**CODES LUV TASK** (learning under uncertainty and volatility)

Objects in the environment change but stay in the screen

**Start.**

100 = start trial

**Rewarded target :**

800 = 80 percent of validation are rewarded

700 = 70 percent of validation are rewarded

**End**.

101 = End trial

102 = Green circle (end of session)

**Current trial :** if 1 the target is rewarded during this trial if 2 target is not

First row correspond to the left target

Second row correspond to the middle target

Third row correspond to the right

**Notouch = 252**

**Block and target rewarded.**

7 = New block

51, 52, 53 = target rewarded in the block

51 = Left

52 = Middle

53 = Right

**Lever.**

60 = lever touchable

61 = lever touch

62 = lever held successfully (61-62 should be equal to 450ms)

63 = lever break

64 = lever release when appropriate

**Target touch before lever validating** :

111 = Left target

112 = Middle target

113 = Right target

114 = release target

**Target touch after lever validating :**

121 = Left target

122 = Middle target

123 = Right target

124 = release target

125 = target held successfully (125-(121/122/123) should be 0,450sec

**After reward :**

137 = target released after a reward

131 = Left target touch

132 = Middle target touch

133 = Right target touch

**After no reward :**

138 = target released after no reward

134 = Left target touch

135 = Middle target touch

136 = Right target touch

**Reward.**

65 = reward present

66 = reward absent

69 = reward during Green Circle

**During END event, Target touch and released after reward or no reward :**

144 = target released after a reward

Target touch :

141 = Left target

142 = Middle target

143 = Right target