

# EyeLink Programmer's Guide

Version 4.0

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# Chapter 1

## Introduction

Performing research with eye-tracking equipment typically requires a long-term investment in software tools to collect, process, and analyze data. Much of this involves real-time data collection, saccadic analysis, calibration routines, and so on.

The EyeLink® eye-tracking system is designed to implement most of the required software base for data collection and conversion. It is most powerful when used with the Ethernet link interface, which allows remote control of data collection and real-time data transfer. The EyeLink Software Development Kit includes libraries that implement the link interface, and includes support code that makes programming simpler. It includes powerful general-purpose functions for data and file transfer, eye-image transfer, calibration, and control.

The EyeLink Developers Kit is implemented as a set of shared libraries, and pluggable components to a variety of graphic environments. It contains a standard set of functions for implementation of experiments using the EyeLink tracker. The toolkit can be used to produce experiments that use a standardized interface for setup, calibration, and data recording. The full set of EyeLink functions are also available for programming specially customized experiments.

The tool kit is made up of two high-level, shared libraries.

1. `eyelink_core`
2. `eyelink_core_graphics`

The `eyelink_core` library implements all core functions. That is, all functions in this library, directly talk to the tracker. The `eyelink_core_graphics` implements eyelink graphics, such as the display of camera image, calibration, validation, and drift correct. The `eyelink_core_graphics` is currently implemented using Simple Direct Media Layer (SDL: [www.libsdl.org](http://www.libsdl.org)). However, this can easily be replaced by any other graphics library, eg., OpenGL, GDI.

### 1.1 Organization of This Document

We first introduce the standard form of an EyeLink experiment. This will help you in understanding the sample code, and is also valuable to programmers in understanding how to write experiment software, and how to port existing experiments to the EyeLink platform.

Next, the organization of source files, libraries and functions in the EyeLink toolkit is described. This will help you to understand where files are located, which libraries are required, and the organization of the programs. The EyeLink programming conventions, messages and data types are also described.

The next section introduces the principles of Windows graphics programming using the support library for experiments.

A detailed analysis of the sample programs and code follows. This sample contains code that can be used for almost any experiment type, and can be used as a starting point for your own experiments.

Users are encouraged to perform data analysis using EyeLink Data Viewer ( <https://www.sr-support.com/forum-7.html> ). However, users can also choose to perform analysis using ASC files that are converted with the EDF2ASC utility. A sample program is given showing how to analyze a data file and produce data for a statistics program.

A description of the most useful EyeLink routines can be found in this document. You will rarely need other functions than those listed. In addition, important commands that can be sent to the EyeLink tracker are also listed in that manual. These commands can be used for on-line configuration and control.



## Chapter 2

# Getting Started

Please refer to the EyeLink Installation Guide (<https://www.sr-support.com/forum-34.html>) for instructions on how to set up the IP of the Display PC for use with the API. To install the sample experiments, double click on the installer downloaded from <https://www.sr-support.com/thread-13.-html>. This will copy in the source code, shared libraries, and utility programs. If you haven't changed any of the default settings of the installer program, the sample experiments can be found in the directory *C:\Program Files\SR Research\Eyelink\SampleExperiments*. As this is a folder protected by Windows, another copy of the examples are placed at *C:\Users\Public\Documents\EyeLink\SampleExperiments*. Users are encouraged to run the examples from the latter folder.

This document is intended for those users who want to program their experiments with SDL. Those users who want to use graphics libraries other than GDI and SDL may also read this document because the general EyeLink programming concepts would be the same across different graphics platforms and Chapter 9 of this document provides a brief introduction to implementing your own calibration graphics. The code has been compiled under Visual Studio 2015, but should be compatible with other Windows C compilers with some modifications.



## Chapter 3

# Overview of Experiments

The EyeLink system and this Developers Kit are based on experience gained through actual research in diverse areas, including saccadic tasks, smooth pursuit, reading, and gaze contingent displays. This experience makes it possible for SR Research to write this manual aiming at providing the knowledge required for programmers to write the desired experiment program that produces valid experiment data. This toolkit contains samples for a variety of experiments, and the EyeLink Developers Kit library is designed to simplify implementation of almost any experimental task.

In addition, SR Research has studied each platform to which the EyeLink Developers Kit has been ported, and has determined the best way to present graphics, control program flow, and to achieve reproducible timing. This manual and the included example source code will help you to write experiments without spending hundreds of hours in reading books and testing different methods. However, some knowledge of graphic programming and of the C language is required.

### 3.1 Outline of a Typical Windows Experiment

A typical experiment using the EyeLink eye tracker system will use some variation of the following sequence of operations:

- Initialize the EyeLink system, and open a link connection to the EyeLink tracker.
- Check the display mode, create a full-screen window, and initialize the calibration system in the *EyeLink* Developers Kit library.
- Send any configuration commands to the EyeLink tracker to prepare it for the experiment.
- Get an EDF file name, and open an EDF data file (stored on the eye tracker)
- Record one or more blocks of trials. Each block typically begins with tracker setup (camera setup and calibration), and then several trials are run.
- Close the EDF data file. If desired, copy it via the link to the local computer.
- Close the window, and the link connection to the eye tracker.

For each trial, the experiment will do the following steps:

- Create a data message ("TRIALID") and title to identify the trial
- Create background graphics on the eye tracker display
- Perform a drift correction, or display a fixation target
- Start the EyeLink recording to the EDF file
- Display graphics for the trial. (These may have been prepared as a bitmap before the trial).
- Loop until the trial time is up, a button is pressed on the tracker, or the recording is interrupted from the tracker. The display may be changed as required for the trial (i.e. moving a target to elicit saccades) in this loop. Real-time eye-position and saccade/fixation data are also available for gaze-contingent displays and control.
- Stop recording, and handle any special exit conditions. Report trial success or errors by adding messages to the EDF file.
- Optionally, play back the data from the trial for on-line analysis.

This sequence of operations is the core of almost all types of experiments. A real-world experiment would probably add practice trials, instruction screens, randomization, and so on.

During recording, all eye-tracking data and events are usually written into the EDF file, which is saved on the eye tracker's hard disk, and may be copied to the Display PC at the end of the experiment. Your experiment will also add messages to the EDF file which to identify trial conditions and to timestamp important events (such as participant responses and display changes) for data analysis. The EDF file may be processed directly using the EyeLink Data Viewer application, or converted to an ASC file and processed with your own software.

## 3.2 EyeLink Operation in Experiments

Several simple experiments are included in the EyeLink Developers Kit, including all source code. These experiments will be discussed in detail throughout this manual. Each is an example of the basic operations needed to implement the most useful eye-tracking research: simple and complex static and dynamic displays, on-line data playback, real-time data transfer, gaze-contingent displays, and gaze-controlled computer interfaces.

For now, we will go through the simplest of the demonstration experiments included in the EyeLink Developers Kit, called *simple*. This includes four trials, each of which prints a single word at the center of the display. Start the EyeLink tracker, then go to the *C:\Users\Public\Documents\EyeLink\Sample-Experiments\sdl\simple* folder and execute *simple* on the Display PC. The program first asks for a file name for the EDF file that will be created on the EyeLink Host computer's hard disk. Enter 1 to 8 characters from the keyboard for the EDF file name. You may press "Esc" or click "Cancel" if you do not want to keep the EDF file (all recorded data will be discarded).

The Windows display then blanks, and the tracker displays the camera setup screen. From this screen, the experimenter can perform camera setup, calibration, and validation. These may be practiced with the *track* application included with the EyeLink Developers Kit. Instructions for the camera setup, calibration and validation are included in the EyeLink User Manual. All data collection and messaging operations are implemented by *eyelink\_core.dll* and all other graphic operations, such as calibration, validation, and display of the eye image on the Display PC, are implemented by the *eyelink\_core\_graphics.dll*.

When the eye tracker has been set up and the participant calibrated, press the 'Esc' key on either the Eye-

Link PC or the Display PC to exit the camera setup mode. The experiment will immediately proceed to the first trial, and display a drift correction fixation target. Press the space bar on the Display PC or EyeLink tracker while fixating the target to perform the drift correction. Pressing the 'Esc' key during drift correction will switch the tracker to the camera setup screen to re-calibrate or correct setup problems. Drift correction will resume after the camera setup screen is exited with the 'Esc' key.

The screen now shows the stimulus for the first trial, a small text message. The tracker displays the participant's gaze position, overlaid on graphics indicating the stimulus position. Press a button on the EyeLink button box, or press the 'Esc' key on the Display PC keyboard to end the trial. The experiment will immediately proceed to the next trial. You may also hold down the 'Ctrl-C' key combination or press 'ALT-F4' on the Display PC to terminate trials and the experiment.

After the final trial, you will be prompted for a local name for the EDF file recorded during the experiment. Unless you press the 'Esc' key or select "Cancel", the file will be transferred from the EyeLink computer to the Display PC. The experiment then disconnects from the tracker and exits.

#### Remarks

The `simple.exe` can be launched by simply clicking on the icon of the executable file. It can also be run as a command-line program. Open a command prompt and type "`simple.exe`", with one or several of the following optional command-line parameters:

- `width <width of the screen>`
- `height <height of the screen>`
- `bpp <depth of the screen>`
- `tracker <tracker address >`
- `refresh <refresh rate>`

The *width* and *height* parameters should be used together to override the default screen resolution (which uses the current display settings). The *tracker* parameter allows the user to use an alternative address for the tracker. The default address for the tracker is 100.1.1.1.

### 3.3 Features of the EyeLink Developers Kit Library

The interaction of the EyeLink tracker and your experiment is fairly sophisticated: for example, in the camera setup mode it is possible to perform calibration or validation, display a camera image on the Display PC to aid participant setup, and record data with the experiment following the display of relevant graphics. Large files can be transferred over the link, and should the EyeLink tracker software terminate, the experiment application is automatically terminated as well. Keys pressed on the Display PC keyboard are transferred to the EyeLink PC and operate the tracker during setup. The buttons pressed on the tracker button box may be used to control the execution of the experiment on the Display PC.

All of these operations are implemented through the *eyelink\_core* DLL library. Each of the above operations required just one line of code in your program. Almost all of the source code you'll write is for the experiment itself: control of trials, presentation and generation of stimuli, and error handling.

Some of the features in the *EyeLink* Developers Kit library are:

- Simple connection to EyeLink system
- Execution of eye tracker commands with error detection, for tracker configuration, opening files, etc.

- Time stamped messages placed in tracker EDF file (1 millisecond time accuracy)
- Internal clocks with millisecond and microsecond resolution.
- Monitoring of tracker button box and keyboard
- One line of C code to perform all aspects of drift correction and camera setup
- One line of C code to transfer data files
- Transfer of camera images and display on Display PC with the help of *eyelink\_core\_graphics* or any other plugged in graphics library.
- Real-time access to tracker data and eye movement events (such as fixations and saccades)
- Playback of eye-movement data between trials, which reduces the need for processing data during recording when data analysis within experiments is desired.
- Ability to find and communicate with other EyeLink applications running on other computers.
- Ability for multiple computers to share a single eye tracker, for example to perform real-time data analysis or control, or to enable the use of special display devices.
- Pluggable graphic component to display tracker images and stimuli.
- No display mode support. This can be very useful for applications where multiple computers share single or multiple trackers.

A complete list of EyeLink Developers Kit routines are grouped into functional groups and given below.

- [Initialize EyeLink Library](#)
- [Access Local Time](#)
- [Access Tracker Time](#)
- [Setup EyeLink tracker](#)
- [Keyboard Input Functions](#)
- [Data file utilities](#)
- [Application/Thread priority control](#)
- [Graphics display options](#)
- [Extract extended data from samples and events](#)
- [Time stamped messages to log file](#)
- [Online velocity and acceleration calculation](#)
- [Utility function to save bitmaps](#)
- [Record control and data collection](#)
- [Accessing and reporting error messages](#)
- [Playback and data acquisition.](#)
- [Message and Command Sending/Receiving](#)
- [Message Pump functions](#)

- [Tracker Mode functions](#)
- [Eyelink Button Functions](#)

Programmers may also want to look at the [eyelink.h](#), [core\\_expt.h](#), [gdi\\_expt.h](#), [sdl\\_expt.h](#) and [sdl2\\_expt.h](#) C header files in the *SR Research\Eyelink\Includes\eyelink* directory.

## 3.4 Displays and Experiments

The eyelink\_core DLL library handles the details of interfacing to the eye tracker, and of performing tasks such as calibration and setup. Its internal millisecond and microsecond clocks solve the problem of timekeeping for experiments. The major remaining problem for programmers is the proper display of stimuli.

The eyelink\_core\_graphics DLL library is built on top of SDL and associated libraries. This allows the user to get the best graphics performance on a given system and still it is simple to use. For example, in windows, SDL wraps DirectX. This allows the user to use hardware-accelerated blit and flip. The hardware assisted blit can be much faster than a software blit. For example, a full screen blit at 1920 x 1080 x 32 in a decent video card can be performed in less than a few milliseconds, whereas the same operation may take up to 100 milliseconds in a software blit. SDL provides hardware flips if the configuration environment allows it. The hardware flip can be used to pinpoint the exact time when the display is made visible to the participant. In addition, SDL supports alpha blending and color keys.

### 3.4.1 Synchronizing to the Display

With SDL graphics, the exact time the display is modified can be recorded by sending a time stamped message to the eye tracker when drawing is completed. Some of the uncertainty caused by the delay between drawing and display on the monitor may be removed by waiting for the start of the monitor's refresh before drawing. However, we do not know how long to wait for the next refresh. So, Eyelink SDK modified the original SDL library to provide a new API function `SDL_FlipEx()`. This will not return till the real next retrace. That is, this function will return as soon as the image is displayed on the screen.

To accurately mark the time of onset, we need to place a display onset message in the EDF file. The method we will use in our examples is fast, accurate, and can be used with any drawing method that is sufficiently fast (including bitmap display, as we will see next). This technique requires the following steps:

- Draw the image to the back buffer
- Flip to the back buffer with `SDL_FlipEx()`
- Send "DISPLAY ON" message to the EDF file.

#### Remarks

Preceding the message with the delay of the message from retrace will allow new EyeLink analysis tools to automatically correct the time of the message. If a message begins with a number, this number will be subtracted from the time of the message, and the second item in the message is used to identify the message type.

### 3.4.2 Using SDL\_Surfaces for Display

The best method in SDL for rapidly displaying complex graphics at the start of the trial is to use an SDL Surface that is initialized with `SDL_CreateRGBSurface()`. This is like an invisible display stored in

memory, which can be used to draw images, and write texts. Most of the experiments (except the "Simple" template) use this mechanism to display images and texts on the screen.

Once the stimulus has been drawn to an SDL Surface, it can be rapidly blitted to the display, if the video driver supports hardware acceleration, you will be able to blit full screens to the display in less than 3 msec in a decent video card. For most video cards and display resolutions, this can be done in much less than one refresh period (1000ms/refresh rate).



## Chapter 4

# Programming Experiments

Programmers are strongly recommended to read this section carefully, and follow given instructions. Doing so will prevent future problems with upgrading to new development kit releases, and will make your experiments easier to modify in the future.

### 4.1 Important Programming Notes

**The header files in this toolkit should never be modified, and only copies of the source files should be changed.** Some files are designed as templates for creating your own experiments. These should be copied as new files in a new folder before being modified. If problems are found with any other files, contact SR Research Ltd. before making changes.

<b>DO NOT under any circumstances edit or combine the header files.</b> This will make future upgrades of the toolkit or EyeLink functions impossible. SR Research Ltd. will not support any code written in this way. It is important for researchers to supervise their programmers to prevent unsupportable software from being developed.
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You should try to preserve the functionality of each source file from the examples while developing new experiments. **Make as few changes as possible, and do not reorganize the files in any way.** This code will be updated regularly, and you will be responsible for making any required changes to your modified files. If proper care is taken, file comparison utilities can be used to help find the differences. However, this will only work if the order of functions in the source code is not preserved, and if there is a match between functions in the old and new source files.

### 4.2 Programming Tools and Environment

The templates in this toolkit were programmed with Microsoft Visual Studio 2015. Simply click on .sln to open the project and build the sample experiments. Modifications to the project settings are expected if you are using other compilers.

### 4.3 Starting a New Project

The source code for each sample experiment template's project is stored in a folder in the *C:\Users\Public\Documents\EyeLink\SampleExperiments\sd\shared* folder. The easiest way to start a new experiment is to copy all files

from the project and the library folder together: this will prevent inadvertently editing the header files influencing your project. To create a new working copy:

- Create a new folder for your project.
- Select all files in the directory containing the template you want to base your new project on. Copy (drag with the Ctrl key held down) the files to your new folder
- Rename the project (.dsp) file in the new folder to the new experiment's name.
- Rename the project header file (for example "simple.h" of the simple template) as your new experiment's link header file. This will contain declarations for the new functions and variables you may add to your experiment. Use the Visual Studio "Find in Files" tool to find all occurrences of the old header file in the files, and change these to the name of your experiment's header file.

Once an experiment has been developed, it will be almost certain that you will need to produce several variations of it. You should duplicate and rename the original project's folder for each new version of the project, to prevent older versions from being overwritten. This is also the safest way of backing up your work during development, as older versions can still be tested.

## 4.4 Building a New Project

Guide is given for building a new Visual Studio 2015 project.

### 4.4.1 Using Visual Studio 2015

Using Visual Studio 2015 to build a new project (add files, find header files, and link to static libraries) should follow the same steps as using Visual Studio 2008. The only difference is that directories editing in Tools > Options has been deprecated in Visual Studio 2015. In order to set paths for all projects, a user property sheet can be added to all projects. Though adding paths to each project separately is recommended for this case. Migrating solution files from Visual studios 2008 to Visual Studio 2015 is not required and Visual Studio 2015 solution files are provided in the Sample directories.

### 4.4.2 Building 64-bit applications in Visual Studio 2008 and 2015

For editions other than Visual Studio 2008 Standard Edition or Visual Studio 2008 Shell, you may need to change the configuration of Visual Studio to add 64-bit support.

Steps can be followed to check or add 64-bit support to Visual Studio 2008:

- From **Control Panel**, go to **Add or Remove Programs**, select "Microsoft Visual Studio 2008".
- Click **Change/Remove**.
- The Visual Studio Maintenance Mode window will appear. Click **Next**.
- Click **Add or Remove Features**.
- Under **Select features to install**, expand **Language Tools** to **Visual C++**.
- If **X64 Compiler and Tools** box is not checked, check it, then click **Update**. If the box is already checked, click **Cancel**.

In addition , please note that "64-bit tools are not available on Visual C++ Express by default. To enable 64-bit tools on Visual C++ Express, install the Windows Software Development Kit (SDK) in addition to Visual C++ Express."

#### 4.4.2.1 Configure Visual C++ Projects using Visual Studio 2015 to Target 64-Bit Platforms

- Right click your project name in **Solution Explorer**, choose **Properties**.
- Choose **Configuration Properties** on left pane.
- Click **Configuration Manager...** on the top of the dialog box.
- Hit Platform drop-down, select **New**.
- Select **x64**.
- Click **Ok**.

Please note that only Release configuration is provided in the solution, however you can copy the release configuration to Debug to build as well. Provided solution file (eg. sdlexamples2015.sln for SDL examples, sdl2examples2015.sln for SDL2 examples or gdiexamples2015.sln for GDI examples , can be opened in VS2015 and it will load all the sample experiments from respective folder. Each projects can be build separately or all at once by building the entire solution.

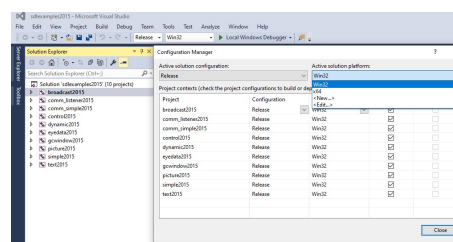


Figure 4.1: Configuration Manager for Visual Studio 2015

When you return to the Properties dialog box, the "Platform" drop-down should now read "x64."

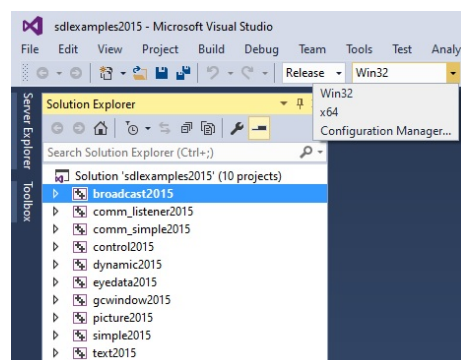


Figure 4.2: Configuration Manager for Visual Studio 2015

From Visual Studio 2015, either all the projects can be build by building the whole solution or each of the projects can be build separately. Also, each sample project has it's corresponding VS2015 project file

with the extension `.vcxproj` and the postfix of the name also indicates `_vs2015`. By opening this project file directly into Visual Studios also will create a solution file for that project. This way, a sample experiment project can be copied and modified to fit for the new project.

## 4.5 Planning the Experiment

Before beginning the implementation of a new experiment, be sure that the overall design of the experiment is clear. Be aware of how each trial is to be terminated, and what the important display elements of each trial are. If randomization is to be built into the experiment, understand how it is to be produced.

In many cases, the experiment will need to be developed in several stages, starting from a basic trial, which will be used to refine timing and graphics. After initial testing, the design can be refined to create the final experiment. However, the requirements for the basic trial will probably not change.

The most important points to determine before beginning a project are:

- How complex are the display graphics? This will determine if the display can be drawn directly at the start of each trial, or if you will need to draw to a bitmap and copy it to the display.
- What participant responses are required? Trials will usually end with a button press by the participant, or run for a fixed period of time. Code to detect these conditions is included in the sample code.
- Is the display static? If not, choose a template that uses real-time mode, and add drawing commands to the recording loop if the display is to change.
- Is real-time eye data required during recording? Usually only gaze-contingent displays really need to get data through the link during recording. Writing data to the Display PC hard disk during recording should be avoided, as this will severely reduce the accuracy of any timing your program needs to do. If you must analyze the data during the experiment, use data playback after the trial ends. Whenever possible, use data from the recorded EDF file instead of on-line analysis.
- What data is needed for analysis? Be sure the EDF file contains the correct data types and messages so you can analyze the experiment later. You may also want to include messages documenting parameters that do not change between trials so that experiment versions can be tracked. The EDF file should be designed as a complete archive of an experimental session.
- Do you need to change any of the default calibration settings or the display? In almost all cases, the only changes that need to be made are setting the target and background color, and changing the target size to match the display resolution.

## 4.6 Developing and Debugging New Experiments

The quickest way to develop a new experiment is to start with one of the experiment templates, and create a single trial. You may want to place your graphics code in a function, and call it directly instead of from within a trial, to simplify development.

Begin by implementing the graphics for a typical trial, as these are the most time-critical element. Read the time from `current_msec()` or `current_usec()` before and after drawing, in order to compute total drawing time. Note that many profiling tools may not give the correct results when measuring the timing of graphics calls, due to context switches in the Windows kernel. In fact, running under a debugger

will almost certainly disable real-time mode, so once the graphics seem to be working run the application using the "execute" command or outside the Visual Studio environment to measure delays.

At this stage of development, you do not need a participant or even the EyeLink tracker to develop and test your code. There are two ways to simplify development, while retaining the use of the EyeLink support functions and timing.

### 4.6.1 Simulated Link Mode

The link connection can be simulated for early development work, or when the EyeLink tracker is not available. By calling `open_eyelink_connection()` with an argument of 1 instead of 0, your program will not attempt to connect to the EyeLink tracker, but simply initializes the *eyelink\_core* library. Try this with one of the sample programs, and note that 'Esc' exits the camera setup mode as usual, while the spacebar can be used for drift correction and 'Esc' can be used to end trials.

In the simulated mode, all the millisecond and microsecond timing functions are available for benchmarking the graphics. Most EyeLink commands will return a plausible result in the simulation mode, except that real-time data is not available from the link. Your code can test if the link is simulated by calling `eyelink_is_connected()` as usual. This will return -1 instead of 1 indicating that the connection is simulated.

### 4.6.2 Mouse Simulation Mode

When real data is needed for development, or recording is needed to test the inclusion of data messages, you can still work without a participant. Change the argument to calling `open_eyelink_connection()` back to 0, and restart the EyeLink tracker in mouse-simulation mode (Toggle the "Mouse Simulation" button in the Set Options screen for EyeLink II, 1000, or 1000 Plus; not supported on EyeLink Portable Duo). This allows you to run the experiment with all eye tracking and button functions available, but without the need to set up and monitor a participant. All tracker functions (except camera image display) are available in mouse mode, including EDF file recording, calibration, drift correction and realtime data.

