Pyonpyon3 Behavioral Program:

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Inputs

Outputs

Sound
Sound AO: Audio output (if output from DAQ card)
Sound card: Sound card number (if output from computer sound card—up to ?10ms jitter)

Shock Intensity
Shock intensity AO:

Code/LED DO (and Tone gate PFI)

Trial Type Number								Current State				Null	Sw	Tone	Stim
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bit 0: Stimulation gate (LED output)

Bit 1: Tone gate (LED output)

   [Tone gate PFI: PFI channel same as bit 1 above, used to trigger sound analog output]

Bit 2: Sw1/animal left (LED output)
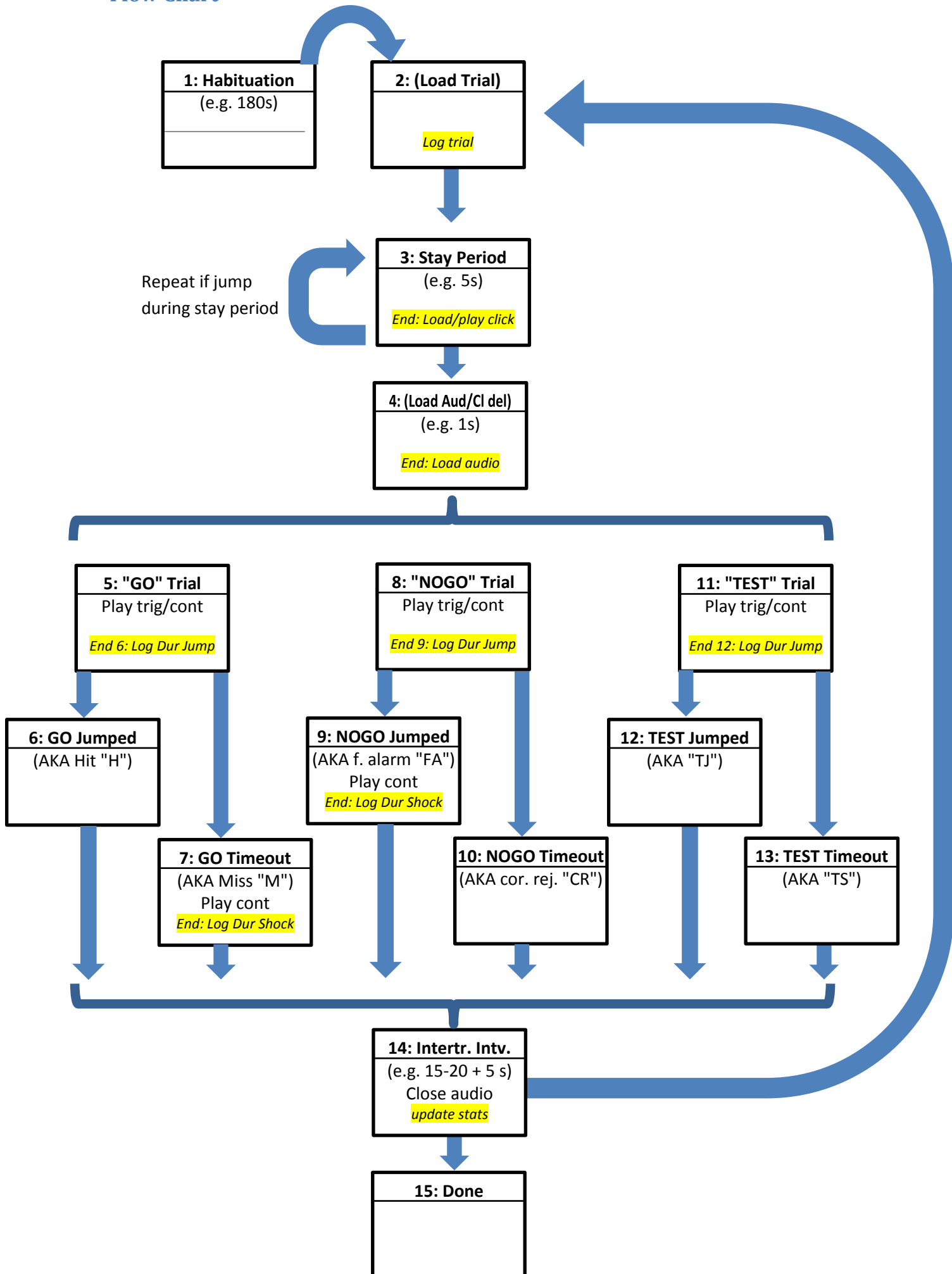
Bit 3: Reward

Bit 4-7: Current trial state

Bit 8-15: Current stimulus trial type

Switches DI

Webcam

Flow Chart

1: Habituation
(e.g. 180s)

2: (Load Trial)

Log trial

3: Stay Period
(e.g. 5s)

End: Load/play click

Repeat if jump during stay period

4: (Load Aud/Cl del)
(e.g. 1s)

End: Load audio

5: "GO" Trial
Play trig/cont

End 6: Log Dur Jump

8: "NOGO" Trial
Play trig/cont

End 9: Log Dur Jump

11: "TEST" Trial
Play trig/cont

End 12: Log Dur Jump

6: GO Jumped
(AKA Hit "H")

9: NOGO Jumped
(AKA f. alarm "FA")
Play cont
End: Log Dur Shock

12: TEST Jumped
(AKA "TJ")

7: GO Timeout
(AKA Miss "M")
Play cont
End: Log Dur Shock

10: NOGO Timeout
(AKA cor. rej. "CR")

13: TEST Timeout
(AKA "TS")

14: Intertr. Intv.
(e.g. 15-20 + 5 s)
Close audio
update stats

15: Done

Preparation code