

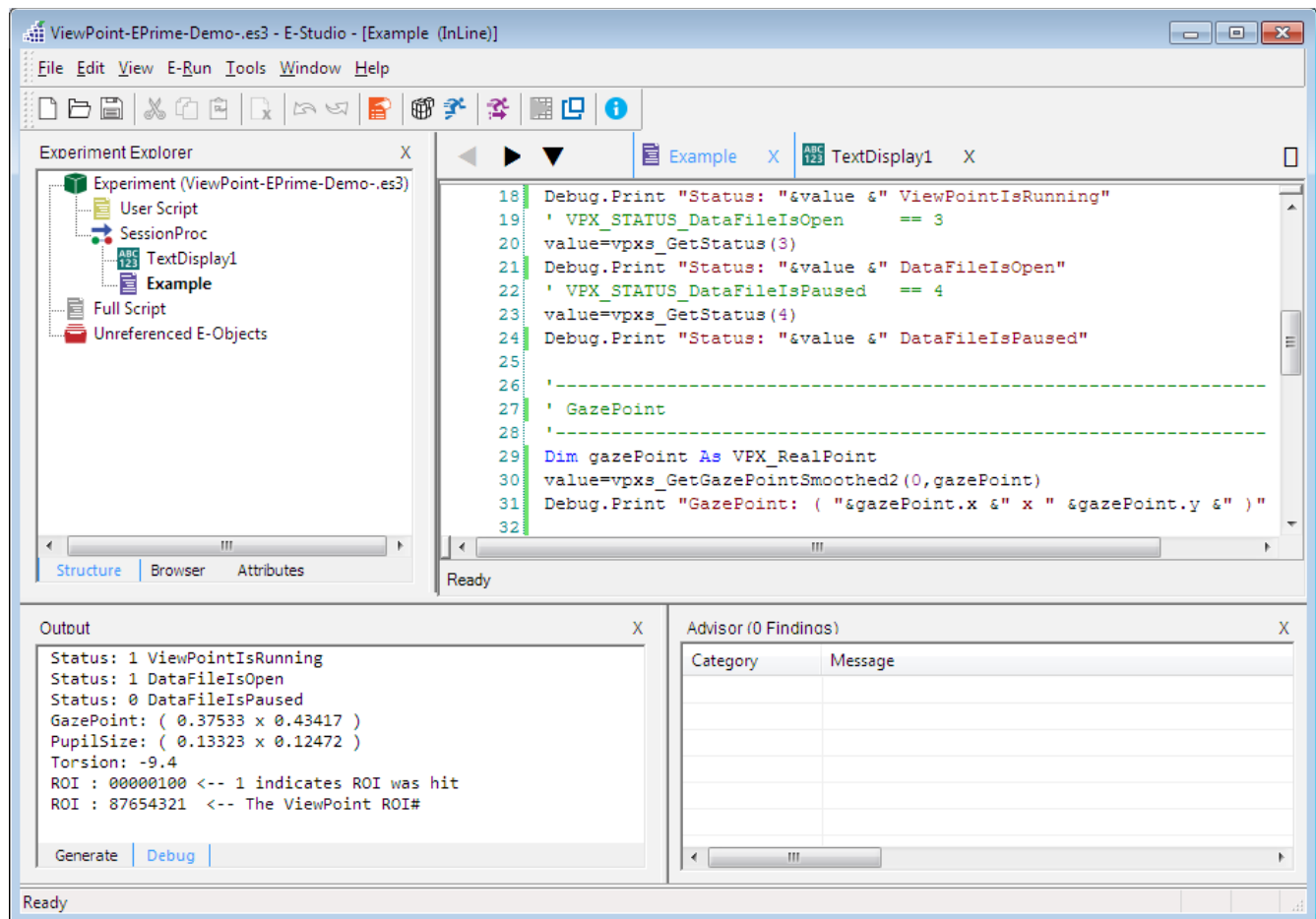
# ViewPoint EPrime Demo Experiment

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*E-Prime* 3.0 is a 32-bit application, while the *ViewPoint EyeTracker* is a 64-bit application.

To interface with *E-Prime* with *ViewPoint*, move your *E-Prime* experiments to the [./ViewPoint/Interfaces/VPx32-Client/](#) folder. Launch [ViewPointClient\\_32.exe](#) and connect to the *ViewPoint EyeTracker*. The *User Script* file must specify the [VPX\\_InterApp\\_32.dll](#).

After running **ViewPoint-EPrime-Demo.es3**, the *E-Studio* window may look something like this. The *ViewPoint* Status values and Data values are shown in the **Output panel > Debug tab**.