You can skip calibrations in this mode (press 'Esc' as soon as the display blanks on the Display PC and the EyeLink display shows the calibration menu), or allow the tracker to automatically step through the calibration sequence. Use the Host PC's mouse to simulate gaze during recording, by moving the cursor into the gaze window of the Host PC, and clicking the left mouse button to produce a "saccade" to this position. Hold the left mouse button down to continuously move the point of gaze. A blink is produced when the right mouse button is held down.

Once the experiment has been debugged using the mouse, test the program with yourself and at least with one other person as a participant. This will help to identify any problems such as flickers in the display, problems with graphics, or problems with the experimental design. Be sure to analyze the resulting data files at this point (e.g., using EyeLink Data Viewer), to detect problems such as missing data or messages.

## 4.7 Converting Existing Experiments

Read this section if you are porting existing non-eye tracking experiments to EyeLink. The EyeLink Developers Kit was designed to simplify the procedure of adding eye movement analysis to existing experiments. This involves adding calls to perform setup and drift correction, start and stop recording, and adding messages to record trial data. Modular code with separate functions for trials and blocks will make the conversion easier: you should split up functions that have more than 200 lines, and separate out randomization, graphics, and data recording code into separate functions.

In addition, any special timing code in your experiment should be replaced with calls to the EyeLink

`current_msec()` function. You don't need to use timer toolbox functions directly. Replace any special code for user input with calls to the `eyelink_last_button_press()` function, which detects the presses of the eye tracker buttons. These buttons are logged directly into the EDF file. You should never use the keyboard for participant response in reaction-time experiments, as the delays introduced by the operating system are highly variable.

Modify your trials to perform a drift correction at their start instead of displaying a fixation point. Ideally, you should separate the drawing code from the old experiment and include it in a new function. Then call it from within the recording loop, or draw into a bitmap before the trial begins. Finally display the drawing during the trial (as in the cases of most other example templates). You can make any display changes required for animation or masking from within the recording loop and draw directly to the display.

Most non-eye tracking experiments create an output file and write the results of each trial into this file. Instead, you should write this data into the EDF file by sending data messages using `eyemsg_printf()`. This will integrate eye data, experiment events, and participant responses in the same file. Place trial condition data in a "TRIALID" message before the start of the trial, and end each trial with a "TRIAL OK" message. Send messages to mark display onset or display changes, and to record participant responses. Compute the reaction time by analyzing the EDF file later. If you must analyze eye-movement data on-line (for example, to give feedback to the participant), play back the last trial (as in *playback\_trial.c* of the *eyedata* template) rather than trying to analyze data during recording.

## Chapter 5

# Developer's Toolkit Files

The EyeLink eye-tracking system is designed to implement most of the required software base for data collection and processing. The Developers Kit includes the *eyelink\_core*, *eyelink\_core\_graphics* and associated libraries that implement the link interface and support functions that make programming simpler. These include functions to implement calibration and full-screen display, as well as synchronization with display refresh, real-time mode support, and simplified keyboard and mouse access.

### 5.1 Libraries and Files

This section documents the relationship between the files required for creating an experiment program, and identifies each file and folder.

#### 5.1.1 Libraries

The *eyelink\_core.dll* libraries implement the TCP/IP link, timing, and all functions documented in [eyelink.h](#). It also contains the functions declared in [sdl\\_expt.h](#), which simplify programming of file transfer and recording. The *eyelink\_core\_graphics.dll* implements the graphic support functions (such as camera image display, calibration, validation, and drift correction graphics) that may be used by *eyelink\_core.dll*.

If you used the EyeLink display software installer to install the sample experiments, you do not have to worry about the path of the .dll and .lib files and the header files, directory. Those files can be found at *C:\Program Files\SR Research\Eyelink\Includes* and *C:\Program Files\SR Research\Eyelink\Libs* folders. You should always include the import library for this DLL (*eyelink\_core.lib* and other .lib files) in your projects.

If you want to copy the experiment programs between computers, makes sure that the whole directory of these library and header files are also copied to the new computer. To compile the examples, you will have to add the following entries to the environment variables of your computer.

```
INCLUDE = C:\\Program Files\\SR Research\\Eyelink\\Includes\\eyelink;  
          C:\\Program Files\\SR Research\\Eyelink\\Includes\\sdl;  
PATH = C:\\Program Files\\SR Research\\Eyelink\\LIBS;
```

(Note: The actual settings depend on the locations where you copied the "Includes" and "Libs" folders to. To avoid setting these parameters by yourself, you may simply run the EyeLink display software installer

program in your target computer).

### 5.1.2 Required Source Files

Each source file of your experiment should include these header files:

```
#include "sdl_expt.h" // references all you would need to develop
your                // experiment based on SDL and eyelink tracker.
```

In addition, your project's source files should use a header file that contains declarations for functions and variables that need to be shared between files (study the *simple.h* file of the *Simple* template as an example). Experienced programmers know that using a header file will save hours of debugging later, and helps to document your work.

The following table lists a summary of the minimum set of header files and libraries required to compile and run your experiment:

<a href="#">eyetypes.h</a>	Declarations of basic data types.
<a href="#">eye_data.h</a>	Declaration of complex EyeLink data types and link data structures.
<a href="#">eyelink.h</a>	Declarations and constants for basic EyeLink functions, Ethernet link, and timing.
<a href="#">core_expt.h</a>	Declarations of <i>eyelink_core</i> functions and types. This file will also reference the other EyeLink header files.
<a href="#">sdl_expt.h</a>	Declarations of <i>eyelink_core_graphics</i> functions and types. This file will also reference the other EyeLink header files.
<a href="#">sdl2_expt.h</a>	Declarations of <i>eyelink_core_graphics_sdl2</i> functions and types. This file will also reference the other EyeLink header files.
eyelink_core.dll, eyelink_core64.dll	Implements basic EyeLink functions, Ethernet link, generic support functions and timing.
eyelink_core_graphics.dll, eyelink_core_graphics64.dll, eyelink_core_graphics_sdl2.dll, eyelink_core_graphics_sdl2x64.dll	Implements the graphic support functions that may be used by <i>eyelink_core.dll</i> . This links to SDL libraries. The function <a href="#">init_expt_graphics()</a> should be called to register with <i>eyelink_core.dll</i> .
eyelink_w32_comp.dll, eyelink_w32_comp64.dll	Implements some windows specific dialogs such as <a href="#">edit_dialog()</a> .
eyelink_core.lib	Import library for <i>eyelink_core.dll</i> . Link with your code.
eyelink_core64.lib	Import library for <i>eyelink_core64.dll</i> . Link with your code.



eyelink_core_graphics.lib	Import library for <i>eyelink_core_graphics.dll</i> . Link with your code.
eyelink_core_graphics64.lib	Import library for <i>Eyelink_core_graphics64.dll</i> . Link with your code.
eyelink_w32_comp.lib	Import library for <i>eyelink_w32_comp.dll</i> . Link with your code.
eyelink_w32_comp64.lib	Import library for <i>eyelink_w32_comp64.dll</i> . Link with your code.

These files may be useful for specific functionality:

sdl_image.h	This is also part of the SDL-associated library. If you need any image loading use this for creating SDL surfaces out of images. For more detail visit <a href="http://www.libsdl.org/projects/SDL-image/">http://www.libsdl.org/projects/SDL-image/</a> .
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**The source and header files listed above should never be modified.** If problems are found with any other files, contact SR Research Ltd. before making changes. Always make changes to a renamed copy of the source file. **Do not under any circumstances edit or combine the header files, or combine parts of the source files together, or copy parts of files to your own code.** This will make it difficult for you to use future upgrades of the toolkit.

## Chapter 6

# EyeLink Programming Conventions

The *EyeLink* Developers Kit library contains a set of functions used to program experiments on a variety of platforms, such as Windows, Linux, and macOS. Some programming standards, such as placement of messages in the EDF file by your experiment, and the use of special data types, have been implemented to allow portability of the development kit across platforms.

### 6.1 Standard Messages

Experiments should place certain messages into the EDF file, to mark the start and end of trials. These messages will facilitate the SR Research viewing and analysis applications (e.g., Data Viewer) to process the EDF files.

Text messages can be sent to the EyeLink Host PC and added to the EDF file along with the eye movement data. These messages will be time stamped with an accuracy of 1 millisecond from the time sent, and can be used to mark important events such as display changes. Be careful not to send messages too quickly: the eye tracker can handle about 20 messages every 10 milliseconds. Above this rate, some messages may be lost before being written to the EDF file.

To facilitate data analysis in EyeLink Data Viewer, special messages can be added to the EDF file. Examples of these messages include those that specify the overlay image, the interest areas, and the trial variables. Detailed information about the various standard messages that Data Viewer recognizes can be found in the "EyeLink Data Viewer User Manual" (<https://www.sr-support.com/thread-135.html>).

- The "TRIALID" message is sent at the beginning of a trial, before the start of data recording. It is not mandatory, but it is recommended to include a unique trial identifier in the message, for instance, "TRIALID 13".
- The "TRIAL\_RESULT" message is sent after the recording ends. Importantly, the variables that would be used for analysis (i.e., the "TRIAL\_VAR" messages) should be written in the EDF file before the "TRIAL\_RESULT" message. Additional info can be included in the "TRAIL\_RESULT" message, e.g., to indicate the result, for instance "TRIAL\_RESULT 0".
- The other critical message that worth noting here is the "DISPLAY\_COORDS" message. This message is used by Data Viewer to figure out the appropriate screen size (in pixels) for visualizing the eye movement data, e.g., "DISPLAY\_COORDS 0 0 1023 767". The four integers in the message mark the left, top, right, and bottom of the screen.

- One or several "!V TRIAL\_VAR" messages should be sent to report the experiment condition(s) of a recording trial. These messages should generally be sent at the end of each trial, allowing variables that may get updated during the recording, such as response time, accuracy, etc., to be included. These messages should be sent before the TRIAL\_RESULT message, which marks the end of the trial.
- One of several "!V IAREA" messages can be written into the EDF files to allow Data Viewer to display interest areas during analysis.
- One or several "!V IMGLOAD" messages can be sent to the EDF file to specify the background images for fixation/saccade/heatmap data visualization.
- Other Data Viewer integration messages can be used to play back video stimuli, draw positions of target traces, or draw simple graphics such as boxes, lines, or circles to mark object locations on the screen. Please see section "Protocol for EyeLink Data to Viewer Integration" of the EyeLink Data Viewer User Manual.
- Users should also send messages to the EDF file to mark the critical events in a trial (e.g., onset/offset of a critical display, start/end of the audio playing, participant's keyboard/mouse/button responses). These messages can be used in Data Viewer to create interest period or reaction time definition for data filtering.

### 6.1.1 Trial Return Codes

The recording support functions in the *eyelink\_core* library return several standard error codes. Your trials should return these codes as well, so that sequencing can be controlled by the return code. An example of this sequencing is given in *trials.c* of the *Simple* template.

Return Code	Message	Caused by
TRIAL_OK	"TRIAL OK"	Trial recorded successfully
TRIAL_ERROR	"TRIAL ERROR"	Error: could not record trial
ABORT_EXPT	"EXPERIMENT ABORTED"	Experiment aborted from EyeLink Abort menu or because link disconnected
SKIP_TRIAL	"TRIAL SKIPPED"	Trial terminated from EyeLink Abort menu
REPEAT_TRIAL	"TRIAL REPEATED"	Trial terminated from EyeLink Abort menu: repeat requested

The REPEAT\_TRIAL function cannot always be implemented, because of randomization requirements or the experimental design. In this case, it should be treated like SKIP\_TRIAL.

## Chapter 7

# EyeLink Data Types

The *eyelink\_core* library defines special data types that allow the same programming calls to be used on different platforms such as Windows, Linux, and macOS. You will need to know these types to read the examples and to write your own experiments. Using these types in your code will also help to prevent common program bugs, such as signed/unsigned conversions and integer-size dependencies.

### 7.1 Basic Portable Data Types

Several platform-portable data types are defined in *eyetypes.h*, which is automatically included in *eyelink.h* and *eye\_data.h*. This creates the data types below:

Type Name	Data	Uses
Byte	8-bit unsigned byte	images, text and buffers
INT16	16-bit signed word	Return codes, signed integers
UINT16	16-bit unsigned word	Flags, unsigned integers
INT32	32-bit signed dword	Long data, signed time differences
UINT32	32-bit unsigned dword	Timestamps

### 7.2 Link Data Types

You only need to read this section if you are planning to use real-time link data for gaze-contingent displays or gaze-controlled interfaces, or to use data playback.

The EyeLink library defines a number of data types that are used for link data transfer, found in *eye\_data.h*. These are based on the basic data types above. The useful parts of these structures are discussed in the following sections.

There are two basic types of data available through the link: samples and events.

#### 7.2.1 Samples

The EyeLink tracker measures eye position 250, 500, 1000, or 2000 times per second depending on the tracker and tracking mode you are working with, and computes true gaze position on the display using the head camera data. This data is stored in the EDF file, and made available through the link in as little as 2 milliseconds after a physical eye movement.

Samples can be read from the link by `eyelink_get_float_data()` or `eyelink_newest_float_sample()`. These functions store the sample data as a structure of type `FSAMPLE`:

```
typedef struct {
    UINT32 time;        // time of sample
    INT16  type;        // always SAMPLE_TYPE

    UINT16 flags;       // flags to indicate contents
    // binocular data: indices are 0 (LEFT_EYE) or 1 (RIGHT_EYE)
    float  px[2], py[2]; // pupil xy
    float  hx[2], hy[2]; // headref xy
    float  pa[2];        // pupil size or area
    float  gx[2], gy[2]; // screen gaze xy

    float  rx, ry;      // screen pixels per degree (angular
    resolution)

    UINT16 status;      // tracker status flags
    UINT16 input;       // extra (input word)
    UINT16 buttons;     // button state & changes

    INT16  htype;        // head-tracker data type (0=noe)
    INT16  hdata[8];     // head-tracker data (not prescaled)
} FSAMPLE;
```

Each field contains one type of data. If the data in a field was not sent for this sample, the value `MISSING_DATA` (or 0, depending on the field) will be stored in the field, and the corresponding bit in the `flags` field will be zero (see [eye\\_data.h](#) for a list of bits). Data may be missing because of the tracker configuration (set by commands sent at the start of the experiment, from the Set Options screen of the eye tracker). Eye position data may also be set to `MISSING_VALUE` during a blink, but the flags will continue to indicate that this data is present.

The sample data fields are further described in the following table:

Field	Contents
time	Timestamp when camera imaged eye (in milliseconds since EyeLink tracker was activated)
type	Always <code>SAMPLE_TYPE</code>
flags	Bits indicating what types of data are present, and for which eye(s)
px, py	Camera X, Y of pupil center
hx, hy	HEADREF angular gaze coordinates
Pa	Pupil size (arbitrary units, area or diameter as selected)
gx, gy	Display gaze position, in pixel coordinates set by the <a href="#">screen_pixel_coords</a> command
rx, ry	Angular resolution at current gaze position, in screen pixels per visual degree
status	Error and status flags (report CR status and tracking error). See <a href="#">eye_data.h</a> for useful bits.
input	Data from input port(s)
buttons	Button input data: high 8 bits indicate changes from last sample, low 8 bits indicate current state of buttons 8 (MSB) to 1 (LSB)
htype	Type of head position data (0 if none) (RESERVED FOR FUTURE USE)
hdata	8 words of head position data

### 7.2.2 Event Data

The EyeLink tracker simplifies data analysis (both on-line and when processing data files) by detecting important changes in the sample data and placing corresponding events into the data stream. These include eye-data events (blinks, saccades, and fixations), button events, input-port events, and messages.

Events may be retrieved by the [eyelink\\_get\\_float\\_data\(\)](#) function, and are stored as C structures. All events share the `time` and `type` fields in their structures. The `type` field uniquely identifies each event type:

```
// EYE DATA EVENT: all use FEVENT structure
#define STARTBLINK 3 // pupil disappeared, time only
#define ENDBLINK 4 // pupil reappeared, duration data
#define STARTSACC 5 // start of saccade, time only
#define ENDSACC 6 // end of saccade, summary data
#define STARTFIX 7 // start of fixation, time only
#define ENDFIX 8 // end of fixation, summary data
#define FIXUPDATE 9 // update within fixation, summary data for interval

#define MESSAGEEVENT 24 // user-definable text: IMESSAGE structure

#define BUTTONEVENT 25 // button state change: IOEVENT structure
#define INPUTEVENT 28 // change of input port: IOEVENT structure

#define LOST_DATA_EVENT 0x3F // NEW: Event flags gap in data stream
```

Events are read into a buffer supplied by your program. Any event can be read into a buffer of type `ALLF_EVENT`, which is a union of all the event and sample buffer formats:

```
typedef union {
    FEVENT    fe;
    IMESSAGE  im;
    IOEVENT   io;
    FSAMPLE   fs;
} ALLF_DATA ;
```

It is important to remember that data sent over the link does not arrive in strict time sequence. Typically, eye events (such as `STARTSACC` and `ENDFIX`) arrive up to 32 milliseconds after the corresponding samples, and messages and buttons may arrive before a sample with the same time code. This differs from the order seen in an ASC file, where the events and samples have been sorted into a consistent order by their timestamps.

The `LOST_DATA_EVENT` is produced within the DLL to mark the location of lost data. It is possible that data may be lost, either during recording with real-time data enabled, or during playback. This might happen because of a lost link packet or because data was not read fast enough (data is stored in a large queue that can hold 2 to 10 seconds of data, and once it is full the oldest data is discarded to make room for new data). This event has no data or time associated with it.

### 7.2.3 Eye Data Events

The EyeLink tracker analyzes the eye-position samples during recording to detect saccades, and accumulates data on saccades and fixations. Events are produced to mark the start and end of saccades, fixations and blinks. When both eyes are being tracked, left and right eye events are produced, as indicated in the `eye` field of the `FEVENT` structure.

Start events contain only the start time, and optionally the start eye or gaze position. End events contain the start and end time, plus summary data on saccades and fixations. This includes start and end and average measures of position and pupil size, plus peak and average velocity in degrees per second.

```
typedef struct {
    UINT32 time;           // effective time of event
    INT16  type;           // event type
    UINT16 read;           // flags which items were included
    INT16  eye;            // eye: 0=left,1=right
    UINT32 sttime, entime; // start, end sample timestamps

    float hstx, hsty;      // href position at start
    float gstx, gsty;      // gaze or pupil position at start
    float sta;             // pupil size at start
    float henx, heny;      // href position at end
    float genx, geny;      // gaze or pupil position at end
    float ena;             // pupil size at start

    float havx, havy;      // average href position
    float gavx, gavy;      // average gaze or pupil position
    float ava;             // average pupil size
    float avel;            // average velocity
    float pvel;            // peak velocity
    float svel, evel;      // start, end velocity

    float supd_x, eupd_x;  // start, end angular resolution
```



```
float supd_y, eupd_y;    // (pixel units-per-degree)
UINT16 status;          // error, warning flags
} FEVENT;
```

The `stime` and `entime` fields of an end event are the timestamps of the first and last samples in the event. To compute duration, subtract these and add 1 sample duration (i.e., 4 ms for a 250 hz recording, 2 ms for a 500 hz recording and 1 msec for a 1000 hz recording).

Each field of the `FEVENT` structure is further described in the following table:

Field	Contents
time	Timestamp of sample causing event (when camera imaged eye, in milliseconds since EyeLink tracker was activated)
type	The event code
eye	Which eye produced the event: 0 (LEFT_EYE) or 1 (RIGHT_EYE)
read	Bits indicating which data fields contain valid data. Empty fields will also contain the value <code>MISSING_DATA</code>
gstx, gsty, genx, geny, gavx, gavy	Display gaze position, in pixel coordinates set by the <code>screen_pixel_coords</code> command. Positions at start, end, and average during saccade, fixation or <code>FIXUPDATE</code> period are reported.
hstx, hsty, henx, heny, havx, havy	HEADREF gaze position at start, end, and average during saccade, fixation or <code>FIXUPDATE</code> period.
sta, ena, ava	Pupil size (arbitrary units, area or diameter as selected), at start, and average during fixation of <code>FIXUPDATE</code> interval.
svel, evel, avel, pvel	Gaze velocity in visual degrees per second. The velocity at the start and end of a saccade or fixation, and average and peak values of velocity magnitude (absolute value) are reported.
supd_x, supd_y, eupd_x, eupd_y	Angular resolution at start and end of saccade or fixation, in screen pixels per visual degree. The average of start and end values may be used to compute magnitude of saccades.
status	Collected error and status flags from all samples in the event. See <a href="#">eye_data.h</a> for useful bits.

Peak velocity for fixations is usually corrupted by terminal segments of the preceding and following saccades. Average velocity for saccades may be larger than the saccade magnitude divided by its duration, because of overshoots and returns.

The `supd_x`, `supd_y`, `eupd_x`, and `eupd_y` fields are the angular resolution (in pixel units per visual degree) at the start and end of the saccade or fixation. The average of the start and end angular resolution can be used to compute the size of saccades in degrees. This C code would compute the true magnitude of a saccade from an `ENDSACC` event stored in the buffer `evt` :

```
dx = (evt.fe.genx - evt.fe.gstx) /
      ((evt.fe.eupd_x + evt.fe.supd_x)/2.0);
dy = (evt.fe.geny - evt.fe.gsty) /
      ((evt.fe.eupd_y + evt.fe.supd_y)/2.0);
dist = sqrt(dx*dx + dy*dy);
```

When reading real-time data through the link, event data will be delayed from the corresponding sam-

ples. This is caused by the velocity detector and event validation processing in the EyeLink tracker. The timestamps in the event reflect the true (sample) times.

### 7.2.4 Button and Input Events

BUTTONEVENT and INPUTEVENT types are the simplest events, reporting changes in button status or in the input port data. The time field records the timestamp of the eye-data sample where the change occurred, although the event itself is usually sent before that sample. The data field contains the data after the change, in the same format as in the [FSAMPLE](#) structure.

Button events from the link are rarely used; monitoring buttons with one of [eyelink\\_read\\_keybutton\(\)](#), [eyelink\\_last\\_button\\_press\(\)](#), or [eyelink\\_button\\_states\(\)](#) is preferable, since these can report button states at any time, not just during recording.

```
typedef struct {
    UINT32 time;           // time logged
    INT16  type;           // event type:
                            //
    UINT16 data;           // coded event data
} IOEVENT;
```

### 7.2.5 Message Events

A message event is created by your experiment program, and placed in the EDF file. It is possible to enable the sending of these messages back through the link, although there is rarely a reason to do this. Although this method might be used to determine the tracker time (the `time` field of a message event will indicate when the message was received by the tracker), the use of [eyelink\\_tracker\\_time\(\)](#) is more efficient for retrieving the current time from the eye tracker's timestamp clock. The eye tracker time is rarely needed in any case, and would only be useful to compute link transport delays.

```
typedef struct {
    UINT32 time;           // time message logged
    INT16  type;           // event type: usually MESSAGEEVENT
                            //
    UINT16 length;         // length of message
    byte  text[260];       // message contents (max length 255)
} IMESSAGE;
```

## Chapter 8

# Issues for Programming Experiments

Programming time-critical experiments (and this includes most eye-tracking experiments) requires an understanding of both the requirements for proper programming of experiments, as well as the quirks of the various versions of the operating systems. Writing applications for multi-tasking operating systems such as Windows in C environment can be confusing and full of pitfalls. Using a "simple" scripting languages, Python, or Visual Basic just hides the problems, resulting in experiments that have unpredictable timing and produce suspected or useless data - worst of all, the programmer and experimenter will not know that this is the case. In general, multi-tasking operating system programmers are not exposed to the concept of deterministic timing, and do not know how to achieve it under such operating systems. It is the goal of this section to educate the programmer in the art of deterministic experiment programming possible under Windows, and the goal of the code and libraries in this Developers Kit is to ease the development of such programs. This is a large task, but we hope this helps.

