

# Avoid, no texture

Normalized firing rate

Cue in RF



A small diagram showing a 3x3 grid of squares. The center square is white with a black dot. The squares immediately above and below the center are black. The squares immediately to the left and right of the center are white. A red square is located at the top-left position of the grid, representing the 'Cue in RF'.

50

0

-200 0 500 1000 1500

Time from cue (ms)

