, with the poles positioned closer to the end point, 1m away from the centre of the room roughly.

Additional:

I changed the ‘tolerance’ for detecting when the participant is back near the start so that you can advance the experiment more easily. Before, the participant’s right-hand controller had to be within 10cm along the z-axis from the start. It is now 50cm. I think the extra tolerance will make it less fiddly, while still ensuring the participant is near the start.

**2. Preset pole height**

-We tested this again trying to set to 2 m (preset value, also see attached condition file), but the virtual poles were roughly my shoulder height. When I set this to 0.1 the poles were very small and above the ground, not 1 m. Could you please have a look?

Fixed, bug. This would have showed up when you wanted a preset height, but were not positioning the poles with trackers, as was the case in the condition file you included.

**3. Turn around screens**

These need to be different for first trial and all other trials please (at the moment is just showing the first screen type):

First trial (practice and main) need this screen at the beginning:

*“Stand at the start line. Turn to the back wall, looking away from the poles. Await experimenter prompt before turning around.”*

For all trials we need this screen at the end (also at the end of the first trial as well as the last trial of practice/main blocks – for these last trials perhaps just show this for 2 seconds before showing the saving/next block screen):

*“**Turn through your right shoulder and go back to the start position. Await experimenter prompt before turning around again facing the poles.”*

First trial instruction:

"Stand at the start line."

"Turn to the back wall, looking away from the poles."

"Await experimenter prompt before turning around."

Subsequent trial instruction:

"Return to start, and face the back wall.”

I tried your text for the subsequent trial, but it is too long – the participant sees it when they are up close to the display screen, and it is just a big wall of text. Have a try – and see what you think. It is easy enough for me to change the text again and send you an updated executable. If we are having trouble with it, I can make this text something you can pick in a file, so you won’t need to keep coming back for a new build.