### 8.1 Issues for Windows Programmers

A typical Windows programmer relies on a high-level programming language such as Visual Basic, Microsoft Foundation Classes, Python, or another language that provides a "wrapper" over the complexity of Windows interface code. The problem here is that such tools are designed to make your application coexist with other programs, giving up time whenever possible to Windows and other applications readily.

This is exactly the opposite of what needs to be done to create proper experiments - we need to be greedy, keeping all the computer time to ourselves, at least during trials or dynamic display sequences. Between these, it is safe to use dialog boxes and other Windows tools. These blocks of time-critical code should be written carefully, and Visual Basic should not be used in these sections. If you insist on using Visual Basic, it should be possible to write simple libraries in C to run trials, then to call these from Visual basic, which can then be used to control the experiment, load stimuli, and so on.

This manual and the sample code show how things should be done in order to write time-critical code. Just as importantly, hard-to-write sections of the code such as display of camera images and calibration have been encapsulated in the EyeLink tracker and the *eyelink\_core* and *eyelink\_core\_graphics* DLLs.

### 8.2 Windows Timing Issues

The most important issue that needs to be covered is the timing of experiments (and other programs) running under Windows. This determines what it is possible to do in an experiment, and the strategy that needs to be used to obtain the desired results.

Under a single-tasking operating system such as DOS, your experiment ran alone on the PC: except for system operations such as writing to disk, you had control over what happened and when. For example, if graphics had to be presented at precise timings, you simply created a loop and waited until the proper time to change the display had arrived. But Windows is a *multitasking* operating systems. This means that other programs can steal time from you at any moment. If you don't have control over the computer at the instant you should be updating the display, then the timing of you experiment will be off. If you're running a gaze-contingent window display, then the window movement may be delayed (an undesired effect). In addition, a large number of Windows functions are used by Windows as an opportunity to steal time from your program, making the execution time of these functions appear slow and unpredictable.

Fortunately, changes to the Windows kernel and availability of real-time priority levels have allowed near-realtime programming while allowing graphics and Ethernet to work - just right for EyeLink applications.

### 8.2.1 Minimizing Windows Delays

To minimize windows delays:

- You should always ensure that no other time-critical programs, especially games, are running.
- Shut down all other applications (browser windows, chat clients, email programs, etc) prior to running an EyeLink experiment. These applications are listed in the taskbar at the bottom of the screen.
- Shut down any programs (Norton Antivirus, volume controller, Windows Messenger, etc) running in the notification area of the taskbar where you usually see the current time displayed (lower-right corner of the screen).
- Make sure no scheduled tasks (e.g., data backup, virus checking) are active.
- Remove unnecessary devices (e.g., DV converter, flash disk, external hard drive) connected through the USB or firewire ports.
- Shut down screen-saver management. Click the right mouse button at a blank space on the display PC desktop to open a dialog box for display properties settings. On the "Screen Saver" tab, set the screen saver to "None".
- Shut down power management. Select the "Screen Saver" tab of the "Display Properties" dialog box and click on the "Power ..." button. In the "Power Options Properties" dialog box, turn off all features related to power management (hibernation, advanced power management support, turning off monitors or hard drives).
- For a computer with multiple Ethernet cards installed, use the Windows Control Panel to temporarily disable all network connections except for the one dedicated for EyeLink connection. The user should disable the firewall for the EyeLink Ethernet connection as well.

Even with no other programs running, the Windows kernel will try to steal some time about once a second for maintenance tasks. However, Windows allow you to place your experimental application in a real-time priority, graphics and the network continue to work while almost all other Windows tasks are disabled. This special mode is discussed next.

### 8.2.2 Windows Real-time Mode

Under Windows, it is possible place your application in a special level of real-time priority mode. This forces Windows to stop most other activity, including background disk access that might cause your experiment to have unpredictable delays. The sample experiment templates all use this mode in critical sections, including trials.

The major problem with real-time mode is that certain system functions simply cease to work. Using `getkey()` will probably return key presses in real-time mode, but it does this at the expense of allowing Windows to do background activity. This appears as unpredictable delays that can be as long as 20 milliseconds (but are usually on the order of 5-10 milliseconds). Therefore you should try to avoid using the Display PC keyboard for control or participant responses (keyboards are not very time accurate in any case). Instead, use `eyelink_last_button_press()` to detect tracker button responses, `break_pressed()` to detect program shutdown, `eyelink_is_connected()` to detect tracker disconnection, `check_recording()` to detect recording aborted by the eye tracker, and, if required, `eyelink_read_keybutton()` to monitor the EyeLink tracker keyboard.

DirectX functions work just fine under real-time mode, and EyeLink Developers Kit uses DirectX functions via SDL.

## 8.3 Message Pumps and Loops

An experiment needs to be *deterministic*: it must produce events in a sequence determined by randomization, with accurate timing. This requires that the program always has control over the computer, executing code and loops without returning control to Windows. However, if you try to run programs like this under Windows, many problems can occur: windows aren't displayed, keys can't be read, and so on.

We can make Windows work with loops by calling a *message pump* often. This is similar to the standard core code found in regular C programs, which calls `GetMessage()`, `TranslateMessage()` and `DispatchMessage()`. This serves to pass messages from the Windows kernel on to other parts of your experiment. Even Microsoft Foundation Classes (MFC) and Visual Basic applications have message pumps: they are just hidden inside the run-time libraries (and are therefore harder to avoid executing).

In general, it's not a good idea to call message pumps during time-critical parts of your code. Some messages require a lot of processing by other applications, or may even redraw parts of the display. Worst of all, Windows will take whatever time it needs during calls to this function, performing disk activity and so on. In general, you don't need to call a message pump except to read keys once the full-screen experiment window has been created.

The `eyelink_core` library supplies several message-pump functions. The simplest way to use a message pump is to call `getkey()` to check if any keys have been pressed: this will also call the message pump each time. You can call a message pump explicitly with `message_pump()`, which also allows you to process messages for a modeless dialog box (such as the progress display window in the EDF file transfer function).

To implement long delays, you should call `pump_delay()` rather than `msec_delay()`. This will allow the operating system to process messages while waiting.

It is possible to create loops that do not contain a message pump. In this case, you must call `break_pressed()` in the loop to check if the program should terminate. You may also want to call `escape_pressed()` to see if the ESC key is pressed, which can be used to interrupt trials.

## 8.4 Windows Key Support

The preferred method to read keys in sections that are not time-critical is with `getkey()`, which also acts as a message pump and returns any keys that were recently pressed. This function returns `TERMINATE_KEY` if CTRL-C is pressed, or if the experiment has been terminated by pressing ALT-F4: if this code is returned, exit from any loop immediately. Some non-character keys (such as the cursor keys) are translated into the key codes required by the EyeLink tracker: these are defined in `eyelink.h`.

In some cases, such as during camera setup, you will want to echo the Display PC keyboard to the tracker

for remote control. Use the function `echo_key()`, which is used like `getkey()` but also sends a copy of each key to the eye tracker through the link.

## 8.5 Terminating the Program

When a Windows program is terminated by ALT-F4, it receives WM\_QUIT and WM\_DESTROY system messages and its window is closed. This normally would exit the message pump in the `main()` function, but there is no simple message pump in our experiments. Instead, your code should detect program shutdown by one (or all) of the following: check `break_pressed()` for a nonzero return value, check if `getkey()` returns `TERMINATE_KEY`, or check if `eyelink_is_connected()` returns 0. If any of these happens, your functions must break out of any loops they are executing and return immediately. Don't use the `getkey()` test in time critical code, as this would cause delays. The following code is an example of pulling all of these tests into one loop:

```
while (1) // our loop
{
    unsigned key = getkey();
    if( key == TERMINATE_KEY ) break; // check for program
    termination
    if( break_pressed() ) break;      // an alternative way to
    check termination
    if( escape_pressed() ) break;    // optional test for
    ESC key held down
    if( ! eyelink_is_connected() ) break; // exit if
    EyeLink tracker stopped

    // YOUR LOOP CODE GOES HERE
}
```

It is also possible to force your program to terminate, as if ALT-F4 was pressed. By calling `terminal_break(1)`, the `break_pressed()` and `getkey()` functions will behave as if the program was terminated. If the `eyelink_core` library is performing setup or drift correction, it will break out of these functions and return to your code immediately if `terminal_break()` with parameter 1 or `exit_calibration()` is called.

## Chapter 9

# Graphics Programming using SDL

The *eyelink\_core\_graphics* library uses SDL to display graphics on to the display PC. Simple DirectMedia Layer (SDL) is a cross-platform multimedia library designed to provide level access to audio, keyboard, mouse, joystick, 3D hardware via OpenGL, and 2D video framebuffer. The SDL supports multiple platforms including Windows, Linux, and macOS. It tries its best to get the best performance out of the given computer. For example, SDL uses page flipping and hardware accelerated blit, color keying, and alpha blending using DirectX on windows, using DGA on X graphics environments and so on (Visit <http://www.libsdl.org> for more details on SDL and for the SDL API documentations). The SDL library bundled with EyeLink Developers Kit is slightly modified from the one at <http://www.libsdl.org/download-1.2.php>. The changes involve the addition of following functions:

1. `SDL_SetVideoModeEx()`
2. `SDL_FlipEx()`
3. `Flip()` - macro provided in [sdl\\_expt.h](#)

Currently, these functions are only available on windows with DirectX and X environments with DGA only. The `SDL_SetVideoModeEx()` a slight modification of `SDL_SetVideoMode()`. With `SDL_SetVideoModeEx()` one can set the refresh rate that they want. In the `SDL_SetVideoMode()`, SDL chooses one of the available refresh rates. The function `SDL_Flip()`, if used with hardware flips, setup the flip and returns immediately. The real flip occurs on the next retrace. However, we need to know when the stimulus is really displayed to the participant. Thus, we need to wait till the real flip occurs. `SDL_FlipEx()` does exactly that. That is, it does not return until the real flip occurs. The `Flip` macro can also be used instead of `SDL_FlipEx()`. The macro loops through and checks for the `SDL_Flip()` return value. `SDL_Flip()` returns -1 if it cannot schedules a flip.

`SDL_SetVideoModeEx()` function need not be called for most experiments. The *eyelink\_core\_graphics* library provides `init_expt_graphics()`, which takes an `SDL_Surface` and `DISPLAYINFO`. If `SDL_Surface` parameter is NULL, `init_expt_graphics()` sets the video mode. If `DISPLAYINFO` parameter is NULL, `init_expt_graphics()` sets the video mode to the current display settings. One can override this by filling in the width, height, depth, refresh attributes of `DISPLAYINFO` and passing in to `init_expt_graphics()`. One can also set their video mode by calling `SDL_SetVideoMode()` or `SDL_SetVideoModeEx()` and pass in the `SDL_Surface`.

The modified SDL only works on DirectX enabled environments in windows. That is, it does not support GDI driver for SDL. So, make sure you have proper video driver and DirectX installed in your environment.

## 9.1 Drawing Speed

Drawing speed depends on the selected resolution, colors and the supported hardware. In general, more colors, higher resolution and faster refresh rates all result in slower graphics drawing. For experiments that follow the templates, the time to copy a bitmap to the display is the most critical factor in selecting a mode. This should be tested for your card, by measuring the time before and after a bitmap copy. Ideally, the copy should take less than one refresh period so that the drawing is not visible, and so the participant sees the stimulus all at once.

## 9.2 Display Mode Information

As part of initializing your experiment, you should check that the current display mode is appropriate to your experiment. For example, a fast refresh rate may be required, or a resolution that matches that of a picture may be needed. An experiment should always be run in the same display mode for all participants, to prevent small differences in appearance or readability of text which could affect participant performance.

Information on the current display mode can be measured by calling `get_display_information()`. This fills a `DISPLAYINFO` structure with the display resolution, colors, and the refresh rate. If you use the global `DISPLAYINFO` structure `dispinfo`, then the macros `SCRWIDTH` and `SCRHEIGHT` can be used to compute the screen width and height in pixels.

This is the definition of the `DISPLAYINFO` structure:

```
typedef struct {
    INT32 left;           // left of display
    INT32 top;            // top of display
    INT32 right;          // right of display
    INT32 bottom;         // bottom of display
    INT32 width;          // width of display
    INT32 height;         // height of display
    INT32 bits;           // bits per pixel
    INT32 palsize;        // total entries in palette (0 if not indexed)
    INT32 palrsvd;        // number of static entries in palette
    INT32 pages;          // pages supported
    float refresh;        // refresh rate in Hz (<40 if refresh sync not
    available)
    INT32 winnt;          // // Windows: 0=9x/Me, 1=NT, 2=2000,
    3=XP/Vista/7, 4=Windows 10
} DISPLAYINFO;
```

Several fields in this structure require further explanation. The `palsize` field will be 0 if in 32, 24 or 16-bit color modes, which are required for image file display. If this is nonzero, you are in 256-color mode (or even 16-color) mode, which is only useful for drawing simple graphics. The `pages` field is always 1, as multiple pages are not supported. The `refresh` field is the measured display refresh rate, which may differ from that reported by the operating system.

Finally, the `winnt` field indicates under what version of Windows the application is running.

## 9.3 Synchronization with Display Refresh

The use of `SDL_Flip()` and `SDL_FlipEx()` on the suggested environments will always make your drawing synchronized with display refresh.



## 9.4 Full-Screen Window

SDL only supports hardware assisted flips and blits on full screen window only. If you are setting your video mode, make sure you initialize your video mode with full screen window. If you are just calling `init_expt_graphics()`, it always creates full screen window. To get the handle to the window, just call `SDL_GetVideoSurface()` after calling `init_expt_graphics()`.



## Chapter 10

# Eyelink Graphics Programming Using External Graphics Library

The plug-in design of new graphic component in the *eyelink\_core* makes it possible for programmers to take advantage of any graphics environment that they have to use. Suppose we have a complex three-dimensional graphics to display to the participant. SDL may not be the greatest platform to perform such graphics. In this case, the user is not forced to use SDL as their development platform. EyeLink Developers Kit allows the user to create their own graphics development platform with their choice of graphics library. In addition, one can override an existing library's callback function to overcome a bug or to suit their needs.

If the user decides to implement his own graphics environment, the following needs to be done to set up the display environments for graphic operations, such as calibration, validation, and display of the eye image.

### 10.1 Roles of EyeLink Graphics library

There are three things that an EyeLink graphics library should do.

1. Display calibration, validation, drift correct, and camera image screens on the display pc.
2. Save display screens to disk for future analysis. This may be optional.
3. Provide feedback about any input given by the user.

To achieve the duties of eyelink core graphics library, we use a generic set of callback functions. The callback functions are set and get using the structure [HOOKFCNS](#) in combination with the functions [setup\\_graphic\\_hook\\_functions\(\)](#) and [get\\_all\\_hook\\_functions\(\)](#). The following structures are also used to support various aspects of the core graphics library.

1. [InputEvent](#)
2. [HOOKFCNS](#)
3. [EYECOLOR](#)
4. [EYEPALLETTE](#)
5. [EYEPIXELFORMAT](#)
6. [EYEBITMAP](#)

Except for the [InputEvent](#) and [HOOKFCNS](#) structures, all other structures are used to transfer image data to the core graphics library to save images to disk.

## 10.2 Writing Your Own Core Graphics.

EyeLink Developers Kit comes with a plug-in template that you can use as starting point (C:\Program Files (x86)\SR Research\EyeLink\SampleExperiments\sdl\Extension\plugin). The plugin template also comes with project files that are intended for a dll. If you would like to use the template within your program, you may want to convert the project to an application.

### 10.2.1 SDL Core Graphics Sample

In this section we are going to go over a sample implementation of core graphics library. The source code and the project files can be found in C:\Program Files (x86)\SR Research\EyeLink\SampleExperiments\sdl\Extension\sdl\_coregraphics.

#### 10.2.1.1 File description of cal\_graphics.c

This file implements [Calibration Target Presentation Example](#) and the [Source code for cal\\_graphics.c](#) can be viewed here. In most cases this is by far the most easiest to implement. This file includes implementation of target presentation as well as optional audio presentation, which may improve the speed and stability of calibrations by cueing the participant and make the experimenter's task easier.

If you do not need audio presentation you can safely set the following functions to NULL.

```
HOOKFCNS fcns;
memset (&fcns, 0, sizeof (fcns));

fcns.cal_target_beep_hook    = NULL;
fcns.cal_done_beep_hook     = NULL;
fcns.dc_done_beep_hook      = NULL;
fcns.dc_target_beep_hook    = NULL;
```

In our implementation, for function, [cal\\_target\\_beep\(\)](#), [cal\\_done\\_beep\(\)](#), [dc\\_target\\_beep\(\)](#), [dc\\_done\\_beep\(\)](#) just call the function [cal\\_sound\(\)](#). Both [cal\\_target\\_beep\(\)](#) and [cal\\_done\\_beep\(\)](#) will be called on calibration or validation procedure in the call to [do\\_tracker\\_setup\(\)](#) while both the [dc\\_target\\_beep\(\)](#) and [dc\\_done\\_beep\(\)](#) will be called on drift correct procedure in the call to [do\\_drift\\_correct\(\)](#).

The following functions implement the graphics presentation of calibration target.

```
fcns.clear_cal_display_hook = clear_cal_display
;
fcns.erase_cal_target_hook = erase_cal_target
;
fcns.draw_cal_target_hook   = draw_cal_target
;
fcns.setup_cal_display_hook = setup_cal_display
;
fcns.exit_cal_display_hook  = exit_cal_display
;
```

In our implementation, we did not need to do anything in [setup\\_cal\\_display\(\)](#). So, in turn we did not do anything in [exit\\_cal\\_display\(\)](#). Both of these functions can be used to initialize and release resources that are needed with in a calibration session. For example, if you need to use a customized target, that use an SDL Surface, then you would initialize it in the [setup\\_cal\\_display\(\)](#) and release it in [exit\\_cal\\_display\(\)](#).

In the function `draw_cal_target()`, we draw the target at the requested location. The function `clear_cal_display()`, clears the entire screen. Since we did not use any fancy background, we implemented `erase_cal_target()` so that it clears the entire screen.

### 10.2.1.2 File description of `cam_graphics.c`

This file implements [Calibration Camera Image Presentation Example](#) and the [Source code for `cam\_graphics.c`](#) can be viewed here.

In this file all camera setup features are implemented. If no camera setup features are needed, you can safely set the following callback functions to NULL.

```
HOOKFCNS fcns;
memset (&fcns, 0, sizeof(fcns));

fcns.setup_image_display_hook = NULL;
fcns.exit_image_display_hook = NULL;
fcns.image_title_hook        = NULL;
fcns.draw_image_line_hook    = NULL;
fcns.set_image_palette_hook  = NULL;
```

In our example, we implemented all the camera image functions except the `image_title_hook`.

```
HOOKFCNS fcns;
memset (&fcns, 0, sizeof(fcns));

fcns.setup_image_display_hook = setup_image_display
;
fcns.image_title_hook        = image_title;
fcns.draw_image_line_hook    = draw_image_line
;
fcns.set_image_palette_hook  = set_image_palette
;
fcns.exit_image_display_hook = exit_image_display
;
```

For the implementation `setup_image_display()`, we create an RGB surface to hold the camera image. On the `exit_image_display()` we release the surface.

The `draw_image_line()` and `set_image_palette()` together make up the camera image. Once all the image lines are gathered, we draw the cross hair and display the image.

### 10.2.1.3 File description of `graphics_main.c`

All functions implemented in this file are [miscellaneous functions](#) except for `get_input_key()`. The [Source code for `graphics\_main.c`](#) can be viewed here.

The `get_input_key()` provides `eyelink_core.dll` key events. The special keys and modifiers need to be set properly using `eyelink`'s key value for the proper function of keyboard events. If this function is not implemented, you will not be able to control the tracker from Display PC.

The `writeImage()` writes the given images to disk. If you do not call `el_bitmap_save_and_backdrop` or `el_bitmap_save`, this can be ignored. Also, note this function is not set using the standard `setup_graphic_hook_functions()` to set the callback.

```
set_write_image_hook (writeImage, 0);
```

All the other functions are completely optional, however, see the implementation of `init_expt_graphics()` where we make calls to `setup_graphic_hook_functions()` to set the callbacks.

### 10.3 Source code for cal\_graphics.c

```

*****
* EYELINK PORTABLE EXPT SUPPORT          (c) 1996-2024 by SR Research Ltd.
*
*      15 July 2003 by Suganthan Subramaniam      For non-commercial use only
*
* Header file for standard functions
*
* This module is for user applications      Use is granted for non-commercial
*
* applications by Eyelink licencees only
*
*
*
*
***** WARNING *****
***
*
*
* UNDER NO CIRCUMSTANCES SHOULD PARTS OF THESE FILES BE COPIED OR COMBINED.
*
* This will make your code impossible to upgrade to new releases in the
  future, *
* and SR Research will not give tech support for reorganized code.
*
*
*
* This file should not be modified. If you must modify it, copy the entire
  file *
* with a new name, and change the the new file.
*
*
*
*****
****/

/#!/
\file cal_graphics.c
\brief Example implementation of calibration graphics using SDL graphics
        environment

In this file, we perform all calibration displays.
@defgroup cal_example Calibration Target Presentation Example
*/

#include "eyelink.h"
#include "graphics_global.h"

#define TARGET_SIZE 20 /*!< @ingroup cal_example Target size in pixels.*/
/#!/
    @ingroup cal_example
    Setup the calibration display. This function called before any
    calibration routines are called.
*/
INT16 ELCALLBACK setup_cal_display(void)
{
    /* If you would like to use custom targets, you might want to
       initialize here
       and release it in exit_cal_display. For our demonstration, we are
       going to use
       rectangle targets, that can easily be drawn on the display.

       So, nothing to do here.
    */
    return 0;
}

/#!/
    @ingroup cal_example
    This is called to release any resources that are not required beyond
    calibration.
    Beyond this call, no calibration functions will be called.
*/

```

```

void ELCALLBACK exit_cal_display(void)
{
    /*
     * Since we did nothing in setup_cal_display, we don't have much here
     * either.
     */
}

/*!
 * @ingroup cal_example
 * This function is responsible for the drawing of the target for
 * calibration, validation
 * and drift correct at the given coordinate.
 * @param x x coordinate of the target.
 * @param y y coordinate of the target.
 * @remark The x and y are relative to what is sent to the tracker for the
 *         command screen_pixel_coords.
 */
void ELCALLBACK draw_cal_target(INT16 x, INT16 y)
{
    SDL_Rect r = {x, y, TARGET_SIZE, TARGET_SIZE};
    SDL_FillRect(mainWindow, &r, 0); // draw the rectangle
    SDL_UpdateRect(mainWindow, 0, 0, 0, 0); // update the entire
    window
}

/*!
 * @ingroup cal_example
 * This function is responsible for erasing the target that was drawn by
 * the
 * last call to draw_cal_target.
 */
void ELCALLBACK erase_cal_target(void)
{
    /*
     * Technically, we should keep the last drawn x,y position and erase only
     * the
     * piece that we drawn in the last call to draw_cal_target. For simplicity
     * reasons,
     * we will clear the entire the screen
     */
    /*
     * clear_cal_display();
     */
}

/*!
 * @ingroup cal_example
 * Called to clear the calibration display.
 */
void ELCALLBACK clear_cal_display(void)
{
    /*
     * // clear the window
     * SDL_FillRect(mainWindow, NULL, SDL_MapRGB(mainWindow
     * ->format, 192, 192, 192));
     * SDL_UpdateRect(mainWindow, 0, 0, 0, 0); // update the entire
     * window
     */
}

#define CAL_TARG_BEEP 1 /*!< @ingroup cal_example Calibration target beep*/
#define CAL_GOOD_BEEP 0 /*!< @ingroup cal_example Calibration good beep*/
#define CAL_ERR_BEEP -1 /*!< @ingroup cal_example Calibration error beep*/
#define DC_TARG_BEEP 3 /*!< @ingroup cal_example Drift correct target beep*/
#define DC_GOOD_BEEP 2 /*!< @ingroup cal_example Drift correct good beep*/
#define DC_ERR_BEEP -2 /*!< @ingroup cal_example Drift correct error beep*/
/*!
 * @ingroup cal_example
 * In most cases one can implement all four (cal_target_beep,
 * cal_done_beep, dc_target_beep, dc_done_beep) beep callbacks
 * using just one function.
 *
 * This function is responsible for selecting and playing the audio clip.
 * @param sound sound id to play.
 */
void ELCALLBACK cal_sound(INT16 sound)
{
    char *wave = NULL;
    switch(sound) // select the appropriate sound to play
    {

```

```

    case CAL_TARG_BEEP: /* play cal target beep */
        wave ="type.wav";
        break;
    case CAL_GOOD_BEEP: /* play cal good beep */
        wave ="qbeep.wav";
        break;
    case CAL_ERR_BEEP: /* play cal error beep */
        wave ="error.wav";
        break;
    case DC_TARG_BEEP: /* play drift correct target beep */
        wave ="type.wav";
        break;
    case DC_GOOD_BEEP: /* play drift correct good beep */
        wave ="qbeep.wav";
        break;
    case DC_ERR_BEEP: /* play drift correct error beep */
        wave ="error.wav";
        break;
}
if(wave)
{
    PlaySound(wave, NULL, SND_FILENAME);
}
}

/**
@ingroup cal_example
This function is called to signal new target.
*/
void ELCALLBACK cal_target_beep(void)
{
    cal_sound(CAL_TARG_BEEP);
}

/**
@ingroup cal_example
This function is called to signal end of calibration.
@param error if non zero, then the calibration has error.
*/
void ELCALLBACK cal_done_beep(INT16 error)
{
    if(error)
    {
        cal_sound(CAL_ERR_BEEP);
    }
    else
    {
        cal_sound(CAL_GOOD_BEEP);
    }
}

/**
@ingroup cal_example
This function is called to signal a new drift correct target.
*/
void ELCALLBACK dc_target_beep(void)
{
    cal_sound(DC_TARG_BEEP);
}

/**
@ingroup cal_example
This function is called to signal the end of drift correct.
@param error if non zero, then the drift correction failed.
*/
void ELCALLBACK dc_done_beep(INT16 error)
{
    if(error)
    {
        cal_sound(DC_ERR_BEEP);
    }
    else
    {
        cal_sound(DC_GOOD_BEEP);
    }
}

```



## 10.4 Source code for cam\_graphics.c

```

/*****
 * EYELINK PORTABLE EXPT SUPPORT          (c) 1996-2024 by SR Research Ltd.
 *
 *      15 July 2003 by Suganthan Subramaniam      For non-commercial use only
 *
 * Header file for standard functions
 *
 * This module is for user applications      Use is granted for non-commercial
 *
 * applications by Eyelink licencees only
 *
 *
 *
 *
 *
 *
 *****/
***** WARNING *****
****
 *
 *
 * UNDER NO CIRCUMSTANCES SHOULD PARTS OF THESE FILES BE COPIED OR COMBINED.
 *
 * This will make your code impossible to upgrade to new releases in the
   future, *
 * and SR Research will not give tech support for reorganized code.
 *
 *
 *
 * This file should not be modified. If you must modify it, copy the entire
   file *
 * with a new name, and change the the new file.
 *
 *
 *
 *****/
*****/

/*!
\file cam_graphics.c
In this file, we perform all camera setup features.
@defgroup cam_example Calibration Camera Image Presentation Example
*/

#include "eyelink.h"
#include "graphics_global.h"

/*!@ingroup cam_example
This function is responsible for initializing any resources that are
required for camera setup.

@param width width of the source image to expect.
@param height height of the source image to expect.
@return -1 if failed, 0 otherwise.
*/
INT16 ELCALLBACK setup_image_display(INT16 width, INT16
height)
{
    return 0;
}

/*!@ingroup cam_example
This is called to notify that all camera setup things are complete.
Any
resources that are allocated in setup_image_display can be released in
this
function.
*/
void ELCALLBACK exit_image_display(void)
{
}

/*!@ingroup cam_example
This function is called to update any image title change.

