Software information

REQUIRED CONTENT:

The provided protocol was created in *Unity 2020.3.48.f* editor version.

It was tested on the following display driver and hardware requirements conditions.

Display driver and hardware requirements

- Recommended minimum requirement of the graphics is NVidia GeForce RTX 2070 or higher with ray-tracing.
- Direct HDMI port for the Moculus device display connections via HDMI 2.1 cable
- (Minimal 60 Hz refreshing frame rate, Gamma settings on Moculus displays, Free sync, latency)

Install guide (Install time is about 2 minutes):

Download the provided protocol folder and save it to the Desktop.

Open the Application file (*33_33_33_protocol*).

Instructions to run on data:

The provided protocol contains the basic setting parameters implemented within the build.

To start the DEMO, the User should only click on the Application file in the provided (*33-33-33_rew-puff-ctrl*) folder.

The output .csv file appears in the same folder, where the application has initialized after stopping running the protocol (ALT+F4). In the file, every column shows a type of property value from the protocol (evaluation time, Player z position in the virtual environment, Player velocity, D-G columns show the quality of the position of the Player, column H refers to a minor setting package, column I shows the teleport events where a new trial begins, column J-L provide solenoid control feedback, column M informs about the microscope measurement state, column N records the licking behavior, column O saves the system time of the PC and column P shows some keyboard input events). The program saves the actual frame data to rows in the output file.

ADDITIONAL INFORMATION:

Open Source.