0 0.2 Time from fixOff (s)

-0.2

0 0.2 Time from fixOn (s)

-0.2

0.4

-0.2 0 0.2 Time from targetOn (s)

0.4

-0.2 0 0.2 Time from saccadeOnset (s)

0 0.2 Time from reward (s)

-0.2