```

```

        @param threshold if -1 the entire tile is in the title string
                           otherwise, the threshold of the current
image.
        @param title      if threshold is -1, the title contains the whole title
                           for the image. Otherwise only the camera
                           name is given.
    */
void ELCALLBACK image_title(INT16 threshold, char *title)
{
}

/*!@ingroup cam_example

This function is called after setup_image_display and before the first call to
draw_image_line. This is responsible to setup the palettes to display
the camera
image.

@param ncolors number of colors in the palette.
@param r        red component of rgb.
@param g        blue component of rgb.
@param b        green component of rgb.

*/
void ELCALLBACK set_image_palette(INT16 ncolors, byte r[],
    byte g[], byte b[])
{
}

/*!@ingroup cam_example

This function is called to supply the image line by line from top to bottom.

@param width width of the picture. Essentially, number of bytes in \c pixels.
@param line  current line of the image
@param totlines total number of lines in the image. This will always equal the
height of the image.
@param pixels pixel data.

Eg. Say we want to extract pixel at position (20,20) and print it out as rgb
values.



```

@code
    if(line == 19) // y = 20
    {
        byte pix = pixels[19];
        // Note the r,g,b arrays come from the call to
        set_image_palette
        printf("RGB %d %d %d\n",r[pix],g[pix],b[pix]);
    }
@endcode

```



@remark certain display draw the image up side down. eg. GDI.
*/
void ELCALLBACK draw_image_line(INT16 width, INT16 line, INT16
    totlines, byte *pixels)
{
}

```

## 10.5 Source code for graphics\_main.c

```

/*****

```

```

****
* EYELINK PORTABLE EXPT SUPPORT      (c) 1996-2024 by SR Research Ltd.
*
*   15 July 2003 by Suganthan Subramaniam      For non-commercial use only
*
* Header file for standard functions
*
* This module is for user applications      Use is granted for non-commercial
*
* applications by Eyelink licencees only
*
*
*
*
***** WARNING *****
****
*
*
* UNDER NO CIRCUMSTANCES SHOULD PARTS OF THESE FILES BE COPIED OR COMBINED.
*
* This will make your code impossible to upgrade to new releases in the
  future, *
* and SR Research will not give tech support for reorganized code.
*
*
* This file should not be modified. If you must modify it, copy the entire
  file *
* with a new name, and change the the new file.
*
*
*****
****/

/#!/
\file
\brief Example implementation of  graphics initialization using SDL graphics
environment.

In this file, we detect display information, initialize graphics or close
  graphics,
write image and save image to disk.

@defgroup misc_example miscellaneous functions
*/

#include "graphics_global.h"
SDL_Surface *mainWindow = NULL; //!< full screen window for all our
  drawings.

/#!/
@ingroup misc_example
This is an optional function to get information
on video driver and current mode use this to determine
if in proper mode for experiment.

@param[out] di A valid pointer to DISPLAYINFO is passed in to return values.
@remark The prototype of this function can be changed to match one's need or
if it is not necessary, one can choose not to implement this function also.

*/
void ELCALLTYPE get_display_information(DISPLAYINFO
  *di)
{
  /*
  1. detect the current display mode
  2. fill in values into di
  */

  /* For the demonstration purposes, we assume windows. Other operating systems
  may provide other means of finding the same information.

```

```

*/
#ifdef _WIN32
    if(di)
    {
        HDC hdc = GetDC(NULL);
        memset(di,0, sizeof(DISPLAYINFO)); // clear everything to
        0
        di->bits = GetDeviceCaps(hdc,BITSPIXEL); // depth
        di->width = GetDeviceCaps(hdc,HORZRES); // width
        di->height = GetDeviceCaps(hdc,VERTRES); // height
        di->refresh = (float)GetDeviceCaps(hdc,VREFRESH); // refresh
        rate
    }
#endif
}

/*!
@ingroup misc_example
This is an optional function to initialize graphics and calibration system.
Although, this is optional, one should do the innerds of this function
elsewhere in a proper manner.

@remark The prototype of this function can be modified to suit ones needs.
Eg.
The init_expt_graphics of eyelink_core_graphics.dll takes in 2 parameters.
*/
INT16 ELCALLTYPE sdl_init_expt_graphics()
{
    HOOKFCNS fcns;
    memset(&fcns,0,sizeof(fcns)); /* clear the memory */

    /* setup the values for HOOKFCNS */
    fcns.setup_cal_display_hook = setup_cal_display
    ;
    fcns.exit_cal_display_hook = exit_cal_display
    ;
    fcns.setup_image_display_hook = setup_image_display
    ;
    fcns.image_title_hook = image_title;
    fcns.draw_image_line_hook = draw_image_line
    ;
    fcns.set_image_palette_hook = set_image_palette
    ;
    fcns.exit_image_display_hook= exit_image_display
    ;
    fcns.clear_cal_display_hook = clear_cal_display
    ;
    fcns.erase_cal_target_hook = erase_cal_target
    ;
    fcns.draw_cal_target_hook = draw_cal_target
    ;
    fcns.cal_target_beep_hook = cal_target_beep
    ;
    fcns.cal_done_beep_hook = cal_done_beep;
    fcns.dc_done_beep_hook = dc_done_beep;
    fcns.dc_target_beep_hook = dc_target_beep
    ;
    fcns.get_input_key_hook = get_input_key;

    /* register the call back functions with eyelink_core library */
    setup_graphic_hook_functions(&fcns);

    /* register the write image function */
    set_write_image_hook(writeImage,0);

    /*
    1. initialize graphics
    2. if graphics initialization succeeds, return 0 otherwise return 1.
    */

    if ( SDL_Init(SDL_INIT_VIDEO) < 0 ) // Initialize SDL
    {
        printf( "Couldn't initialize SDL: %s\n",SDL_GetError());
        return -1;
    }
}

```

```

    }
    else
    {
        DISPLAYINFO di;
        SDL_Surface *screen;
        get_display_information(&di);

        // set the display mode to our current display mode.
        screen= SDL_SetVideoMode(di.width,di.height,di.bits,
        SDL_FULLSCREEN);
        if(screen)
        {
            SDL_ShowCursor(SDL_DISABLE);
            mainWindow = screen;
        }
        else
        {
            printf("Failed to set video mode %dx%d@%d\n",di.width,di.
            height,di.bits);
            return -1;
        }
    }
    return 0;
}

/**
 *ingroup misc_example
 * This is an optional function to properly close and release any resources
 * that are not required beyond calibration needs.
 * @remark the prototype of this function can be modified to suit ones need.
 */
void ELCALLTYPE sdl_close_expt_graphics()
{
    mainWindow = NULL;
    SDL_Quit(); // quit sdl
}

/**@ingroup misc_example
 * This is called to check for keyboard input.
 * In this function:
 * \arg check if there are any input events
 * \arg if there are input events, fill key_input and return 1.
 *      otherwise return 0. If 1 is returned this will be called
 *      again to check for more events.
 *
 * @param[out] key_input fill in the InputEvent structure to return
 *      key,modifier values.
 *
 * @return if there is a key, return 1 otherwise return 0.
 *
 * @remark Special keys and modifiers should match the following code
 *
 * \b Special \b keys:
 * <pre>
 * @code
 *
 * #define F1_KEY      0x3B00
 * #define F2_KEY      0x3C00
 * #define F3_KEY      0x3D00
 * #define F4_KEY      0x3E00
 * #define F5_KEY      0x3F00
 * #define F6_KEY      0x4000
 * #define F7_KEY      0x4100
 * #define F8_KEY      0x4200
 * #define F9_KEY      0x4300
 * #define F10_KEY     0x4400
 *
 * #define PAGE_UP     0x4900
 * #define PAGE_DOWN   0x5100
 * #define CURS_UP     0x4800
 * #define CURS_DOWN   0x5000
 * #define CURS_LEFT   0x4B00
 * #define CURS_RIGHT  0x4D00

```

```
#define ESC_KEY    0x001B
#define ENTER_KEY 0x000D
```

```
@endcode
</pre>
```

Modifier: If you are using SDL you do not need to modify the modifier value as they match the value.

```
<pre>
@code
#define ELKMOD_NONE    0x0000
#define ELKMOD_LSHIFT  0x0001
#define ELKMOD_RSHIFT  0x0002
#define ELKMOD_LCTRL   0x0040
#define ELKMOD_RCTRL   0x0080
#define ELKMOD_LALT    0x0100
#define ELKMOD_RALT    0x0200
#define ELKMOD_LMETA   0x0400
#define ELKMOD_RMETA   0x0800,
#define ELKMOD_NUM     0x1000
#define ELKMOD_CAPS     0x2000
#define ELKMOD_MODE     0x4000
@endcode
</pre>
*/
```

```
INT16 ELCALLBACK get_input_key(InputEvent *key_input)
{
    return 0;
}
```

```
/*!
    @ingroup misc_example
    This function provides support to writing images to disk. Upon calls
    to el_bitmap_save_and_backdrop or el_bitmap_save this function is
    requested to do the write operation in the preferred format.

    @param[in] outfilename Name of the file to be saved.
    @param[in] format      format to be saved as.
    @param[in] bitmap      bitmap data to be saved.
    @return if successful, return 0.
```

```
*/
int ELCALLBACK writeImage(char *outfilename, IMAGETYPE format,
    EYEBITMAP *bitmap)
{
    // for our demonstration purposes, we will only use bmp format.

    // create an sdl surface from EYEBITMAP
    SDL_Surface * surf = SDL_CreateRGBSurfaceFrom(bitmap->pixels,
        bitmap->w, bitmap->h, bitmap->depth, bitmap->pitch, 0,
        0, 0, 0);
    if(surf)
    {
        SDL_SaveBMP(surf, outfilename); // save the bitmap
        SDL_FreeSurface(surf); // release the surface
        return 0;
    }
    return -1;
}
```

## Chapter 11

# Controlling Calibration

The *EyeLink* Developers Kit library encapsulates much of the required functionality for calibration, drift correction, and handling participant setup after recording aborts. To do this, it requires you to supply a window that it can use for calibration, drift correction, and camera image display. You can customize some parameters of calibration and drift correction, including colors, target sizes, and sounds.

### 11.1 Calibration Colors

In the template, the `SDL_Color` variables `target_foreground_color` and `target_background_color` record the colors to be used for calibration, drift correction, and camera image graphics respectively. The foreground and background colors must be set in the *eyelink\_core\_graphics* library by calling `set_calibration_colors()`.

The entire display is cleared to `target_background_color` before calibration and drift correction, and this is also the background for the camera images. The background color should match the average brightness of your experimental display, as this will prevent rapid changes in the participant's pupil size at the start of the trial. This will provide the best eye-tracking accuracy as well.

The `target_foreground_color` is used to draw calibration targets, and for the text on the camera image display. It should be chosen to supply adequate contrast to the background color.

A background color of black with white targets is used by many experimenters, especially for saccadic tasks. A full white (255,255,255) or a medium white (200,200,200) background with black targets is preferable for text. Using white or gray backgrounds rather than black helps reduce pupil size and increase eye-tracking range, and may reduce retinal afterimages.

### 11.2 Calibration Target Appearance

The standard calibration and drift correction target is a filled circle (for peripheral detectability) with a central "hole" target (for accurate fixation). The sizes of these features may be set with `set_target_size(diameter, holesize)`. If `holesize` is 0, no central feature will be drawn. The disk is drawn in the calibration foreground color, and the hole is drawn in the calibration background color.

Users can replace the standard calibration and drift correction target with an image file. This can be done by calling `set_cal_target_surface()` or `set_cal_background_surface()`. Version 2.0 of the Developers Kit allows users to use an animated object (a short video clip) as the calibration target. This is done by calling the `set_cal_animation_target()` function. The expected video can be loadable using VFW codec (Video-

for-Windows, type 1 avi). Both audio and video streams must be present in the clip and the audio stream must be of pcm type. Users can further configure how many times to loop through the video (a value of -1 to loop the video clip indefinitely).

Version 2.0 of the Developers Kit also allows users to control how the calibration target is presented. Instead of jumping between different screen positions, the target can move smoothly from one calibration position to another along a linear path with the `set_lerp_on_target_move()` function.

### 11.3 Calibration Sounds

The *EyeLink* Developers Kit library plays alerting sounds during calibration, validation and drift correction. These sounds have been found to improve the speed and stability of calibrations by cueing the participant, and make the experimenter's task easier. Three types of sounds are played: a target appearance alert sound, a success sound, and a failure/abort sound. Separate sounds can be selected for setup and drift correction.

Sounds are selected by strings passed to the *eyelink\_core\_graphics* functions `set_cal_sounds()` and `set_dcorr_sounds()`. If an empty string ("") or NULL is passed to these functions, the default sound is played. If the string is "off", no sound is played. Otherwise, the string is assumed to be the name of a WAV file to be played.

If no sound card is installed, the sounds are produced as "beeps" or "ticks" from the PC speaker. One beep marks target movement, two fast beeps mark success, and three slow beeps mark errors. These can be turned off by passing an "off" string for the sound.

To select the sounds to be played for calibration, validation and drift correction during a call to `do_tracker_setup()`, call `set_cal_sounds(char *target, char *good, char *error)`. The sounds played mark the display or movement of the target, successful conclusion of calibration or good validation, and failure or interruption of calibration or validation.

During a call to `do_drift_correct()`, sounds are played as selected by `set_dcorr_sounds(char *target, char *good, char *setup)`. The events are the initial display of the target, successful conclusion of drift correction, and pressing the ESC key to start the camera setup mode. Usually the good (drift correction completion sound) will be turned off, as this would occur at the start of the trial and might distract the participant.

### 11.4 Recording Abort Blanking

When a trial is aborted from the tracker (click on the "Abort" button in EyeLink host application, or press 'Ctrl'-Alt-'A' keys on the tracker keyboard), the eye tracker displays the Abort menu. This is detected by the `check_recording()` function of the *eyelink\_core* library, which should be called often by your code during recording. The record abort is handled by this function by clearing the Display PC display to the calibration background color. This prepares the participant for the drift correction or re-calibration that usually follows, and removes the stimuli from the display. After the experimenter selects "Skip Trial", "Repeat Trial", or "Terminate Experiment" from the Abort menu, `check_recording()` returns the appropriate error code.



## Chapter 12

# Connections and Multiple Computer Configurations

The EyeLink trackers and the *EyeLink* Developers Kit libraries (and similar EyeLink application libraries for other platforms) support connecting multiple computers to one eye tracker, and communication between EyeLink applications. All of the computers should be connected via a network switch, with the IP addresses in the range of 100.1.1.x and subnet mask 255.255.255.0.

When reading the following, keep in mind the kind of configuration you will need. Some examples are:

- One tracker and one computer (the usual configuration).
- One tracker and one experiment computer, plus a "listener" that monitors the connection to generate displays (including calibration targets), perform real-time analysis, or other functions. This computer can use messages generated by the primary experiment computer as well as eye movement data. The *broadcast*, *comm\_simple*, and *comm\_listener* templates illustrate this.
- One tracker and an experiment computer, plus one or more computers that insert messages into the eye tracker data file.
- One eye tracker plus two experiment computers, both of which control the eye tracker at different times. The computer with the primary connection can do image displays and file transfer, while the broadcast-connected computer can also control most other functions. It is of course important that the two computers are in communication with each other in order to remain synchronized.
- Two eye trackers and two experiment computers, where two participants can observe each other's gaze positions while performing some mutual task. Each experiment computer connects to one eye tracker (only one eye tracker can have a broadcast connection on a single network), and the two experiment computers must exchange data by another channel (such as the inter-remote EyeLink messaging system).

## 12.1 Connection Types

### 12.1.1 Broadcast Connections

In the usual EyeLink experiment, an eye tracker communicates only with the application that first opened a connection to it. If a second computer tries to connect, the connection to the first application was closed. For multiple connections, the EyeLink system uses *broadcast* connections, where data from the eye tracker

is sent to all computers on the local network (that is, on the same network cable or connected to the same hub as the eye tracker).

One computer still has the primary connection, but up to 4 other computers can also have broadcast connections to the eye tracker. This primary connection has full control over the eye tracker - broadcast connections are closed when a primary connection is opened or closed, whereas a primary connection is unaffected by broadcast connections. This means that a primary connection should always be opened before a broadcast connection is made from another computer. Therefore it is critical that a "listening" application wait for a primary connection to be made before opening a broadcast connection - the templates *comm\_simple* and *comm\_listener* exchange messages for this purpose, while the *broadcast* template checks the connection status of the tracker directly. Closing a broadcast connection does not affect the primary connection or any other broadcast connections.

A broadcast connection allows other computers to listen in on real-time data sent from the eye tracker to the primary computer. In addition, broadcast connections allow computers to monitor the eye tracker's state, draw calibration targets, and even send commands and messages to the eye tracker. Some functions are not available with broadcast connections, including camera image display, data playback, and file transfers.

### 12.1.2 Unconnected Operation

Some functions are also available without opening any connection to the eye tracker. These include sending key presses and messages to the eye tracker, and requesting updates on tracker status and the current tracker time. This capability is designed to allow multiple computers to synchronize their clocks or place synchronizing messages in the tracker's data file. Another use (used in the *broadcast* template) is to allow computers to wait for a primary connection before attempting to open a broadcast connection to the tracker.

### 12.1.3 Connection Functions

Before a connection can be opened, the EyeLink DLL and networking system must be initialized. The function `open_eyelink_connection()` does this initialization and, if called with an argument of 0, immediately opens a connection. If the argument is -1, it simply initializes the DLL. This allows the application to perform unconnected operations or to open a broadcast session later. Finally, if called with an argument of 1, it "opens" a "dummy" connection, which can be used for debugging applications without the need for a tracker (or even a network).

The network (IP) address of the tracker is usually "100.1.1.1", set in the *eyenet.ini* file on the Host PC. If the eye tracker is not at this address, or if multiple eye trackers are present at different addresses, the tracker address can be specified by calling `set_eyelink_address()` before calling `open_eyelink_connection(1)`. This address is also used for tracker communication if a connection has not been opened, to request tracker status or time or to send messages.

If the tracker address is set to "255.255.255.255", then the DLL will broadcast the connection request to all computers, expecting that the eye tracker will respond. This does not work properly with earlier versions of the *eyelink\_exptkit* DLL, due to problems with broadcasting when multiple network adapters were installed under Windows. Newer tracker and DLL versions use subnet broadcasting, which works properly with all versions of Windows.

If the DLL was initialized with `open_eyelink_connection(-1)`, a primary connection to the tracker can be opened later with `eyelink_open()`, or a broadcast connection opened with `eyelink_broadcast_open()`. After these connections are opened, the connection status should be checked often with `eyelink_is_connected()`, which will return 0 if the connection has been closed. This may happen if the eye tracker software was closed, if another application opened a primary connection to the eye tracker or (in the case of a broadcast connection) if the computer with the primary connection closed its session. This function can also be used to determine the connection type, as it returns 1 for a

primary connection, 2 for a broadcast connection, and -1 for a dummy "connection".

Finally, the connection should be closed when your application exits, by calling `close_eyelink_connection()`. This also releases other DLL resources, and can be used with any connection type. If you simply want to close the connection but still need to do unconnected communications, or need access to the high-resolution timing, then call `eyelink_close(1)` instead.

## 12.2 Finding Trackers and Remotes

The `eyelink_core` library can search for all trackers and computers running EyeLink applications ("remotes") that are connected to the link, and report these. This is performed by calling a polling function, then waiting a short time and checking for a list of responses. To search for a list of trackers, call `eyelink_poll_trackers()`, and call `eyelink_poll_remotes()` to look for applications. Wait 100-200 milliseconds, then call `eyelink_poll_responses()` to get the count of responses received (only the first 4 responses will be recorded).

Responses are retrieved by calling `eyelink_get_node()`, giving the index of the response. This index ranges from 1 (for the first tracker or remote to respond) up to the count returned by `eyelink_poll_responses()`. Several other indexes are defined: for example, index 0 always returns the `ELINKNODE` (name and address) of the computer the application is running on.

The responses are reported as an `ELINKNODE` data type, which contains the name and network address (as an `ELINKADDR` data type) of the tracker or remote. This allows an application or tracker to be selected by name, rather than having to know the IP address of the computer. For trackers, this name is set in the `eyenet.ini` file in the `eyelink\exe` directory on the eyetracker PC. For applications, this name will be the Windows computer network name. This name can also be set by the application by calling `eyelink_set_name()`, allowing other applications to find a specific application independent of the computer it is running on. See `comm_simple` and `comm_listener` for an example of this.

## 12.3 Inter-Remote Communication

### 12.3.1 EyeLink Messaging System

To communicate with another EyeLink application, you must have its address in the form of an `ELINKADDR`. This may be done by search for it by name (as discussed above) or by the IP address of the computer it is running on. The IP address can be converted into an `ELINKADDR` by calling `text_to_eyelinkaddr()`, supplying the "dotted" IP name and whether the target is a tracker or remote.

