Every .txt file constitutes a single reversal learning session, and is the direct output of the MedPC software. Relevant parameters are explained in red.

```
File: C:\MED-PC IV\DATA\!2018-04-02_16h50m.Subject X15 File name
 Start Date: 04/02/18
 End Date: 04/02/18
Subject: X15 Animal number
 Experiment:
 Group: BOX 5 SUBJ X15 EXPT JV
 Box: 5
Start Time: 16:50:33
 End Time: 17:50:35
                            (Start and end times are incorrect; computer clock was off)
 MSN: Probabilistic reversal learning perfbased
A: 211.000 A = trial number at end of session (trials made = A-1)
 A:
B:
C:
            1.000
            0.000
 D:
            1.000
 E:
K:
L:
M:
            0.000
                     K = total rewards earned
          127.000
           83.000
                     L = total time-outs
           90.000
 N: 0: P: Q: R: S: T: X: Y: Z: F:
      360001.000
            0.000
            0.000
           12.000
                     Q = total reversals achieved
          111.000
                     R = total presses left lever
            0.000
            0.000
            0.000
                     Y = total presses right lever
           99.000
            0.000
                   0.000
                                In all vectors (F, G, H, I, J), the first cell (cell "0") can be ignored.
       1:
2:
3:
                   1.000
                   1,000
                                Vectors F, G and H contain the choices of the animal
                   1.000
                                F = high-probability lever during each trial, 1:A-1
                   1.000
       5:
                   1.000
                                           0 = left lever, 1 = right lever is the high-probability lever
       6:
7:
                   1.000
                                           a switch in F from 0 to 1, or from 1 to 0, indicates a reversal.
                   1.000
       8:
                   1.000
       9:
                   1.000
                                G = outcome of every trial
      10:
                   1.000
                                           0 = time-out, 1 = rewarded
                   1.000
      11:
                                H = vector with choice of the animal
                                           0 = left, 1 = right
     (...)
Ι:
                   0.000
      0:
                                  Vectors I and J contain the timestamps of the session.
                   0.100
      1:
2:
3:
4:
5:
                  11.900
                 15.260
26.680
                                  I = time (in seconds) that the levers come out (i.e., start of the trial)
                  29.880
      6:
7:
                                  J = time (in seconds) that the animal makes a response
                  34.060
                  36.370
      8:
                                             So, J minus I equals the response latency.
                  39.690
      9:
                  53.550
     10:
                  56.480
                  67 850
```