The example code is in "Experiment > SessionProc > Example"

```
Dim value As Integer

'-----
'Examples of command
'-----
vpvxver=vpxs_SendCommandString("say 'Hi from E-Prime' " & ebNullChar)
vpvxver=vpxs_SendCommandString("positiveLock On" & ebNullChar)
vpvxver=vpxs_SendCommandString("dataFile_NewUnique" & ebNullChar)
vpvxver=vpxs_SendCommandString("dataFile_InsertMarker K" & ebNullChar)
vpvxver=vpxs_SendCommandString("dataFile_InsertString 'A String from E-Prime' " & ebNullChar)
'vpvxver=vpxs_SendCommandString("dataFile_Pause Toggle"& ebNullChar)

'-----
'vpxs_GetStatus
'-----
' VPX_STATUS_ViewPointIsRunning == 1
value=vpxs_GetStatus(1)
Debug.Print "Status: "&value &" ViewPointIsRunning"
' VPX_STATUS_DataFileIsOpen == 3
value=vpxs_GetStatus(3)
Debug.Print "Status: "&value &" DataFileIsOpen"
' VPX_STATUS_DataFileIsPaused == 4
value=vpxs_GetStatus(4)
Debug.Print "Status: "&value &" DataFileIsPaused"

'-----
' GazePoint
'-----
Dim gazePoint As VPX_RealPoint
value=vpxs_GetGazePointSmoothed2(0,gazePoint)
Debug.Print "GazePoint: ( "&gazePoint.x &" x " &gazePoint.y &" )"

'-----
' PupilSize
'-----
Dim pupilSize As VPX_RealPoint
value=vpxs_GetPupilSize2(0,pupilSize)
Debug.Print "PupilSize: ( "&pupilSize.x &" x " &pupilSize.y &" )"

'-----
' Torsion
'-----
Dim torsion As Double
value=vpxs_GetTorsion2(0,torsion)
Debug.Print "Torsion: "&torsion

'-----
' Region Of Interest (ROI)
'-----
Dim roi As Integer
Dim strBinString As String
value=vpxs_GetROI_InCode2(0,roi)
strBinString = Bin(roi)
Debug.Print "ROI : "&strBinString &" <-- 1 indicates ROI was hit"
Debug.Print "ROI : 87654321 <-- The ViewPoint ROI#"
```

The function prototypes are in "**Experiment > User Script**".

```
Type VPX_RealPoint
  x As Single
  y As Single
End Type

'-----
'FUNCTION DECLARATIONS
'
'   E-Studio 3.0 is 32-bit and requires VPX_InterApp_32.dll
'   You can use: ViewPoint/Interfaces/VPx32-Client/ to interface.
'   The following are only a few examples, see VPX_InterApp_32.def for a full list.
'-----
Declare Function vpxs_SendCommandString Lib "VPX_InterApp_32.dll" Alias "vpxs_SendCommandString" (ByVal lpcmd As String) As Integer
Declare Function vpxs_GetStatus Lib "VPX_InterApp_32.dll" Alias "vpxs_GetStatus" ( ByVal statusRequest As Integer) As Integer
Declare Function vpxs_GetGazePointSmoothed2 Lib "VPX_InterApp_32.dll" Alias "vpxs_GetGazePointSmoothed2" (ByVal eyetype As Integer,ByRef pa As VPX_RealPoint) As Integer
Declare Function vpxs_GetGazePoint2 Lib "VPX_InterApp_32.dll" Alias "vpxs_GetGazePoint2" (ByVal eyetype As Integer,ByRef pa As VPX_RealPoint) As Integer
Declare Function vpxs_GetPupilPoint2 Lib "VPX_InterApp_32.dll" Alias "vpxs_GetPupilPoint2" (ByVal eyetype As Integer,ByRef pa As VPX_RealPoint) As Integer
Declare Function vpxs_GetPupilSize2 Lib "VPX_InterApp_32.dll" Alias "vpxs_GetPupilSize2" (ByVal eyetype As Integer,ByRef pa As VPX_RealPoint) As Integer
Declare Function vpxs_GetTorsion2 Lib "VPX_InterApp_32.dll" Alias "vpxs_GetTorsion2" (ByVal eyetype As Integer,ByRef tor As Double) As Integer
Declare Function vpxs_GetROI_InCode2 Lib "VPX_InterApp_32.dll" Alias "vpxs_GetROI_InCode2" (ByVal eyetype As Integer,ByRef roi As Integer) As Integer

Dim vpxresult As Integer
Dim vpxver As Integer
```