Messages can consist of any kind of text or data, of up to 400 bytes in length. The message can be sent by calling `eyelink_node_send()`, giving the `ELINKADDR` to send to, and the location and size of the data to be sent. The message will be received by the target application in less than a millisecond, and placed into a buffer. This buffer can then be read by calling `eyelink_node_receive()`, which returns 0 if no new data is present, or the size of the data if any has been received. The function can also supply the `ELINKADDR` of the sender for use in identification.

The inter-remote receive buffer can only hold one message, so if a new message arrives before the previous message has been read, the old message will be lost. This means that applications should transfer data carefully, with the sender waiting for the receiver to send a message acknowledging receipt before sending more data. There are some situations where this is not needed, for example, if only the most recent data is important (such as the latest gaze position data), or where data is synchronized with other events (such as a message echoing the `TRIALID` in an experiment).

### 12.3.2 Communication by Tracker Messages

When broadcast connections are used to let one computer listen in on real-time data, it is possible to eliminate almost all other types of communications between applications. This is done by enabling the inclusion of messages in the real-time link data stream, and having the listening application interpret these in the same way an analysis program would process the recorded EDF file. For example, messages are usually present in the EDF file (and therefore available to the listener) for trial conditions ("TRIALID") and display resolution ("DISPLAY\_COORDS").

When messages are included in the real-time link data, each message sent to the tracker is sent back through the link as well. These messages tend to be sent in bursts every few milliseconds, and each burst may contain several messages. EyeLink tracker software is optimized specifically to handle large amounts of network traffic, and can usually handle messages as fast as Windows can send them over the link. However, Windows is not as good at receiving messages back, and if messages are sent too rapidly from the main application, the listener application may drop some data. Dropped data can be detected by the presence of `LOST_DATA_EVENT` events when reading link data with `eyelink_get_next_data()`.

You should also be aware that messages and other events may arrive out of sequence through the link. Messages tend to arrive before any other data with the same time code. In addition, if commands are sent to the tracker just before messages, it is possible that the message may be sent back through the link before the command has finished executing (especially commands that change modes). For example, a TRIALID message may arrive before the listening application has finished processing data from the previous recording block. This can be prevented by adding a short delay before messages, or preceding messages sent after a mode switch command with a call to `eyelink_wait_for_mode_ready()`.

Examples of how to enable sending, receiving, and processing messages by a listening application are given in the *comm\_simple* and *comm\_listener* templates. To receive messages and all other data, the reception of link data is turned on by `eyelink_data_switch()`, and left on thereafter.

## Chapter 13

# Experiment Templates Overview

The fastest way to start developing EyeLink experiments is to use the supplied templates included with the EyeLink Developers kit. Full source code is supplied for each of several experiments, each illustrating a typical experimental paradigm. You can copy the template's source code to a new directory and modify it to quickly create your own experiments. A detailed analysis of the operation of each template's operation and its source code is included in the following section.

### 13.1 Template Types

Each template is stored in a subdirectory of the *C:\Program Files\SR Research\Eyelink\SampleExperiments\sdl* folder and in "C:\\Users\\Public\\Documents\\EyeLink\\SampleExperiments\\sdl" folder for project modifications or re-compiling. Before compiling or modifying any of the templates, read the section "Programming Experiments" carefully. Be sure to follow the guidelines on copying files and creating new experiments. In particular, be sure to copy and rename files and folders, and do not modify the original template!

The templates are described below:

The discussion of the "simple" template must be read before working with any of the other templates, as it illustrates most of the shared code for all experiments. In general, you should read through all of the templates before beginning programming, as each section assumes you have read the all previous sections.

<a href="#">SIMPLE Template</a>	The basic experiment template, which is used to introduce the structure of all the templates. The graphics in this experiment are drawn directly to the display.
<a href="#">TEXT Template</a>	Introduces the use of bitmaps. It displays 4 formatted pages of text.
<a href="#">PICTURE Template</a>	Similar to <i>text</i> , but displays 3 pictures (JPG files).
<a href="#">EYEDATA Template</a>	Introduces the use of real-time link data. It records while displaying a gaze-position cursor, then plays back the data from the trial.
<a href="#">GCWINDOW Template</a>	Implements a fast gaze-contingent window. This is demonstrated using both text and pictures. Full source code for the gaze contingent window is included.
<a href="#">CONTROL Template</a>	Uses gaze position data to select items from a grid of letters. This can be used to develop computer interfaces. The code for selection is longer than usual.
<a href="#">DYNAMIC Template</a>	Uses refresh-locked drawing and moveable targets to implement sinusoidal smooth pursuit and gap-step-overlap saccadic trials. The code for selection is longer than usual.
<a href="#">BROADCAST Template</a>	Template for an application that eavesdrops on any application, reproducing calibration targets and displaying a gaze cursor (if real-time sample data is enabled).
<a href="#">COMM SIMPLE and COMM LISTENER Templates</a>	Templates that illustrate a dual-computer experiment. The <i>comm_simple</i> template is a modified version of the <i>simple template</i> , which works with the <i>comm_listener</i> template. This illustrates how real-time data analysis might be performed, by reproducing the display (based on the TRIALID messages) and displaying a gaze cursor.

## Chapter 14

# SIMPLE Template

The experiment first initializes the EyeLink library and connects to the EyeLink tracker. It then creates a full-screen window, and sends a series of commands to the tracker to configure its display resolution, eye movement parsing thresholds, and data types. Using a dialog box built into the *eyelink\_w32\_comp* library, it asks for a file name for an EDF data file, which it commands the EyeLink tracker to open on its hard disk.

The program then runs a block of trials. Each block begins by calling up the tracker's Camera Setup screen, from which the experimenter can perform camera setup, calibration, and validation. Four trials are run, each of which displays a single word. After all blocks of trials are completed, the EDF file is closed and transferred via the link from the EyeLink hard disk to the Display PC. At the end of the experiment, the window is erased and the connection to the EyeLink tracker is closed.

Each trial begins by performing a drift correction, where the participant fixates a target to allow the eye tracker to correct for any drift errors. Recording is then started. Recording can be stopped by pressing the 'Esc' key on the Display PC keyboard, the EyeLink Abort menu ('Ctrl' 'Alt' 'A' on the EyeLink keyboard) or by pressing any button on the EyeLink button box.

## 14.1 Source Files for "Simple"

Before proceeding, you may want to print out copies of these files for reference:

simple.h	Declarations to link together the template experiment files.
main.c	WinMain() function for windows win32 compilation and main() for other compilations, setup and shutdown link and graphics, open EDF file.
trials.c	Called to run a block of trials for the simple template. Performs system setup at the start of each block, then runs the trials. Handles standard return codes from trials to allow trial skip, repeat, and experiment abort. This file can be modified for your experiments, by replacing the trial instance code.
trial.c	Implements a trial with simple graphics that can be drawn in one screen refresh, and therefore doesn't need display blanking. You should be able to adapt this file to your experiments by updating the drawing code, messages sent to the EDF file, and changing the handling of participant responses as required.

These files are also required to compile all templates. **These must not be modified.**

eyetypes.h	Declarations of basic data types.
eye_data.h	Declaration of complex EyeLink data types and link data structures.
eyelink.h	Declarations and constants for basic EyeLink functions, Ethernet link, and timing.
sdl_expt.h, core_expt.h	Declarations of EyeLink Developers Kit DLL functions and types. This file will also reference the other EyeLink header files.
eyelink_core.lib	Import library for eyelink_core.dll.
eyelink_core_graphics.lib	Import library for eyelink_core_graphics.dll.
SDL_util.lib, SDL_ttf.lib, SDLmain.lib, SDL.lib	SDL_util library that implements font loading and text printing.
eyelink_w32_comp.lib	Import library for implementing windows dialog boxes for SDL.



## 14.2 Analysis of "main.c"

This file has the initialization and cleanup code for the experiment, and is used by all the templates. You should use as much of the code and operation sequence from this file as possible in your experiments. Also, try to keep your source files separated by function in the same way as the source files in this template are: this will make the maintenance of the code easier.

### 14.2.1 WinMain()/main()

Execution of every Windows non-console program begins with `WinMain()`, others begin with `main()`. In this case it simply calls `app_main()`, which actually does all the work. The `main()` processes any given command line parameters. The *WinMain* does not take any command line parameters.

```
#if defined(WIN32) && !defined(_CONSOLE)
// WinMain - Windows calls this to execute application

int PASCAL WinMain( HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR
    lpCmdLine, int nCmdShow)
{
    char exepath[2048];
    GetModuleFileName(hInstance, exepath, sizeof(exepath));
    initialize_sdl_util(exepath, NULL,1);
    add_font_search_path("../shared");
    app_main(NULL, NULL); // call our real program
    open_output_folder();
    return 0;
}
#else
// non windows application or win32 console application.
int main(int argc, char ** argv)
{
    DISPLAYINFO disp;
    char *trackerip = NULL;
    int rv = parseArgs(argc,argv, &trackerip, &disp);
    if(rv) return rv;
    initialize_sdl_util(argv[0],NULL,1);
#ifdef __APPLE__ // in macOS the Fonts are in the resources folder.
    add_font_search_path("../shared");
#endif
    if(disp.width)
        app_main(trackerip, &disp); // call our real program
    else
        app_main(trackerip, NULL); // call our real program - no display
    parameters set
    open_output_folder();
    return 0;
}
#endif
```

The function `parseArgs()` in `main()` is used to set the experiment configuration (such as the display resolution, color bits, and tracker IP address) in the command-line mode. This function can be extended for other parameter settings, such as the EDF file name etc.

### 14.2.2 Initialization

The `app_main()` function begins by asking for an EDF file name, initializing the EyeLink library and opening a connection to the eye tracker. It sets up the `getkey()` system as well. Finally, it checks the EyeLink tracker type using `eyelink_get_tracker_version()`, to determine what enhanced features are available. The `get_tracker_sw_version()` is used to retrieve the major version of the host software (e.g., 2 for EyeLink II, 3/4 for EyeLink 1000, 5 for EyeLink 1000 Plus, and 6 for EyeLink Portable Duo).

```

#ifdef WIN32
    edit_dialog(NULL, "Create EDF File", "Enter Tracker EDF file
        name:", our_file_name, 260);
#endif
    if (trackerip)
        set_eyelink_address(trackerip);
    if (open_eyelink_connection(0))
        return -1; // abort if we can't open link
    set_offline_mode();
    flush_getkey_queue(); // initialize getkey() system
    eyelink_ver = eyelink_get_tracker_version(verstr);
};
if (eyelink_ver == 3)
    tracker_software_ver = get_tracker_sw_version(verstr);

```

Next, the video mode is set by calling `init_expt_graphics()`.

```

if (init_expt_graphics(NULL, disp))
    return exit_eyelink(); // register window with EXPTSPPT

window = SDL_GetVideoSurface();

```

Following this, information on the current display mode is retrieved. The display resolution and color depth is checked for suitability to the experiment (256-color modes are fine for text and simple graphics but work poorly with the samples that use pictures). Warnings or errors are reported using the `alert_printf()` function supplied by the `eyelink_core` library.

```

get_display_information(&dispinfo); // get window size,
    characteristics

// NOTE: Camera display does not support 16-color modes
// NOTE: Picture display examples don't work well with 256-color modes
// However, all other sample programs should work well.
//
if (dispinfo.palsize==16) // 16-color modes not functional
{
    alert_printf("This program cannot use 16-color displays");
    return exit_eyelink();
}

// 256-color modes: palettes not supported by this example
if (dispinfo.palsize)
    alert_printf("This program is not optimized for 256-color
        displays");

```

Calibration and drift correction are customized by setting the target size, the background and target colors, and the sounds to be used as feedback. Target size is set as a fraction of display width, so that the templates will be relatively display-mode independent. A gray background and black target is initially set for the window: this will be changed before calibration to match trial stimuli brightness. The default sounds are used for most, but the sound after drift correction is turned off. On Windows, the simple example uses a small video clip ("cal\_star\_black\_bg.avi") as the calibration target by calling `set_cal_animation_target("cal_star_black_bg.avi", 0, 255)`.

```

#ifdef WIN32
    set_cal_animation_target("cal_star_black_bg.avi", 0, 255); //set animation target
#else
    i = SCRWIDTH/60;          // select best size for calibration target
    j = SCRWIDTH/300;         // and focal spot in target
    if(j < 2) j = 2;
    set_target_size(i, j);    // tell DLL the size of target
    features
    set_calibration_colors(&target_foreground_color,
    &target_background_color); // tell EXPTSPPT the colors

    set_cal_sounds("", "", "");
    set_dcorr_sounds("", "off", "off");
#endif

```

For this template, we print a title screen. The display is cleared by `clear_full_screen_window()`, a font is selected, and several lines of text are printed using `graphic_printf()`. The text is made visible by calling `SDL_Flip(window)`;

```

clear_full_screen_window(target_background_color);    // clear screen
get_new_font(NULL, SCRHEIGHT/32, 0);
// select a font eg. "Times New Roman". passing NULL will select default font.
// Draw text
graphic_printf(window, target_foreground_color, CENTER, SCRWIDTH/2, 1*SCRHEIGHT/30,
                "EyeLink Demonstration Experiment: Sample Code");
graphic_printf(window, target_foreground_color, CENTER, SCRWIDTH/2, 2*SCRHEIGHT/30,
                "Included with the EyeLink Developers Kit");
graphic_printf(window, target_foreground_color, CENTER, SCRWIDTH/2, 3*SCRHEIGHT/30,
                "All code is Copyright (c) 1997-2024 SR Research Ltd.");
);
graphic_printf(window, target_foreground_color, CENTER, SCRWIDTH/5, 4*SCRHEIGHT/30,
                "Source code may be used as template for your experiments.");

```

### 14.2.3 Opening an EDF file

The `eyelink_w32_comp` library function `edit_dialog()` is called to ask for a file name, up to 8 characters in length and containing letters, numbers, and underscores (`_`) only. If no file name was entered, `our_file_name` is left blank and no file is created. A line of text is added to the start of the EDF file, to mark the application that created the file. This can later be viewed with a text editor. While in full screen mode of SDL calling `edit_dialog()` may be a problem since, the dialog will be covered by the full screen window. So, what you want to do is to call this function before calling `init_expt_graphics()`.

```

if (our_file_name[0])    // If file name set, open it
{
    // add extension
    if (!strstr(our_file_name, ".")) strcat(our_file_name, ".EDF");
    i = open_data_file(our_file_name); // open file
    if (i != 0)                // check for error
    {
        alert_printf("Cannot create an EDF file named '%s'.",
        our_file_name);
        return exit_eyelink();
    }
    // add title to preamble
    eyecmd_printf("add_file_preamble_text 'RECORDED BY %s' ",
    program_name);
}

```

### 14.2.4 EyeLink Tracker Configuration

Before recording, the EyeLink tracker must be set up. The first step is to record the display resolution, so that the EyeLink tracker and viewers will work in display pixel coordinates. The calibration type is also set, with "HV13" setting the usual 13-point calibration. A calibration type of "H3" would calibrate and collect data for horizontal gaze position only.

We also write information on the display to the EDF file, to document the experiment and for use during analysis. The "DISPLAY\_COORDS" message records the size of the display, which may be used to control data display tools. The refresh rate is recorded in the "FRAMERATE" message, which can be used to correct the onset time of stimuli for monitor refresh delay. This message should not be included if refresh synchronization is not available, and is optional if refresh-locked presentation of stimuli is not used.

```
// Now configure tracker for display resolution
// Set display resolution
eyecmd_printf("screen_pixel_coords = %ld %ld %ld %ld",
              dispinfo.left, dispinfo.top, dispinfo.right
              , dispinfo.bottom);
// eyecmd_printf("sample_rate = 1000"); //
// Set the intended sampling rate
// Setup calibration type
eyecmd_printf("calibration_type = HV13");

// Add resolution to EDF file /
eyemsg_printf("DISPLAY_COORDS %ld %ld %ld %ld",
              dispinfo.left, dispinfo.top, dispinfo.right
              , dispinfo.bottom);
if(dispinfo.refresh>40)
eyemsg_printf("FRAMERATE %1.2f Hz.", dispinfo.refresh);
```

The saccade detection thresholds and the EDF file data contents are set next. Setting these at the start of the experiment prevents changes to default settings made by other experiments from affecting your experiment. The saccadic detection thresholds determine if small saccades are detected and how sensitive to noise the tracker will be. If we are connected to an EyeLink II, 1000, 1000 Plus, and Portable Duo, we select a parser configuration (0 for standard/cognitive configuration or 1 for high sensitivity/psychophysical configuration) rather than changing individual saccade detector parameters.

The types of the sample and event data that are recorded to the EDF file and available through the link during data collection are controlled by the following four commands: `file_event_filter`, `link_event_filter`, `file_sample_data`, and `link_sample_data`. For EyeLink 1000, 1000 Plus, and Portable Duo, we also record the target data ("HTARGET") when in the remote mode.

```
// SET UP TRACKER CONFIGURATION
// set parser saccade thresholds (conservative settings)
if(eyelink_ver>=2)
{
    eyecmd_printf("select_parser_configuration 0"); // 0 =
    standard sensitivity
    if(eyelink_ver == 2) //turn off scenelink camera stuff
    {
        eyecmd_printf("scene_camera_gazemap = NO");
    }
}
else
{
    eyecmd_printf("saccade_velocity_threshold = 35");
    eyecmd_printf("saccade_acceleration_threshold = 9500");
}
```

```
// Select which events are saved in the EDF file. Include everything just
in case
eyecmd_printf("file_event_filter =
LEFT,RIGHT,FIXATION,SACCADE,BLINK,MESSAGE,BUTTON,INPUT");
// Select which events are available online for gaze - contingent
experiments. Include everything just in case
eyecmd_printf("link_event_filter =
LEFT,RIGHT,FIXATION,SACCADE,BLINK,BUTTON,FIXUPDATE,INPUT");

//Select which sample data is saved in EDF file or available
online.Include everything just in case
// Check tracker version and include 'HTARGET' to save head target
sticker data for supported eye trackers
eyecmd_printf("file_sample_data =
LEFT,RIGHT,GAZE,HREF,PUPIL,AREA,GAZERES,BUTTON,STATUS%s,INPUT", (tracker_software_ver >= 4) ? ",HTARGET"
: "");
eyecmd_printf("link_sample_data =
LEFT,RIGHT,GAZE,GAZERES,AREA,STATUS%s,INPUT", (tracker_software_ver >= 4) ? ",HTARGET" : "");
```

With the supported button box, button (#5) is often used by the participant to start trials, by terminating the drift correction. This command to the EyeLink tracker causes the button to be programmed to act like the ENTER key or spacebar on the tracker.

```
// Program button #5 for use in drift correction
eyecmd_printf("button_function 5 'accept_target_fixation'");
```

### 14.2.5 Running the Experiment

Everything is now set up. We check to make sure the program has not been terminated, then call `run_trials()` to perform a block of trials. This function is implemented in `trials.c`, and each of the templates implements this function differently. For a multiple-block experiment, you would call this function once for every block, and call this function in a loop. The function `run_trials()` returns an result code: if this is `ABORT_EXPT`, the program should exit the block loop and terminate the experiment.

```
// make sure we're still alive
if(!eyelink_is_connected() || break_pressed())
    return end_expt(our_file_name);

// RUN THE EXPERIMENTAL TRIALS (code depends on type of experiment)
// Calling run_trials() performs a calibration followed by trials
// This is equivalent to one block of an experiment
// It will return ABORT_EXPT if the program should exit
i = run_trials();
return end_expt(our_file_name);
```

### 14.2.6 Transferring the EDF file

Once all trials are run, the EDF file is closed and transferred via the link to the Display PC's hard disk. The tracker is set to Offline mode to speed the transfer. The `receive_data_file()` function is called to copy the file. If the file name is not known (i.e. opened from the Output menu on the tracker) the first argument can be "" to receive the last recorded data file. If the second argument is "", a dialog box will be displayed to allow the file to be renamed, or the transfer cancelled. The second argument could also be used to supply a name for the file, in which case the dialog box will not be displayed. If the last argument is not 0, the second argument is considered to be a path to store the new file in.

```

int end_expt(char * our_file_name)
{
    //END: close, transfer EDF file
    set_offline_mode(); // set offline mode so we can
    transfer file
    pump_delay(500);    // delay so tracker is ready
    // close data file
    eyecmd_printf("close_data_file");

    if(break_pressed())
        return exit_eyelink(); // don't get file if we aborted experiment
    if(our_file_name[0] && eyelink_is_connected()) //
        make sure we created a file
    {
        close_expt_graphics(); // tell
        EXPTSPPT to release window
        receive_data_file(our_file_name,
        get_output_folder(), 1);
    }
    // transfer the file, ask for a local name

    return exit_eyelink();
}

```

## 14.2.7 Cleaning Up

Finally, the program cleans up. It un-registers the window with *eyelink\_core\_graphics*, closes the connection to the eye tracker, and closes its window.

```

int exit_eyelink()
{
    // CLEANUP
    close_expt_graphics(); // tell EXPTSPPT to
    release window
    close_eyelink_connection(); // disconnect
    from tracker
    return 0;
}

```

## 14.2.8 Extending the Experiment Setup

The code in *app\_main()* is very basic. In a real experiment, you would need to add some of these functions:

- Randomization, either computed in the program or by reading a control file containing trial data or lists of text or image files.
- Participant instructions and practice trials.
- Messages at the start of the EDF file describing the experiment type, participant ID, etc.

## 14.3 Analysis of "trials.c"

This module performs the actions needed to perform block of experiment trials. There are two functions: *run\_trials()* is called to loop through a set of trials; and *do\_simple\_trial()*, which supplies stimuli and trial identifiers for each trial, indexed by the trial number.

### 14.3.1 Initial Setup and Calibration

The `run_trials()` function begins by setting the calibration background color (which should match the average brightness of the screen in the following trials), then calling up the Camera Setup screen, for the experimenter to perform camera setup, calibration, and validation. Scheduling this at the start of each block gives the experimenter a chance to fix any setup problems, and calibration can be skipped by simply pressing the 'Esc' key immediately. This also allows the participant an opportunity for a break, as the headband can be removed and the entire setup repeated when the participant is reseated.

```
int run_trials(void)
{
    int i;
    int trial;

    SETCOLOR(target_background_color ,255,255,255);    // This should match the
        display
    set_calibration_colors(&target_foreground_color, &
        target_background_color);

    // PERFORM CAMERA SETUP, CALIBRATION
    do_tracker_setup();
```

### 14.3.2 Trial Loop and Result Code Processing

Each block loops through a number of trials, which calls a function to execute the trial itself. The trial should return one of a set of trial return codes, which match those returned by the *eyelink\_core* trial support functions. The trial return code should be interpreted by the block-of-trials loop to determine which trial to execute next, and to report errors via messages in the EDF file. The trial loop function should return the code `ABORT_EXPT` if a fatal error occurred, otherwise 0 or your own return code.

The standard trial return codes are listed below, and the appropriate message to be placed in the EDF file is also given. The example uses a `switch()` statement to handle the return codes.

Return Code	Message	Caused by
TRIAL_OK	"TRIAL OK"	Trial recorded successfully
TRIAL_ERROR	"TRIAL ERROR"	Error: could not record trial
ABORT_EXPT	"EXPERIMENT ABORTED"	Experiment aborted from EyeLink Abort menu, link disconnect or ALT-F4 key
SKIP_TRIAL	"TRIAL SKIPPED"	Trial terminated from EyeLink Abort menu
REPEAT_TRIAL	"TRIAL REPEATED"	Trial terminated from EyeLink Abort menu: repeat requested

The REPEAT\_TRIAL function cannot always be implemented, because of randomization requirements or the experimental design. In this case, it should be treated as SKIP\_TRIAL.

