BEFORE OPENING THE PROJECT MAKE SURE YOU ARE RUNING UNITY VERSION 2018.2.20f1 OR BELOW.

When starting the experiment begin on the "setup" scene- units are in meters.

Run from unity.

THE SCRIPTS “PositionData”, “ClickerTicker”, AND “ResponseTime” REQUIRE YOU TO CHANGE THE DESTINATION FOLDERS. CHANGE THE PUBLIC STRING “folder” IN EACH OF THE SCRIPTS TO YOUR DESIRED FOLDER PATH.

DO NOT HAVE EXCEL OPEN

The X button is NO

The A button is YES

Use the thumbstick to change scenes while the black screen is present

Distances- 0 meters, 3 meters, and 6 meters

Scripts:

ClickerTicker- This script records an error whenever the Z key is pressed down. It also re-centers the participant in the environment when the R key is pressed down.

Level2- This script controls how many scenes are in each block and is responsible for randomly choosing the next scene after each trial.

mover- This script should be attached to the stimulus and is responsible for placing that stimulus in relation to the participants arm length.

Order- Is referenced by the ResponseTime script to record the order of positions the participant would stand in.

PositionData- Records Data about what trial the participant is in with relation to the position and rotation of the headset.

ResponseTime- records the current scene, the yes or no response, and other relevant information. It is also responsible for controlling how many blocks of trials are presented.

Variables- contains the data entered at the setup screen