The output file contains twelve columns with the following contents:

‘block’ – trial block number, 0 for practice block, 1-6 for the test blocks  
’trial’’- overall trial number per block type (1-60 for practice, 1-1200 for test)  
‘Vstim’ - picture stimulus, 1,2 = congruent S1/S2, 3,4 = incongruent S3/S4   
‘Astim’ - auditory stimulus, 1,2,3,4 for A1/A2/A3/A4  
in the ‘simple’ version of the task, A1/A2 are only presented with S1/S2 and A3/A4 are only presented in the incongruent condition with S3/S4   
‘match’ - 0 = mismatch, 1 = match (0 and 1 only in the congruent condition), 2 = either match or mismatch in the incongruent condition   
‘C/I’ - C = congruent, I = incongruent  
‘resp’ - 0 = no response, 1 = match (button1), 2 = mismatch (button2)  
the default setting is R=match (button1) and L=mismatch (button2), the buttons can be switched at the start of the program by selecting “LR” for response order, which means L=match (button1), R=mismatch (button2) Note that button 1 ALWAYS represents a choice for match, regardless of the choice “RL” or “LR”   
‘result’ – 1 = correct, 0 = incorrect  
‘RT’- response time of the first pressed button  
‘fb’ – feedback type, 0 = FOUT, 1 = GOED, 2 = TE LANGZAAM  
‘V-file’ - filename of the visual stimulus   
‘A-file’ - filename of the auditory stimulus