This is the code that executes the trials and processes the result code. This code can be used in your experiments, simply by changing the function called to execute each trial:

```
// loop through trials
for(trial=1;trial<=NTRIALS;trial++)
{
    if(eyelink_is_connected()==0 || break_pressed
())    // drop out if link closed
    {
        return ABORT_EXPT;
    }
    // RUN THE TRIAL
    i = do_simple_trial(trial);
    end_realtime_mode();    // safety: make sure
    realtime mode stopped

    switch(i)    // REPORT ANY ERRORS
    {
        case ABORT_EXPT:    // handle experiment abort
or disconnect
            eyemsg_printf("EXPERIMENT ABORTED");
            return ABORT_EXPT;
        case REPEAT_TRIAL:    // trial restart
requested
            eyemsg_printf("TRIAL REPEATED");
            trial--;
            break;
        case SKIP_TRIAL:    // skip trial
            eyemsg_printf("TRIAL ABORTED");
            break;
        case TRIAL_OK:    // successful trial
            eyemsg_printf("TRIAL OK");
            break;
        default:    // other error code
            eyemsg_printf("TRIAL ERROR");
            break;
    }
} // END OF TRIAL LOOP
return 0;
}
```

### 14.3.3 Trial Setup Function

The actual trial is performed in two steps. The first is performed in the *trials.c* module, and does trial-specific setup. The second, in *trial.c*, presents the stimulus and performs the actual recording. This division of the code is ideal for most experiments, where every trial is recorded in the same way but only stimuli and trial identification differ. If trials do differ in function, the setup function can pass an argument to the trial execution function specifying trial type, or call the appropriate version of this function.

The trial setup is performed by `do_simple_trial()`. It first sets the trial identification title by sending



the `record_status_message` command to the tracker. This message should be less than 80 characters long, and should contain the trial and block number and trial conditions. This message is displayed at the bottom right of the EyeLink tracker display during recording. This will let the experimenter know how far the experiment has progressed, and will be essential in fixing problems that the experimenter notices during recording.

#### 14.3.4 "TRIALID" Message

The "TRIALID" message is sent to the EDF file next. This message must be placed in the EDF file before the drift correction and before recording begins, and is critical for data analysis. EyeLink Data Viewer by default uses the "TRIALID" message to mark the start of a recording trial; the actual information following the "TRIALID" message is not used by the software. Instead Data Viewer uses one or multiple "!V TRIAL\_VAR" messages to report the trial condition information. Each "!V TRIAL\_VAR" message should contain the label of a trial condition variable followed by the value of that variable.

If you plan to write your own data analysis tool, then you may have the "TRIALID" message contain information that uniquely identifies the trial for analysis, including a number or code for each independent variable.

```
int do_simple_trial(int num)
{
    // This supplies the title at the bottom of the eyetracker display
    eyecmd_printf("record_status_message 'SIMPLE WORDS, TRIAL %d/%d'
                  ", num, NTRIALS);

    // Always send a TRIALID message before starting to record.
    // It marks the start of the trial and should precede any other messages
    eyemsg_printf("TRIALID %s", trial_word[num - 1]);

    // !V TRIAL_VAR message is recorded for EyeLink Data Viewer analysis
    // It specifies a trial variable and value for the given trial
    // This must be specified within the scope of an individual trial (i.e.,
    // after
    // "TRIALID" and before "TRIAL_RESULT")
    eyemsg_printf("!V TRIAL_VAR trial %d", num);
    eyemsg_printf("!V TRIAL_VAR word %s", trial_word[num - 1]);
}
```

#### 14.3.5 Tracker Feedback Graphics

Next, tracker background graphics are drawn on the EyeLink display, to allow the experimenter to evaluate participant performance and tracking errors using the real-time gaze cursor. Without these graphics, it is impossible to monitor the accuracy of data being produced by the EyeLink tracker, and to judge when a recalibration is required. Very simple boxes around important details on the participant display are sufficient. For example, marking lines or words in text is sufficient for reading studies.

This is a list of the most useful drawing commands, which are further documented in the chapter "Useful EyeLink Commands".

Command	Drawing Operation
clear_screen	Clears EyeLink display to any color
draw_line	Draw a line in any color between two points
draw_box	Outlines a box in any color
draw_filled_box	Draws a filled rectangle in any color
draw_text	Prints text in any color at any location
draw_cross	Draws a small "+" target to indicate an important visual location

The background graphics can be very simple: in this case, a small box at the display center to mark the drift-correction target. The tracker must first be placed in Offline mode before drawing. Graphics drawn in Offline mode are saved for display in the next recording session.

The command "clear\_screen" erases the tracker display to color 0 (black), and "draw\_box" draws a small box in color 7 (medium gray). Drawing coordinates are the same as used for drawing on the local display: the EyeLink tracker converts these gaze coordinates before drawing.

```
// Before recording, we place reference graphics on the EyeLink display
set_offline_mode(); // Must be offline to draw to EyeLink
screen
eyecmd_printf("clear_screen 0"); // clear tracker display and draw
box at center
eyecmd_printf("draw_box %d %d %d %d 7", SCRWIDTH/2-16, SCRHEIGHT/
2-16,
SCRWIDTH/2+16, SCRHEIGHT/2+16);
```

### 14.3.6 Executing the Trial

Finally, we can call the actual trial recording loop, supplying any data it needs. In this case, this is the text to display and the maximum recording time in milliseconds.

```
// Actually run the trial: display a single word
return simple_recording_trial(trial_word[num-1], 20000L);
}
```

## 14.4 Control by Scripts

Another method that can be used to sequence trials is to read a text file, interpreting each line as instructions for a single trial. These instructions might include the title of the trial (displayed at the bottom of the EyeLink tracker display during recording), the "TRIALID" message for the trial, location and identity of stimuli, and independent variable values.

The script file format could be of two types. The simplest contain one line per trial, containing all data needed to specify the trial conditions. A more flexible format defines one parameter with each line in the file, with the first word on the line specifying what the line contains. These lines might also be used to command tracker setup, or the display of an instruction display. Such scripted experiments do not require block or trial loops. Instead, a loop reads lines from the script file, interprets each line, and carries out its instructions. This loop must still interpret the return code from trials, and place proper messages into the EDF file. It may be helpful to record the script lines as messages in the EDF file as well, to help document the experiment.

Scripts can be generated by a separate C, Python, or other program, which will do the randomization, convert independent variables into program data (i.e. BMP file names for graphical stimuli, or saccade target positions), and create the "TRIALID" message and title lines. These are then written to a large text file. These files are also more easily analyzed for randomization errors than is the case for an experiment with a built-in randomizer.

## 14.5 Analysis of "trial.c"

The second part of the trial is the actual recording loop, implemented by `simple_recording_trial()`. This is the most basic recording loop, and is the basis for all the other template recording loops. It performs a drift correction, displays the graphics, records the data, and exits when the appropriate conditions are met. These include a response button press, the maximum recording time expired, the 'Esc' key pressed, or the program being terminated.

### 14.5.1 Overview of Recording

The sequence of operations for implementing the trial is:

- Perform a drift correction, which also serves as the pre-trial fixation target.
- Start recording, allowing 100 milliseconds of data to accumulate before the trial display starts
- Draw the participant display, recording the time that the display appeared by placing a message in the EDF file
- Loop until one of these events occurs
  - Recording halts, due to the tracker Abort menu or an error
  - The maximum trial duration expires
  - 'Esc' is pressed, or the program is interrupted.
  - A button on the EyeLink button box is pressed
- Blank the display, stop recording after an additional 100 milliseconds of data has been collected
- Report the trial result, and return an appropriate error code

Each of these sections of the code is described below.

## 14.6 Drift Correction/Drift Check

At the start of each trial, a fixation point should be displayed, and the participant needs to look at the target and then (the experimenter or the participant) confirm the gaze position by pressing a key. The tracker will estimate the current tracking accuracy with the reported gaze position and the physical position of the target.

This feature is known as drift-correction or drift-check, and one can think of it as a 1-point validation of tracking accuracy. The concept of drift correction is inherited from earlier head-mounted versions of the EyeLink eye-tracker (EyeLink I and II). In these models, the headband could slip and cause drifts in the gaze data, especially when operating the eye tracker in the pupil-only tracking mode. This issue was tackled by a linear correction of the gaze data based on the gaze error reported by the drift-correction procedure. For recent EyeLink eye-trackers (EyeLink 1000, 1000 Plus, and Portable Duo), by default, the gaze error is

no longer used to correct the gaze data, as the systems are resilient to small head or camera displacement when performing recording in the pupil-CR mode. Instead, the drift-correction routine only performs a "drift-check"; it checks the tracking accuracy and allows users to recalibrate if necessary.

The *eyelink\_core* DLL function `do_drift_correct()` implements this operation. The display coordinates where the target is to be displayed must be supplied. Usually this is at the center of the display, but could be anywhere that gaze should be located at the trial start. For example, it could be located over the first word in a page of text.

```
//NOTE: TRIALID AND TITLE MUST HAVE BEEN SET BEFORE DRIFT CORRECTION!
//FAILURE TO INCLUDE THESE MAY CAUSE INCOMPATIBILITIES WITH ANALYSIS SOFTWARE!
//DO PRE-TRIAL DRIFT CORRECTION
//We repeat if ESC key pressed to do setup.
while(1)
{
    // Check link often so we can exit if tracker stopped
    if(!eyelink_is_connected()) return ABORT_EXPT
    ;
    //      We let do_drift_correct() draw target in this example
    //      3rd argument would be 0 if we already drew the fixation target

    error = do_drift_correct((INT16)(SCRWIDTH/2), (INT16) (
SCRHEIGHT/2), 1, 1);
    // repeat if ESC was pressed to access Setup menu
    if(error!=27) break;
}

clear_full_screen_window(target_background_color); // make sure display is
blank
```

In the template, we told `do_drift_correct()` to draw the drift correction display for us, by setting the third argument to 1. It cleared the screen to the calibration background color, drew the target, and cleared the screen again when finished. Usually, you will let *eyelink\_core* clear the display and draw the drift correction target, as in the template. It's a good precaution to clear the display after drift correction completes - this should always cleared to `target_background_color`, to prevent abrupt display changes that could affect participant readiness.

Sometimes it is better to draw the target ourselves, for example if the drift correction is part of the initial fixation in a saccadic task and we want the target to stay on the screen after the drift correction. To do this, we pre-draw the target, then call `do_drift_correct()` with the third parameter set to 0.

If the 'Esc' key was pressed during drift correction, the EyeLink Camera Setup screen is called up to allow calibration problems to be corrected, and `do_drift_correct()` will return 27 (ESC\_KEY). In this case, the drift correction should be repeated. Any fixation target that was pre-drawn must also be redrawn, as this will have cleared the display. Access to the camera setup mode can be disabled by setting the fourth argument to 0, which will cause the 'Esc' key press to simply abort the drift correction and return 27 (ESC\_KEY).

## 14.7 Starting Recording

After drift correction, recording is initiated. Recording should begin in about 100 milliseconds before the trial graphics are displayed to the participant, to ensure that no data is lost.

```
//ensure the eye tracker has enough time to switch modes (to start recording)
```

```

set_offline_mode();
pump_delay(50);

//      Start data recording to EDF file, BEFORE DISPLAYING STIMULUS
//      You should always start recording 50-100 msec before required
//      otherwise you may lose a few msec of data
error = start_recording(1,1,0,0); // record samples and events
      to EDF file only
if(error != 0) return error;      // return error code if failed

```

The `eyelink_core` function `start_recording()` starts the EyeLink tracker recording, and does not return until recording has actually begun. If link data has been requested, it will wait for data to become available. If an error occurs or data is not available within 2 seconds, it returns an error code. This code should be returned as the trial result if recording fails. Note, the `set_offline_mode()` is called before `start_recording()` to make sure the eye tracker has enough time to switch modes (to start recording).

Four arguments to `start_recording()` set what data will be recorded to the EDF file and sent via the link. If an argument is 0, recording of the corresponding data is disabled. At least one of the data selectors must be enabled. This is the prototype and arguments to the function:

```

INT16 start_recording(INT16 file_samples, INT16 file_events, INT16 link-
_samples, INT16 link_events);

```

Argument	Controls
<code>file_samples</code>	Enables writing of samples to EDF file
<code>file_events</code>	Enables writing of events to EDF file
<code>link_samples</code>	Enables real-time samples through link
<code>link_events</code>	Enables real-time events through link

The type of data recorded to the EDF file affects the file size and what processing can be done with the file later. If only events are recorded, the file will be fairly small (less than 300 kilobytes for a 30-minute experiment) and can be used for analysis of cognitive tasks such as reading. Adding samples to the file increases its size (about several megabytes for a 30-minute experiment) but allows the file to be viewed with Data Viewer software, and reprocessed to remove artifacts if required. The data stored in the EDF file also sets the data types available for post-trial playback.

We also introduce a 100 millisecond delay after recording begins (using `begin_realtime_mode()`, discussed below), to ensure that no data is missed before the important part of the trial starts. The EyeLink tracker requires 10 to 30 milliseconds after the recording command to begin writing data. This extra data also allows the detection of blinks or saccades just before the trial start, allowing bad trials to be discarded in saccadic RT analysis. A "DISPLAY ON" message later in the trial marks the actual zero-time (stimulus onset) in the trial's data record for Data Viewer.

```

// record for 100 msec before displaying stimulus
begin_realtime_mode(100); // Windows: no interruptions
      till display start marked

```

## 14.8 Starting Realtime Mode

Under Windows, it is possible to place your application in realtime priority mode - this forces Windows to stop most other activities, including background disk access, that might cause your experiment to have unpredictable delays. This will make the timing of stimulus presentation more predictable, and should be used whenever possible.

Realtime mode is entered by calling `begin_realtime_mode()`, which implements the correct procedure for whatever version of Windows is running the application. This function may take up to 100

milliseconds to return, and this delay may change in future versions of the *eyelink\_core* DLL as new operating systems are introduced. The minimum delay of `begin_realtime_mode()` may be specified (100 milliseconds in this template, to allow recording of data before the display start) so that this delay can serve a useful purpose. We end realtime mode with `end_realtime_mode()`, which has no significant delay.

In the case of the *simple* template, the only critical temporal section is marking the onset of the display by a message in the EDF file. We begin realtime mode after recording starts, and will end it after the display-onset messages for the EDF file have been sent to the EyeLink tracker. In this experiment, we don't need refresh-locked accuracy in determining when to erase the stimulus word. If we needed accurate display timing (as we will in some other examples), we will not exit realtime mode until the end of the trial. The *eyelink\_core* recording support functions `check_recording()` will end realtime mode if an error occurs, and calling `check_record_exit()` at the end of the trial function will also return to normal mode.

The major problem with realtime mode is that certain system functions simply cease to work - so try to exit realtime mode as soon as it is no longer needed. You will not be able to play sounds, and the keyboard may not work properly while in realtime mode, especially with earlier versions of Windows. Using `getkey()` will probably return key presses, but it does this at the expense of allowing Windows to do background activity. This appears as unpredictable delays that can be as long as 20 milliseconds (but are usually 5-10 milliseconds). Therefore you should try to avoid using the Display PC keyboard for control or participant responses (keyboards are not very time accurate in any case). Instead, use `last_button_press()` to detect tracker button responses, `break_pressed()` to detect program shutdown, `eyelink_is_connected()` to detect tracker disconnection, `check_recording()` to detect recording aborted by the eye tracker, and, if required, `eyelink_read_keybutton()` to monitor the EyeLink tracker keyboard.

## 14.9 Drawing the Participant Display

The *simple* template uses the simplest possible graphics for clarity, drawing a single word of text to the display. We let *eyelink\_core* to draw the drift correction target, so it also clears the display for us. The word is drawn rapidly, so we don't need to draw a bitmap and copy it to the display. If a lot of text were being drawn, it might be useful to first draw the text in the background color - this allows Windows to generate and cache the font bitmaps internally (this is not demonstrated here).

```
// DISPLAY OUR IMAGE TO PARTICIPANT
// If graphics are very simple, you may be able to draw them
// in one refresh period. Otherwise, draw to a bitmap first.
get_new_font(NULL, SCRWIDTH/25, 1); // select font for drawing

// Because of faster drawing speeds and good refresh locking,
// we now place the stimulus onset message just after display refresh
// and before drawing the stimulus. This is accurate and will allow
// drawing a new stimulus each display refresh.
// However, we do NOT send the message after the retrace--this may take too
// long
// instead, we add a number to the message that represents the delay
// from the event to the message in msec

graphic_printf(window, target_foreground_color, CENTER, // Draw the stimulus,
               centered
               SCRWIDTH/2, height, "%s", text);
Flip(window);
drawing_time = current_msec(); // time of retrace
trial_start = drawing_time;

graphic_printf(window, target_foreground_color, CENTER, // Draw the stimulus,
```

```

        centered
            SCRWIDTH/2, height, "%s", text);

drawing_time = current_msec()-drawing_time;    // delay from
            retrace (time to draw)
eyemsg_printf("%d DISPLAY ON", drawing_time);    // message for RT
            recording in analysis

```

The drawing procedure uses `Flip()`, which does not return until the next screen refresh really occurs. Immediately following this function, the time of the retrace is read. This allows us to determine the time of stimulus onset (actually the stimulus is painted on the monitor phosphors at a delay dependent on its vertical position on the display, but this can be corrected for during analysis). If additional drawing is made, the time is read again, and used to compute the delay from the retrace. This delay is included in the messages "DISPLAY ON", which are then placed in the EDF file to mark the time the stimulus appeared. (NOTE that the delay is placed first in the "DISPLAY ON" message - this allows new EyeLink Data Viewer to automatically adjust the message time, and this method should be used in all messages where delay must be corrected for). Synchronizing with the display refresh before drawing and recording the delay from the retrace to the message writing will allow accurate calculation of the time of stimulus onset, as the refresh time can be recomputed by subtracting the delay from the message timestamp. The offset between the time that the stimulus appeared on the monitor and the message timestamp depends only on the stimulus vertical position.

## 14.10 Recording Loop

With recording started and the stimulus visible, we wait for an event to occur that ends the trial. In the template, we look for the maximum trial duration to be exceeded, the 'Esc' key on the local keyboard to be pressed, a button press from the EyeLink button box, or the program being terminated.

Any tracker buttons pressed before the trial, and any pending events from the local keyboard are discarded:

```

// we would stay in realtime mode if timing is critical
// for example, if a dynamic (changing) stimulus was used
// or if display duration accuracy of 1 video refresh. was needed
// we don't care as much about time now, allow keyboard to work
end_realtime_mode();

// Now get ready for trial loop
eyelink_flush_keybuttons(0);    // reset keys and
            buttons from tracker

// we don't use getkey() especially in a time-critical trial
// as Windows may interrupt us and cause an unpredictable delay
// so we would use buttons or tracker keys only

// Trial loop: till timeout or response

```

The main part of the trial is a loop that tests for error conditions and response events. Any such event will stop recording and exit the loop, or return an error code. The process of halting recording and blanking the display is implemented as a small local function, because it is done from several places in the loop:

```

// End recording: adds 100 msec of data to catch final events
static void end_trial(void)

```

```

{
    clear_full_screen_window(target_background_color); // hide display
    end_realtime_mode(); // NEW: ensure we release realtime
        lock
    pump_delay(100); // CHANGED: allow Windows to clean up
                    // while we record additional 100 msec of data
    stop_recording();
}

```

The trial recording loop tests for recording errors, trial timeout, the local 'Esc' key, program termination, or tracker button presses. The first test in the loop detects recording errors or aborts, and handles EyeLink Abort menu selections. It also stops recording, and returns the correct result code for the trial:

```

// First, check if recording aborted
if((error=check_recording())!=0) return error;

```

Next, the trial duration is tested. This could be used to implement fixed- duration trials, or to limit the time a participant is allowed to respond. When the trial times out, a "TIMEOUT" message is placed in the EDF file and the trial is stopped. The local `end_trial()` function will properly clear the display, and stop recording after an additional 100 milliseconds.

```

// Check if trial time limit expired
if(current_time() > trial_start+time_limit)
{
    eyemsg_printf("TIMEOUT"); // message to log the timeout
    end_trial(); // local function to stop recording
    button = 0; // trial result message is 0 if timeout
    break; // exit trial loop
}

```

Next, the local keyboard is checked to see if we should abort the trial. This is most useful for testing and debugging an experiment. There is some time penalty for using `getkey()` in the recording loop on the Display PC, as this function allows Windows multitasking and background disk activity to occur. It is preferable to use `escape_pressed()` and `break_pressed()` to test for termination without processing system messages, as these do not allow interruption.

```

if(break_pressed()) // check for program termination or ALT-F4
    or CTRL-C keys
{
    end_trial(); // local function to stop recording
    return ABORT_EXPT; // return this code to terminate
    experiment
}

if(escape_pressed()) // check for local ESC key to abort trial
    (useful in debugging)
{
    end_trial(); // local function to stop recording
    return SKIP_TRIAL; // return this code if trial terminated
}

```

Finally, we check for a participant response to end the trial. The tracker button box is the preferred way to collect a response, as it accurately records the time of the response. Using `eyelink_last_button_press()` is the simplest way to check for new button presses since the last call to this function. It returns



0 if no button has been pressed since recording started, or the button number. This function reports only the latest button press, and so could miss multiple button presses if not called often. This is not usually a problem, as all button presses will be recorded in the EDF file.

```
//      BUTTON RESPONSE TEST
//      Check for eye-tracker buttons pressed
//      This is the preferred way to get response data or end trials
button = eyelink_last_button_press(NULL);
if(button!=0)      // button number, or 0 if none pressed
{
    eyemsg_printf("ENDBUTTON %d", button); // message to log
    the button press
    end_trial();                          // local function to stop
    recording                             // exit trial loop
    break;
}
```

The message "ENDBUTTON" is placed in the EDF data file to record the button press. The timestamp of this message is not as accurate as the button press event that is also recorded in the EDF file, but serves to record the reason for ending the trial. The "ENDBUTTON" message can also be used if the local keyboard as well as buttons can be used to respond, with keys translated into a button number.

## 14.11 Cleaning Up and Reporting Trial Results

After exiting the recording loop, it's good programming practice to prevent anything that happened during the trial from affecting later code, in this case by making sure we are out of realtime mode and by discarding any accumulated key presses. Remember, it's better to have some extra code than to waste time debugging unexpected problems.

```
} // END OF RECORDING LOOP
end_realtime_mode(); // safety cleanup code
while(getkey());     // dump any accumulated key presses
```

Finally, the trial is completed by reporting the trial result and returning the result code. The standard message "TRIAL\_RESULT" records the button pressed, or 0 if the trial timed out. This message is used during analysis to determine why the recording stopped. Note Data Viewer also uses the "TRIAL\_RESULT" message to mark the end of a recording trial. Any post-recording participant responses (i.e. questionnaires, etc.) should be performed before returning from the trial, to place them before the "TRIAL\_RESULT" message. Finally, the call to the `check_record_exit()` function makes sure that no Abort menu operations remain to be performed, and generates the trial return code.

```
// report response result: 0=timeout, else button number
eyemsg_printf("TRIAL_RESULT %d", button);
// Call this at the end of the trial, to handle special conditions
return check_record_exit();
}
```

## 14.12 Extending "trial.c"

For many experiments, this code can be used with few modifications, except for changing the stimulus drawn. Another common enhancement would be to filter which buttons can be used for response.

A more sophisticated modification would be to animate the display. This might involve erasing and re-drawing fixation targets for saccadic response experiments. For this experiment, the time each target is drawn and erased must be controlled and monitored carefully, which required leaving realtime mode on throughout the trial. Checking for recording errors or responses can be postponed until after the display sequence, unless it is very long (for example, a continuously moving smooth pursuit target).

Be sure to call `eyemsg_printf()` to place a message in the EDF file to record the time the display is changed. Don't send more than 10 messages every 20 milliseconds, or the EyeLink tracker may not be able to write them all to the EDF file.

This sample code illustrates the above concepts:

```
SDL_FlipEx(window); // synchronized flip. This will return after the flip occur
eyemsg_printf("TARGET MOVED %d %d", x, y); // record time, new
    position
eyemsg_printf("MARK 1"); // time marker #1
```

## Chapter 15

# TEXT Template

For more complex display such as screens of text or pictures, drawing takes too long to complete in one (or even two) display refresh periods. This makes the drawing process visible, and there is no clear stimulus onset for reaction time measurement. The code in the *text* template draws to a bitmap, then copies it to the display, reducing the time to make the display visible. This also has the advantage of making the trial code more general: almost any stimulus can be displayed given its bitmap.

