EyeLinkServer

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1 How it works

Coordinates: (0,0) is the center of the screen. Positive values going to the right and up respectively. The auto reset event named `EyeServerDone` is signaled after server startup and when a "stop" command finishes (this may take some time when an `.edf` file is transferred).

2 Commands

Commands are sent through the named kernel32 pipe `EyeServerPipe`.

2.1 General Commands

`[00 0 0]` stop recording. If a fie was specified in the start command, a file selection dialog will open. You may spefify a destination for the `.edf` or abort the dialog (then the `.edf` will not be copied).

`[00 0 0 filename]` stop recording (and copy `.edf` to the specified file).

`[00 0 1 width height]` set screen size. This command is not needed if the EyeLink `.INI` files contain valid entries.

`[00 0 2]` start recording without `.edf`

`[00 0 2 filename]` start recording. The `filename` has to be specified with the extension (`.edf`) included. Note that this specifies the name of the file on the remote EyeLink computer. The filename is resticted to 8 characters (plus extension). Consider to always use the same filename. This will prevent the remote disk from filling up over time.

`[00 0 3]` remove transformation

`[00 0 3 x0 y0 x1 y1]` set coefficients (single precision floating point) for a linear transformation

`[00 0 3 x0 y0 x1 y1 x2 y2]` set coefficients (single precision floating point) for a quadratic transformation

2.2 Target Creation

Each target creates two named manual reset kernel32 event objects: name`In` and name`Out`. These events are set when the eye position enters or leaves the target region. You have to read the key of the newly created target as a 16 bit unsigned integer after issuing these commands.

[00 1 x y r name] create circular target with radius `r` at position (`x`,`y`). `x`, `y`, `r` are single precisiion floating point values.

2.3 Target Commands

[kk 0] remove target.

[kk 1] force target to generate `Out` events on blinks.