### 15.1 Source Files for "Text"

These are the files used to build *text*. Those that are the same as for *simple* are marked with an asterisk. (Standard *EyeLink* Developers Kit header files are the same as those used for *simple*, and are not listed here).

main.c	WinMain() function for windows non console compilation and main() for other compilations, setup and shutdown link and graphics, open EDF file.
trials.c	Called to run a block of trials for the "text" template. Performs system setup at the start of each block, then runs the trials. Handles standard return codes from trials to allow trial skip, repeat, and experiment abort. This file can be modified for your experiments, by replacing the trial instance code.
trial.c	Implements a trial with simple graphics that can be draw in one screen refresh, and therefore doesn't need display blanking. You should be able to use this by replacing the drawing code, message code, and handling any participant responses.

### 15.2 Differences from "Simple"

The only difference in the *main.c* is the inclusion of "text.h" header file, instead of "simple.h" in the previous example. The block loop and trial setup code (*trials.c*) and the trial loop code (*trial.c*) are also changed. The latter two files will be discussed below, but here is an outline of the differences from the equivalent files for *simple*:

- Trial title and TRIALID messages are different.
- A different "!V TRIAL\_VAR" message is used to report trial condition variable and its value
- A bitmap of text is created as part of the trial setup.
- The display graphics are copied from a bitmap passed to the trial loop.

The discussion of *trial.c* is especially important, as it forms the basis of later templates that use bitmaps.

## 15.3 Analysis of "trials.c"

The function `do_text_trial()` is used to setup and run the text-reading trials. This first creates an `SDL_Surface` and calls `graphic_printf()` with the long text and alignment parameters. Following this, the `bitmap_save_and_backdrop()` function saves the entire bitmap as a file in the specified path ("images"), and transfers the image to the tracker PC as backdrop for gaze cursors. Note that you can manipulate the file-saving option of the function so that the existing files could be either overwritten (set the `sv_options` as 0) or not to be overwritten (`SV_NOREPLACE`). The trial title and "TRIALID" message report the page number (and thus the progress of the experiment). The "!V TRIAL\_VAR" message is recorded to report a trial variable and value for the given trial when analyzing data with EyeLink Data Viewer.

```
char *pages[4] = { text1, text2, text3, text4 };

// Given trial number, execute trials Returns trial result code
int do_text_trial(int num)
{
    SDL_Surface *bitmap = NULL;
    int i;
    char image_fn[100];    // image file name;

    // Must be offline to draw to EyeLink screen
    set_offline_mode();
    eyecmd_printf("clear_screen 0");

    // This supplies the title at the bottom of the eyetracker display
    eyecmd_printf("record_status_message 'TEXT, PAGE %d/%d' ",
num, NTRIALS);

    // Always send a TRIALID message before starting to record.
    // It marks the start of the trial and should precede any other
    messages
    eyemsg_printf("TRIALID PAGE%d", num);

    // !V TRIAL_VAR message is recorded for EyeLink Data Viewer analysis
    // It specifies a trial variable and value for the given trial
    // This must be specified within the scope of an individual trial
    (i.e., after
    // "TRIALID" and before "TRIAL_RESULT")
    eyemsg_printf("!V TRIAL_VAR page %d", num);

    sprintf(image_fn, "test%d.png", num); // get the image file name
    // IMGLOAD command is recorded for EyeLink Data Viewer analysis
    // It displays a default image on the overlay mode of the trial
    viewer screen.
    // Writes the image filename + path info

    eyemsg_printf("!V IMGLOAD FILL %s", image_fn);
    get_new_font(NULL, SCRHEIGHT/25, 0);
    bitmap = SDL_CreateRGBSurface(SDL_SWSURFACE, SCRWIDTH, SCRHEIGHT,
dispinfo.bits, 0, 0, 0, 0);
    set_margin(SCRWIDTH/20, SCRHEIGHT/20, SCRWIDTH/20, SCRHEIGHT/20);
```

```

    set_line_spacing(((double) (SCRHEIGHT) / 15.0) / (double) get_font_height())
;
    SDL_FillRect(bitmap, NULL, SDL_MapRGB(bitmap->format,
target_background_color.r, target_background_color.g, target_background_color.b));
    graphic_printf(bitmap, target_foreground_color, WRAP, 0, 0, pages[num-1]);

    //      Save bitmap and transfer to the tracker pc.
    //      Since it takes a long to save the bitmap to the file, the
    //      value of sv_options should be set as SV_NOREPLACE to save time
    bitmap_save_and_backdrop(bitmap, 0, 0, 0, 0,
image_fn, get_output_folder(), SV_NOREPLACE, 0, 0, BX_NODITHER
| BX_GRAYSCALE);

    i = bitmap_recording_trial(bitmap, 20000L);
    SDL_FreeSurface(bitmap);

    return i;
}

```

Finally, the bitmap is passed to `bitmap_recording_trial()` for the actual recording. After recording is completed, the bitmap is deleted. That's all there is to it - the same trial function can be used to present almost any stimulus drawn to the bitmap.

## 15.4 Analysis of "trial.c"

The function `bitmap_recording_trial()` performs straightforward recording and presentation of bitmaps. The code is almost identical to `simple_recording_trial()`, except that drawing of text is replaced by copying the bitmap to the display.

```

// COPY BITMAP to the back buffer
SDL_BlitSurface(gbm, NULL, window, NULL);
// asynchronously flip flip does not return till the next retrace
Flip(window);
trial_start = current_msec();
SDL_BlitSurface(gbm, NULL, window, NULL);
display_time = current_msec() - trial_start;
eyemsg_printf("%d DISPLAY ON", display_time); // message for RT
    recording in analysis

```



## Chapter 16

# PICTURE Template

The template *picture* is almost identical to *text*, except that images are loaded from JPG files and displayed instead of text.

### 16.1 Source Files for "Picture"

These are the files used to build *picture*. Those that are the same as for *text* are marked with an asterisk.

picture.h	Declarations to link together the template experiment files. Most of the declarations in this file can be used in your experiments.
main.c *	WinMain() function for windows non console compilation and main() for other compilations, setup and shutdown link and graphics, open EDF file.
trials.c	Called to run a block of trials for the "picture" template. Performs system setup at the start of each block, then runs the trials. Handles standard return codes from trials to allow trial skip, repeat, and experiment abort. This file can be modified for your experiments, by replacing the trial instance code.
trial.c	Implements a trial with simple graphics that can be drawn in one screen refresh, and therefore doesn't need display blanking. You should be able to use this by replacing the drawing code, message code, and handling any participant responses.

### 16.2 Differences from "Text"

The only difference is the block loop module (*trials.c*), and the use of *IMG\_Load* to load an image file as a bitmap. The same trial recording file (*trial.c*) as in text template is used to display the stimuli and record data.

## 16.3 Analysis of "trials.c"

The first difference from the *trials.c* in text template is the color of the background. This is medium gray, matching the average luminance of the pictures. In a real experiment, each picture may have a different average luminance, and the calibration background color should be reset before each trial so that the drift correction background matches the image.

```
SETCOLOR(target_background_color,128,128,128);    // This should match the
display
set_calibration_colors(&target_foreground_color, &
    target_background_color);
```

The function `do_picture_trial()` is used to setup and run the picture- presentation trials. The trial bitmap is created by calling `create_image_bitmap()`. The `bitmap_to_backdrop()` function transfers the image bitmap over the link to the tracker PC as a backdrop for gaze cursors (Unlike the previous TEXT template, the image is not saved). The image bitmap is then passed to `bitmap_recording_trial()`, where it is copied to the display at the proper time. After the trial, be sure to delete the bitmap.

```
char *images[3] = { "images/sacrmeto.jpg", "images/sac_blur.jpg", "
    images/composite.jpg" };

int do_picture_trial(int num)
{
    SDL_Surface * bitmap;
    int i;

    // This supplies the title at the bottom of the eyetracker display
    eyecmd_printf("record_status_message '%s', TRIAL %d/%d' ",
        imgname[num-1], num, NTRIALS);

    // Always send a TRIALID message before starting to record.
    // It marks the start of the trial and should precede any other messages
    eyemsg_printf("TRIALID PIX%d %s", num, imgname[num - 1]);

    // !V TRIAL_VAR message is recorded for EyeLink Data Viewer analysis
    // It specifies a trial variable and value for the given trial
    // This must be specified within the scope of an individual trial (i.e.,
    // after
    // "TRIALID" and before "TRIAL_RESULT")
    eyemsg_printf("!V TRIAL_VAR trial %d", num);
    eyemsg_printf("!V TRIAL_VAR type %s", imgname[num - 1]);

    set_offline_mode(); // Must be offline to draw to EyeLink
        screen

    bitmap = create_image_bitmap(num-1);
    if(!bitmap)
    {
        alert_printf("ERROR: could not create image %d", num);
        return SKIP_TRIAL;
    }

    // NOTE:** THE FOLLOWING TEXT SHOULD NOT APPEAR IN A REAL EXPERIMENT!!!!
    clear_full_screen_window(target_background_color);
    get_new_font(NULL, 24, 0);
    graphic_printf(window,target_foreground_color, CENTER, SCRWIDTH/2,
        SCRHEIGHT/2, "Sending image to
        EyeLink...");
    Flip(window);

    // Transfer bitmap to tracker as backdrop for gaze cursors
    bitmap_to_backdrop(bitmap, 0, 0, 0, 0,0, 0,
```



```

        (UINT16) (BX_MAXCONTRAST|((
eyelink_get_tracker_version(NULL)>=2)?0:BX_GRAYSCALE
)));

// record the trial
i = bitmap_recording_trial(bitmap, 20000L);
SDL_FreeSurface(bitmap);
return i;
}

```

### 16.3.1 Loading pictures and creating composite images

The first two trials of the current template load a normal picture (sacrmeto.jpg) and a blurred one (sac\_blur.jpg) by calling `image_file_bitmap()`. The last trial creates a composite image from four smaller images (hearts.jpg, party.jpg, purses.jpg, and squares.jpg) by using `composite_image()`. This is achieved by first creating a blank bitmap (`blank_bitmap()`) and then loading individual images and adding them to the blank bitmap at a specific (x, y) position with the `add_bitmap()` function.

In this example, the bitmap is magnified or reduced to fill the display. This will degrade the image somewhat and slows loading, so it may be important to match the display mode to the original image file resolution. Alternatively, if the size is set to (0, 0), the picture is not resized but is simply clipped or centered on the display. Alternatively, the image may be loaded to a bitmap of identical size, and this bitmap copied to a blank bitmap to create a composite display with several pictures and text.

Because loading and resizing images can take significant time, this sample code displays a message while the picture is loading. This would not be desirable in a real experiment, of course. It is important to check that the picture loaded successfully before running the trial.

```

//      Adds individual pieces of source bitmap to create a composite picture
//      Top-left placed at (x,y)
//      If either the width or height of the display is 0, simply copy the
//      bitmap
//      to the display without changing its size. Otherwise, stretches the
//      bitmap to to
//      fit the dimensions of the destination display area

int add_bitmap(SDL_Surface * src, SDL_Surface * dst, int x, int y, int width,
int height)
{
    SDL_Rect dstrect = {x,y,width,height};
    SDL_Rect srcrect = {0,0,width,height};
    if(src->w != srcrect.w || src->h != srcrect.h)
    {
        double zx = (double)srcrect.w/(double)src->w;
        double zy = (double)srcrect.h/(double)src->h;
        SDL_Surface *resized = zoomSurface(src,zx,zy,0);
        if(resized)
            src = resized;
    }
    SDL_BlitSurface(src,&srcrect,dst,&dstrect);
    return 0;
}

//      Creates a composite bitmap based on individual pieces
SDL_Surface * composite_image(void)
{
    int i = 0;
    // Handle to the background and foreground bitmaps
    SDL_Surface* bkgr;
    SDL_Surface* img;

    SDL_Rect points[4];

    char *small_images_nopath[4];

```

```

// Filenames of the four small images
small_images_nopath[0]="images/hearts.jpg";
small_images_nopath[1]="images/party.jpg";
small_images_nopath[2]="images/squares.jpg";
small_images_nopath[3] ="images/purses.jpg";

// The x,y coordinates of the top-left corner of the region where
// the individual small image is displayed
points[0].x=0; points[0].y=0;
points[1].x=SCRWIDTH/2; points[1].y=0;
points[2].x=0; points[2].y=SCRHEIGHT/2;
points[3].x=SCRWIDTH/2; points[3].y=SCRHEIGHT/2;

// Create a blank bitmap on which the smaller images are overlaid
bkgr = SDL_CreateRGBSurface(SDL_SWSURFACE,SCRWIDTH,SCRHEIGHT,
                           dispinfo.bits
                           ,0,0,0,0);
if(!bkgr)
    return NULL;
SDL_FillRect(bkgr,NULL,SDL_MapRGB(bkgr->format, 128,128,128));

// loop through four small images
for (i=0; i<4; i++)
{
    // Load the small images, keep the original size
    // If the image can not be loaded, delete the created blank bitmap;
    img = image_file_bitmap(small_images_nopath[i], 1, 0, 0, 0);
    if(!img)
    {
        SDL_FreeSurface(bkgr);
        return NULL;
    }

    // Add the current bitmap to the blank bitmap at x, y position,
    // resizing the bitmap to the specified width and height
    // If the original size is to be kept, set the width and
    // height parameters to 0
    add_bitmap(img, bkgr, points[i].x, points[i].y, SCRWIDTH/2, SCRHEIGHT/2
);

    // IMGLOAD command is recorded for EyeLink Data Viewer analysis
    // It displays a default image on the overlay mode of the trial viewer
    screen.
    // Writes the image filename + path info
    // The IMGLOAD TOP_LEFT command specifies an image to use as a
    segment of the
    // spatial overlay view with specific top left x,y coordinates and
    image width and height

    copy_resource_to_output_folder(small_images_nopath[i]);
    eyemsg_printf("!V IMGLOAD TOP_LEFT %s %d %d %d %d",
small_images_nopath[i],
        points[i].x, points[i].y, SCRWIDTH/2, SCRHEIGHT/2);

    // IAREA command is recorded for EyeLink Data Viewer analysis
    // Another way of handling segment information by recording the
    content field
    // in IAREA RECTANGLE command.
    // The fields are: segment id, (x, y) coordinate of top-left and
    bottom-right positions
    eyemsg_printf("!V IAREA RECTANGLE %d %d %d %d %d %s",
        i+1, points[i].x, points[i].y,
        points[i].x + SCRWIDTH/2, points[i].y + SCRHEIGHT/2,
small_images_nopath[i]);

    // Be sure to delete bitmap handle before re-using it.
    SDL_FreeSurface(img);
}

// If the operation is successful, the background image is now
// overlaid with the smaller images
return bkgr;
}

```

## Chapter 17

# EYEDATA Template

This template introduces the use of the link in transferring gaze-position data. This can be transferred in real time, or played back after recording has ended, which helps to separate recording from analysis.

The *eyedata* template uses real-time eye position data set through the link to display a real-time gaze cursor, using a trial implemented in *data\_trial.c*. The data is then played back using the module *playback\_trial.c*. The bitmap for the trial is a grid of letters, generated by *grid\_bitmap.c*. This module is not discussed further, as it is similar to other bitmap-drawing functions discussed previously. You may wish to read through it as an example of drawing more complex displays using SDL.

### 17.1 Source Files for "Eyedata"

These are the files used to build *eyedata*. Those that were covered previously are marked with an asterisk.

main.c *	WinMain() function for windows non console compilation and main() for other compilations, setup and shutdown link and graphics, open EDF file. This file is unchanged for all templates, and can be used with small changes in your experiments.
data_trials.c	Called to run a block of trials for the <i>picture</i> template. Performs system setup at the start of each block, then runs the trials. Handles standard return codes from trials to allow trial skip, repeat, and experiment abort. This file can be modified for your experiments, by replacing the trial instance code.
data_trial.c	Implements a trial with a real-time gaze cursor, and displays a bitmap.
playback_trial.c	Plays back data from the previous trial. The path of gaze is plotted by a line, and fixations are marked with "F".
grid_bitmap.c	Creates a bitmap, containing a 5 by 5 grid of letters.

## 17.2 Differences from "Text" and "Picture"

The block loop module (*data\_trials.c*) creates a grid bitmap, and runs the real-time gaze trial (*data\_trial.c*). This is followed immediately by playback of the trial's data (*playback\_trial.c*).

## 17.3 Analysis of "data\_trials.c"

Only a single trial is run by calling `do_data_trial()`. This marks the trial, creates the grid bitmap, and calls `realtime_data_trial()` to record data while displaying a gaze cursor. After this, `playback_trial()` plays back the data just recorded, plotting the path of gaze and fixations.

Note the command "mark\_playback\_start" that is sent to the eye tracker just before the "TRIALID" message. This command sets the point at which playback of data from the EDF file will start later. If this command is not used, playback begins from the start of recording, and therefore will not include the TRIALID message. Similar to the TEXT template, the display PC bitmap is saved as a .png file in the "images" directory. The bitmap image is also transferred over the link to the tracker PC as a backdrop for gaze cursors.

```
// There is only one data trial. followed by playing back the data.
// Returns trial result code
int do_data_trial(int num)
{
    int i;
    SDL_Surface *bitmap = NULL;

    // This supplies the title at the bottom of the eyetracker display
    eyecmd_printf("record_status_message 'GAZE CURSOR TEST' ")
;

    // Marks where next playback will begin in file
    // If not used, playback begins from start of recording
    eyecmd_printf("mark_playback_start");

    set_offline_mode();// Must be offline to draw to
    EyeLink screen

    // Always send a TRIALID message before starting to record.
    // It marks the start of the trial and should precede any other
    messages
    eyemsg_printf("TRIALID GRID");

    //!V TRIAL_VAR message is recorded for EyeLink Data Viewer analysis
    // It specifies a trial variable and value for the given trial
    // This must be specified within the scope of an individual trial
    (i.e., after
    // "TRIALID" and before "TRIAL_RESULT")
    eyemsg_printf("!V TRIAL_VAR condition Playback");

    // IMGLOAD command is recorded for EyeLink Data Viewer analysis
    // It displays a default image on the overlay mode of the trial viewer
    screen.
    // Writes the image filename + path info
    eyemsg_printf("!V IMGLOAD FILL grid.png");

    // IAREA command is recorded for EyeLink Data Viewer analysis
    // It creates a set of interest areas by reading the segment files
    // Writes segmentation filename + path info
    eyemsg_printf("!V IAREA FILE grid.ias");

    bitmap = draw_grid_to_bitmap_segment("grid.ias", get_output_folder(), 1
);
    if(!bitmap)
```

```

{
    eyemsg_printf("ERROR: could not create bitmap");
    return SKIP_TRIAL;
}

// Save bitmap and transfer to the tracker pc.
// Since it takes a long to save the bitmap to the file, the
// value of sv_options should be set as SV_NOREPLACE to save time

bitmap_save_and_backdrop(bitmap, 0, 0, 0, 0, "
grid.png", get_output_folder(), SV_NOREPLACE,
0, 0, (UINT16) (BX_MAXCONTRAST | (
eyelink_get_tracker_version(NULL) >= 2) ? 0 : BX_GRAYSCALE
));

i = realtime_data_trial(bitmap, 60000L); // display gaze cursor during
recording
    playback_trial(); // Play back trial's data

SDL_FreeSurface(bitmap);
return i;
}

```

## 17.4 Analysis of "data\_trial.c"

The *data\_trial.c* module uses real-time gaze data to plot a cursor. This is a simple example of using transferred data, which will be expanded in a later template into a gaze-contingent window. Link data is only required during recording for real-time experiments, since playback is preferred for on-line analysis.

### 17.4.1 Newest Sample Data

As eye movement data arrives from the tracker, the samples and events are stored in a large queue, to prevent loss of data if an application cannot read the data immediately. The *eyelink\_core* DLL provides two ways to access link data immediately or in sequence. As will be shown in the playback module, samples and events can be read from the queue in the same order they arrived. However, data read in this way will be substantially delayed if the queue contains significant amounts of data.

When eye position data is required with the lowest possible delay, the newest sample received from the link must be obtained. The EyeLink library keeps a copy of the latest data, which is read by `eyelink_newest_float_sample()`. This function returns 1 if a new sample is available, and 0 if no new samples have been received since the previous call to the function. It can be called with NULL as the buffer address in order to test if a new sample has arrived. The sample buffer can be a structure of type `FSAMPLE` or `ALLF_DATA`, defined in *eyetypes.h*.

### 17.4.2 Starting Recording

When starting recording, we tell the EyeLink tracker to send samples to us through the link, by setting the third argument to `start_recording()` to 1. Data will be available immediately, as `start_recording()` does not return until the first data has arrived. Realtime mode is also set, to minimize delays between reading data and updating the gaze cursor.

```

//      Start data recording to EDF file, BEFORE DISPLAYING STIMULUS
//      You should always start recording 50-100 msec before required
//      otherwise you may lose a few msec of data

//      NEW CODE FOR GAZE CURSOR: tell start_recording() to send link data

```

```

error = start_recording(1,1,1,1);          // record with link data
        enabled
if(error != 0) return error;              // ERROR: couldn't start recording
// record for 100 msec before displaying stimulus
// Windows: no interruptions from now on
begin_realtime_mode(100);

```

When using data from the link queue (which will be introduced in the playback module), some samples and/or events will build up in the data queue during the 100 millisecond delay before image display begins. These will be read later, causing an initial burst of data processing. This does not occur with `eyelink_newest_float_sample()`, as only the latest sample is read. The queue is not read in this example, so data simply builds up in the queue and the oldest data is eventually overwritten.

### 17.4.3 Confirming Data Availability

After recording starts, a block of sample and/or event data will be opened by sending a special event over the link. This event contains information on what data will be available sent in samples and events during recording, including which eyes are being tracked and sample rates, filtering levels, and whether corneal reflections are being used. The data in this event is only available once it has been read from the link data queue, and the function `eyelink_wait_for_block_start()` is used to scan the queue data for the block start event. The arguments to this function specify how long to wait for the block start, and whether samples, events, or both types of data are expected. If no data is found, the trial should end with an error.

```

if(!eyelink_wait_for_block_start(100, 1, 0))//wait
    for link sample data
{
    end_trial();
    alert_printf("ERROR: No link samples received!");
    return TRIAL_ERROR;
}

```

Once the block start has been processed, data on the block is available. Because the EyeLink system is a binocular eye tracker, we don't know which eye's data will be present, as this was selected during camera setup by the experimenter. After the block start, `eyelink_eye_available()` returns one of the constants `LEFT_EYE`, `RIGHT_EYE`, or `BINOCULAR` to indicate which eye(s) data is available from the link. `LEFT_EYE` (0) and `RIGHT_EYE` (1) can be used to index eye data in the sample; if the value is `BINOCULAR` (2) we use the `LEFT_EYE`. A message should be placed in the EDF file to record this, so that we know which eye's data to use during analysis.

```

// determine which eye(s) are available
eye_used = eyelink_eye_available();
switch(eye_used)// select eye, add annotation to EDF file
{
    case RIGHT_EYE:
        eyemsg_printf("EYE_USED 1 RIGHT");
        break;
    case BINOCULAR: // both eye's data present: use left eye only
        eye_used = LEFT_EYE;
    case LEFT_EYE:
        eyemsg_printf("EYE_USED 0 LEFT");
        break;
}

```

Additional information on the block data can be accessed by a number of functions: see the reference sections of this manual and the `eyelink.h` file for more information. Sample rates and other data specific to the EyeLink II tracker is available with the new `eyelink2_mode_data()` function.

### 17.4.4 Reading Samples

Code is added to the recording loop to read and process samples. This calls `eyelink_newest_float_sample()` to read the latest sample. If new data is available, the gaze position for the monitored eye is extracted from the sample, along with the pupil size.

During a blink, pupil size will be zero, and both x and y gaze position components will be the value `MISSING_DATA`. The eye position is undefined during a blink, and this case must be treated carefully for gaze-contingent displays. In this example, the cursor is simply hidden. Otherwise, it is redrawn at the new location.

```
// NEW CODE FOR GAZE CURSOR

if(eyelink_newest_float_sample(NULL)>0) // check
    for new sample update
    {
        eyelink_newest_float_sample(&evt); //
        get a copy of the sample
        x = evt.fs.gx[eye_used]; // get gaze position from sample
        y = evt.fs.gy[eye_used];
        // make sure pupil is present
        if(x!=MISSING_DATA && y!=MISSING_DATA
        && evt.fs.pa[eye_used]>0)
            draw_gaze_cursor((int)x,(int)y); // show and move
        cursor
        else
            erase_gaze_cursor(); // hide cursor if no pupil
    }

// END OF RECORDING LOOP
```

## 17.5 Analysis of "playback\_trial.c"

The EyeLink system can supply data on eye movements in real time during recording, via the Ethernet link. The high data rate (binocular, 250, 500, 1000, or 2000 Hz depending on the tracker version and configuration) makes data processing or display generation difficult while data is being transferred, and writing data to disk will cause significant delays that will impact stimulus presentation. Instead, data can be written to the EyeLink EDF file as a permanent record, then played back after recording of the trial is finished. This is the best method to implement on-line analysis when information is needed before the next trial, for example to implement convergent threshold paradigms or to detect if a participant fixated outside of a region on the display.

The *playback\_trial.c* module also demonstrates processing of samples and events from the link queue. The data-processing code is similar to what would be used inside a recording loop for real-time data, except that we will not lose data if analysis takes a long time or the program is stopped by a debugger. In fact, playback data is sent "on demand" at a rate determined by how fast the data queue is read, so it is feasible to process thousands of samples per second during playback.

### 17.5.1 Starting Playback

Data from the last trial (or the last recording block if several were recorded) can be played back by calling the function `eyelink_playback_start()`, then waiting for data to arrive by calling `eyelink_wait_for_data()`. If no data arrives, this function will return an error code. The first data received during playback will include messages and button presses written to the file just after the end of the next-to-last recording block (or from the start of the file if the first data block is being played back). All data up to the start of block data can be skipped by calling `eyelink_wait_for_block_start()`, after

which information on sample rate and eyes recorded will also be available. Playback will fail if no EDF file is open, or if no data has yet been recorded.

```
// Set up the display
clear_full_screen_window(grey);          // erase display

get_new_font(NULL, 24,0);                // select a font

graphic_printf(window, black, NONE, SCRWIDTH/2, 24, "Playing back last trial...");
SDL_Flip(window);
graphic_printf(window, black, NONE, SCRWIDTH/2, 24, "Playing back last trial..."); // drawing to the background

set_offline_mode();                      // set up eye tracker for
    playback
eyelink_playback_start();                // start data playback

// Wait for first data to arrive
// Failure may mean no data or file not open

// This function discards other data in file (buttons and messages)
// until the start of recording.
// If you need these events, then don't use this function.
// Instead, wait for a sample or event before setting eye_data,
// and have a timeout if no data is available in 2000 msec.

if(!eyelink_wait_for_block_start(2000, 1, 1))
{
    alert_printf("ERROR: playback data did not start!");
    return -1;
}
```

## Remarks

The `eyelink_wait_for_block_start()` function reads and discards events until the start of the recording is encountered in the data stream. This means that any data before recording (such as the "TRIALID" message) will be lost. If you need to read this message or other data before recording begins, do not use this function. Instead, read and process events until the first sample is found, or until a message such as "DISPLAY ON" is found. If this data is not found within 100 milliseconds after playback is started, it is likely that the playback failed for some reason. Once a sample is found, `eyelink_eye_available()` and `eyelink2_mode_data()` may be called as described below.

In the same way as in *data\_trial.c*, we call `eyelink_eye_available()` to determine which eye's data to use. (We could have used the messages we placed in the EDF file as well, which will be available during playback). We also determine the sample rate by calling `eyelink2_mode_data()`, which returns -1 if extended information is not available - in this case, the EyeLink I sample interval of 4 msec is used.

```
eye_used = eyelink_eye_available();
if(eye_used==BINOCULAR) eye_used = LEFT_EYE;    // use left
    eye if both available

// determine sample rate
i = eyelink2_mode_data(&sample_rate, NULL, NULL, NULL);
if(i==-1 || sample_rate<250) sample_rate = 250; // EyeLink I: sample rate = 4
    msec
```



The data received will match that previously recorded in the EDF file. For example, if both samples and events were recorded, both will be sent through the link. Also, the types of events and data selected by EyeLink configuration commands for the file will apply to the playback data, not those selected for real-time link data.

Playback is halted when all data has been read, or when the `eyelink_playback_stop()` function is called. The usual tests for the ESC key and for program termination are performed in the loop.

```
if(escape_pressed() || break_pressed()           // exit
    if ESC, ALT-F4, or CTRL-C pressed
    || eyelink_last_button_press(NULL) // tracker
    button also exits
{
    clear_full_screen_window(target_background_color); // hide display
    eyelink_playback_stop();
    // stop playback
    return 0;
}
```

## 17.5.2 Processing Link Data

When the EyeLink library receives data from the tracker through the link, it places it in a large data buffer called the queue. This can hold 4 to 10 seconds of data, and delivers samples and events in the order they were received.

A data item can be read from the queue by calling `eyelink_get_next_data()`, which returns a code for the event type. The value `SAMPLE_TYPE` is returned if a sample was read from the queue. Otherwise, an event was read from the queue and a value is returned that identifies the event. The header file `eye_data.h` contains a list of constants to identify the event codes.

If 0 was returned, the data queue was empty. This could mean that all data has been played back, or simply that the link is busy transferring more data. We can use `eyelink_current_mode()` to test if playback is done.

```
// PROCESS PLAYBACK DATA FROM LINK
i = eyelink_get_next_data(NULL); // check for new data
    item
if(i==0)                                // 0: no new data
{
    // Check if playback has completed
    if((eyelink_current_mode() & IN_PLAYBACK_MODE)
        ==0) break;
}
```

If the item read by `eyelink_get_next_data()` was one we want to process, it can be copied into a buffer by `eyelink_get_float_data()`. This buffer should be a structure of type `FSAMPLE` for samples, and `ALLF_DATA` for either samples or events. These types are defined in `eye_data.h`.

It is important to remember that data sent over the link does not arrive in strict time sequence. Typically, eye events (such as `STARTSACC` and `ENDFIX`) arrive up to 32 milliseconds after the corresponding samples, and messages and buttons may arrive before a sample with the same time code.

## 17.5.3 Processing Events

In *playback\_trial.c*, fixations will be plotted by drawing an 'F' at the average gaze position. The `ENDFIX` event is produced at the end of each fixation, and contains the summary data for gaze during the fixation.

The event data is read from the `fe` (floating-point eye data) field of the `ALLF_DATA` type, and the average x and y gaze positions are in the `gavx` and `gavy` subfields respectively.

```
if(i == ENDFIX) // Was it a fixation event ?
{
    // PLOT FIXATIONS
    eyelink_get_float_data(&evt); // get copy of
    fixation event
    if(evt.fe.eye == eye_used) // is it the eye we are plotting?
    {
        // Print a black "F" at average position
        graphic_printf(window, black, NONE, (int)evt.fe.gavx, (int)evt.
fe.gavy, "F");
        SDL_Flip(window);
        graphic_printf(window, black, NONE, (int)evt.fe.gavx, (int)evt.
fe.gavy, "F");
    }
}
```

It is important to check which eye produced the ENDFIX event. When recording binocularly, both eyes produce separate ENDFIX events, so we must select those from the eye we are plotting gaze position for. The eye to monitor is determined during processing of samples.

### 17.5.4 Detecting Lost Data

It is possible that data may be lost, either during recording with real-time data enabled, or during playback. This might happen because of a lost link packet or because data was not read fast enough (data is stored in a large queue that can hold 2 to 10 seconds of data, and once it is full the oldest data is discarded to make room for new data). The EyeLink library will mark data loss by causing a `LOST_DATA_EVENT` to be returned by `eyelink_get_next_data()` at the point in the data stream where data is missing. This event is defined in the latest version of *eye\_data.h*, and the `#ifdef` test in the code below ensures compatibility with older versions of this file.

```
#ifdef LOST_DATA_EVENT // AVAILABLE IN V2.1 OR LATER DLL ONLY
else if(i == LOST_DATA_EVENT)
{
    alert_printf("Lost data in sequence");
}
#endif
```

### 17.5.5 Processing Samples

Samples are plotted by connecting them with lines to show the path of the participant's gaze on the display. The gaze position for the monitored eye is extracted from the sample, along with the pupil size. During a blink, pupil size will be zero, and both x and y gaze position components will be the value `MISSING_DATA`. Otherwise, we connect the current and last gaze position with a line.

```
else if(i==SAMPLE_TYPE)
{
    eyelink_get_float_data(&evt); // get
copy of sample
    if(eye_used != -1) // do we know which eye yet?
```

```

        {
            sample_count++;
            if (sample_count % SAMPLEPLAYBACKOFFSET == 0){
                //msec_delay(SAMPLEPLAYBACKOFFSET*1000/sample_rate); // delay for
                real-time playback
                x = evt.fs.gx[eye_used]; // get gaze position from sample
                y = evt.fs.gy[eye_used];
                if(x!=MISSING_DATA && y!=MISSING_DATA &&
                    evt.fs.pa[eye_used]>0 ) //check if pupil is present
                {
                    if(prevFlag && endIdx >1)
                    {
                        sarray[countIdx++] = sarray[
                        sarray[countIdx++] = sarray[

                        sarray[endIdx-1] = MISSING_DATA
                    ;
                    sarray[endIdx] = MISSING_DATA
                    ;

                    endIdx = 0; prevFlag = 0;
                }
                if(countIdx < 200)
                {
                    sarray[countIdx++] = x;
                    sarray[countIdx++] = y;

                }else if (countIdx == 200)
                {
                    drawMultipleSamples(sarray,200)

                    memset(sarray, MISSING_DATA

                    endIdx = 199;
                    prevFlag = 1;
                    countIdx = 0;

                }

            }
            else // no pupil present: must be in blink
            {
                endIdx = countIdx -1;
                drawMultipleSamples(sarray,countIdx);
                memset(sarray, MISSING_DATA

                , 200);

                prevFlag = 1;
                countIdx = 0;

            }
        }
        else
        { // if we don't know which eye yet, check which eye present
            eye_used = eyelink_eye_available()

        ;
            if(eye_used==BINOCULAR) eye_used = LEFT_EYE
        ; // use left eye if both available
        }
    } // END OF PLAYBACK LOOP

    //check if we still have data to draw
    if(countIdx>0)
        drawMultipleSamples(sarray,countIdx);

    eyelink_playback_stop(); // Stop data
    playback

```

Playback data arrives much more quickly than it was recorded. You can take as long as you want to process each data item during playback, because the EyeLink library controls data flow for you. To approximate the original timing of the data, we set a delay of 1, 2 or 4 milliseconds after each sample - this could be improved by using the timestamp available for each sample.



## Chapter 18

# GCWINDOW Template

The most useful real-time experiment is a gaze-contingent display, where the part of the display the participant is looking at is changed, or where the entire display is modified depending on the location of gaze. These manipulations require high sampling rates and low delay, which the EyeLink tracker can deliver through the link.

You should run this experiment at as high a display refresh rate as possible (at least 120 Hz). Higher refresh rates mean lower delays between eye movements and the motion of the window.

This template demonstrates how to use the link's real-time gaze-position data to display a gaze-contingent window. This is an area centered on the point of gaze that shows a foreground image, while areas outside the window show the background image. SDL\_util library can be used to draw the gaze cursors. Note that you will have to call `initialize_dynamic_cursor` to initialize.

### 18.1 Gaze-Contingent Window Issues

The gaze-contingent window in this template can be used to produce moving- window and masking paradigms. It is not intended for boundary paradigms, however.

#### 18.1.1 Fast Updates

The window code in *gazeursor.c* operates by copying areas from a foreground bitmap to draw within the window, and from a background bitmap to draw outside the window. Once the window and background are initially drawn, the code needs only to redraw those parts of the window or background that changed due to window motion.

The first time the window is drawn, both the background and window are completely drawn. This takes much longer than the incremental updates during window motion, and is similar to the time it takes to copy a bitmap to the entire display. If the window is hidden, or drawn after being hidden, it will also take more time to draw. This is also true if the window movement between updates is larger than the window size.

At high display resolutions (where pixels are as small as 0.02 degrees), eye tracker noise and microsaccades can cause "jitter" of the window, which makes the edges of the window more visible. This constant drawing also makes Windows less responsive. The gaze contingent window code implements a "deadband" filter to remove the jitter while not adding any effective delay. This filter can be visualized as a washer on a tabletop being moved by a pencil through its hole - the washer only moves when the pencil reaches the sides of the hole, and small motions within the hole are ignored. The deadband filter is set to 0.1 degrees, which results in a negligible error in window position.

### 18.1.2 Windowing and Masking

The window can be used for two purposes: to show new information at the fovea, or to mask information from the fovea. When initializing the window, you must specify which operation the window is performing. The window code uses this to optimize its drawing to pass the *minimum foveal information*. This is done by erasing unwanted sections of the window first when showing new information, and by drawing new sections of the window (mask) first when masking foveal information. The effect is most important during large saccades.

### 18.1.3 Eye Tracker Data Delays

An important issue for gaze-contingent displays is the system delay from an eye movement to a display change. There are three factors affecting this delay: the eye tracker delay, the drawing delay, and the display delay.

The EyeLink tracker delay from an eye movement to data available by `eyelink_newest_sample()` is shown in the table below. This delay includes a time of half sample, which is the average delay from an eye movement to the time the camera takes an image. Note that this delay only affects the latency of data available from the link - sample timestamps are still accurate to the time the camera imaged the eye.

The EyeLink eye trackers have separate link and file filter settings, so the link filter can be disabled without affecting recorded data. The heuristic filter setting is controlled by the `heuristic_filter` command, sent to the tracker by the `eyecmd_printf()` function. (See the reference section of this manual for information on the EyeLink tracker configuration commands). The heuristic filter is automatically re-enabled at the end of each recording session, so needs to be explicitly changed for each trial.

Mode	Delay <sup>1</sup>	Notes
1000 Hz, heuristic filter off	< 2 ms	high jitter
1000 Hz, level 1 (standard) heuristic filter	< 3 ms	.
1000 Hz, level 2 (extra) heuristic filter	< 4 ms	minimizes jitter
500 Hz, heuristic filter off	3 ms	high jitter
500 Hz, level 1 (standard) heuristic filter	5 ms	.
500 Hz, level 2 (extra) heuristic filter	7 ms	minimizes jitter
250 Hz, heuristic filter off	6 ms	high jitter
250 Hz, level 1 (standard) heuristic filter	10 ms	.
250 Hz, level 2 (extra) heuristic filter	14 ms	minimizes jitter

#### Remarks

1. Reports average end-to-end latency, measured from an actual physical event to availability of first data sample that registered the event on the Display PC via Ethernet or Analog output in C code.

### 18.1.4 Display Delays

The second component of the delay is the time to draw the new gaze-contingent window, and for the changed image data to appear on the monitor. The drawing delay is the time from new data being read until drawing is completed. This is usually less than 1 millisecond for typical saccades using a 10-degree

gaze-contingent window, as only small sections of the window are erased and redrawn. This delay will be higher for large display changes, such as hiding or re-displaying a large window. In any case, the delay will be less than the full-screen bitmap copy time.

The final delay is caused by the time it takes to read out the image from the video card's memory to the monitor. The SDL version of the *gcwindow* sample experiment does retrace-locked display drawing. This means that, depending on the current retrace position, it can take up to one refresh period (ranging from 17 milliseconds for a 60 Hz display to 6 milliseconds for a 160 Hz display) before the stimulus starts to be drawn on the screen. Therefore, it is advantageous to use a monitor with a high refresh rate to reduce the delays in the display updating.

## 18.2 Source Files for "GCWindow"

These are the files used to build *gcwindow*. Those that were covered previously are marked with an asterisk.

main.c *	WinMain() function for windows non console compilation and main() for other compilations, setup and shutdown link and graphics, open EDF file. This file is unchanged for all templates, and can be used with small changes in your experiments.
trials.c	Called to run a block of trials for the "gcwindow" template. Performs system setup at the start of each block, then runs the trials. Handles standard return codes from trials to allow trial skip, repeat, and experiment abort. This file creates multiple stimuli: text and pictures.
trial.c	Implements a trial with a real-time gaze-contingent window, displayed using two bitmaps.

## 18.3 Analysis of "trials.c"

There are 5 trials to demonstrate different types of gaze-contingent window conditions, two using text and three using pictures. This requires some care with background colors. The code for each type of trial setup is similar to the modules *trials.c* in text example and *trials.c* in *picture* example.

### 18.3.1 Setup and Block Loop

The block loop for *trials.c* for the *GCWindow* template is similar to *data\_trial.c* from the *eyedata* template, except that the brightness of the calibration background is darker. This allows it to approximately match both the text and picture trials. In an actual experiment, mixing stimuli with extreme differences in background brightness is not optimal.

```
// INITIAL CALIBRATION: matches following trials
SETCOLOR(target_foreground_color ,0,0,0); //color of calibration target
SETCOLOR(target_background_color,200,200,200); // background for drift
correction
set_calibration_colors(&target_foreground_color, &
target_background_color); // tell EXPTSPPT the colors
```

### 18.3.2 Setting Up Trials

Unlink the previous templates, each of the 5 trials has different setup. The setup code for each trials is executed within a `switch()` statement.

For trials 1 and 2, two bitmaps of text are created, one with characters and the other with "Xxx" words. A monospaced font is used so that the two displays overlap. For trial 1, the normal text is in the foreground, and the "Xxx" text is outside the window.



```

switch(num)
{ // #1: gaze-contingent text, normal in window, "xx" outside
  case 1:
    // This supplies the title at the bottom of the eyetracker display
    eyecmd_printf("record_status_message 'GC TEXT (WINDOW)' ");

    // Always send a TRIALID message before starting to record.
    // It marks the start of the trial and should precede any other
    messages
    eyemsg_printf("TRIALID 1");

    // !V TRIAL_VAR message is recorded for EyeLink Data Viewer
    analysis
    // It specifies a trial variable and value for the given trial
    // This must be specified within the scope of an individual trial
    (i.e., after
    // "TRIALID" and before "TRIAL_RESULT")
    eyemsg_printf("!V TRIAL_VAR Type TEXT");
    eyemsg_printf("!V TRIAL_VAR Central TEXT");
    eyemsg_printf("!V TRIAL_VAR Periphery MASK");

    if(create_text_bitmaps(1))
    {
        eyemsg_printf("ERROR: could not create bitmap");
        return SKIP_TRIAL;
    }

    // IMGLOAD command is recorded for EyeLink Data Viewer analysis
    // It displays a default image on the overlay mode of the trial
    viewer screen.
    // Writes the image filename + path info
    eyemsg_printf("!V IMGLOAD FILL text.png");
    bitmap_save_and_backdrop(fgbm, 0, 0, 0, 0
    , "text.png", get_output_folder(), SV_NOREPLACE,
    0, 0,
    BX_NODITHER|BX_GRAYSCALE);

    i = gc_window_trial(fgbm, bgbm, SCRWIDTH/4, SCRHEIGHT/3, 0, 60000L); //
    Gaze-contingent window, normal text
    SDL_FreeSurface(fgbm); fgbm = NULL;
    SDL_FreeSurface(bgbm); bgbm = NULL;
    return i;
}

```

For trial 2, the bitmaps are reversed, and the window type is set to masking (fifth argument to `gc_window_trial()`).

```

case 2: // #2: gaze-contingent text, "xx" in window, normal outside
    eyecmd_printf("record_status_message 'GC TEXT (MASK)' ");
    // Always send a TRIALID message before starting to record.
    // It marks the start of the trial and should precede any other
    messages
    eyemsg_printf("TRIALID 2");

    // !V TRIAL_VAR message is recorded for EyeLink Data Viewer analysis
    // It specifies a trial variable and value for the given trial
    // This must be specified within the scope of an individual trial
    (i.e., after
    // "TRIALID" and before "TRIAL_RESULT")
    eyemsg_printf("!V TRIAL_VAR Type TEXT");
    eyemsg_printf("!V TRIAL_VAR Central MASK");
    eyemsg_printf("!V TRIAL_VAR Periphery TEXT");

    if(create_text_bitmaps(2))
    {
        eyemsg_printf("ERROR: could not create bitmap");
        return SKIP_TRIAL;
    }

    eyemsg_printf("!V IMGLOAD FILL text.png");
    bitmap_save_and_backdrop(fgbm, 0, 0, 0, 0,
    "text.png", get_output_folder
    (), SV_NOREPLACE,

```

```

                                0, 0, BX_NODITHER|
    BX_GRAYSCALE);

    i = gc_window_trial(bgbm, fgbm, SCRWIDTH/4, SCRHEIGHT/3, 1, 60000L);
    // Gaze-contingent window, masked text
    SDL_FreeSurface(fgbm); fgbm = NULL;
    SDL_FreeSurface(bgbm); bgbm = NULL;
    return i;

```

For trials 3, 4, and 5, a mixture of pictures and blank bitmaps are used. For trial 3, the background bitmap is blank, and the foreground image is a picture (a peripheral mask).

```

case 3:    // #3: Image, normal in window, blank outside
    eyecmd_printf("record_status_message 'GC IMAGE (WINDOW)' ");
    // Always send a TRIALID message before starting to record.
    // It marks the start of the trial and should precede any other
    messages
    eyemsg_printf("TRIALID 3");

    // !V TRIAL_VAR message is recorded for EyeLink Data Viewer analysis
    // It specifies a trial variable and value for the given trial
    // This must be specified within the scope of an individual trial
    (i.e., after
    // "TRIALID" and before "TRIAL_RESULT")
    eyemsg_printf("!V TRIAL_VAR Type IMAGE");
    eyemsg_printf("!V TRIAL_VAR Central IMAGE");
    eyemsg_printf("!V TRIAL_VAR Periphery MASK");

    if(create_image_bitmaps(0))
    {
        eyemsg_printf("ERROR: could not create bitmap");
        return SKIP_TRIAL;
    }

    bitmap_to_backdrop(fgbm, 0, 0, 0, 0,
        0, 0, (UINT16) (BX_MAXCONTRAST|((
    eyelink_get_tracker_version(NULL)>=2)?0:BX_GRAYSCALE
    )));

    copy_resource_to_output_folder("images/sacrmeto.jpg");
    eyemsg_printf("!V IMGLOAD FILL images/sacrmeto.jpg");

    i = gc_window_trial(fgbm, bgbm, SCRWIDTH/4, SCRHEIGHT/3, 0, 60000L);
    // Gaze-contingent window, normal image
    SDL_FreeSurface(fgbm); fgbm = NULL;
    SDL_FreeSurface(bgbm); bgbm = NULL;
    return i;

```

For trial 4, the foreground bitmap is a picture, and the background bitmap is the picture (a foveal mask).

```

case 4:    // #4: Image, blank in window, normal outside
    eyecmd_printf("record_status_message 'GC IMAGE (MASK)' ");
    // Always send a TRIALID message before starting to record.
    // It marks the start of the trial and should precede any other
    messages
    eyemsg_printf("TRIALID 4");

    // !V TRIAL_VAR message is recorded for EyeLink Data Viewer analysis
    // It specifies a trial variable and value for the given trial
    // This must be specified within the scope of an individual trial
    (i.e., after
    // "TRIALID" and before "TRIAL_RESULT")
    eyemsg_printf("!V TRIAL_VAR Type IMAGE");

```

```

    eyemsg_printf("!V TRIAL_VAR Central MASK");
    eyemsg_printf("!V TRIAL_VAR Periphery IMAGE");

    if(create_image_bitmaps(1))
    {
        eyemsg_printf("ERROR: could not create bitmap");
        return SKIP_TRIAL;
    }

    copy_resource_to_output_folder("images/sacrmeto.jpg");
    eyemsg_printf("!V IMGLOAD FILL images/sacrmeto.jpg");

    bitmap_to_backdrop(bgbm, 0, 0, 0, 0,
        0, 0, (UINT16)(BX_MAXCONTRAST|((
    eyelink_get_tracker_version(NULL)>=2)?0:BX_GRAYSCALE
    )));

    i = gc_window_trial(fgbm, bgbm, SCRWIDTH/4, SCRHEIGHT/3, 1, 60000L);
    // Gaze-contingent window, masked image
    SDL_FreeSurface(fgbm); fgbm = NULL;
    SDL_FreeSurface(bgbm); bgbm = NULL;
    return i;

```

In trial 5, the foreground bitmap is a clear image and the background is a blurred image of the same picture (a simple variable-resolution display).

```

case 5:    // #5: Image, blurred outside window
    eyecmd_printf("record_status_message 'GC IMAGE (BLURRED)' ");

    // Always send a TRIALID message before starting to record.
    // It marks the start of the trial and should precede any other
    messages
    eyemsg_printf("TRIALID 5");

    // !V TRIAL_VAR message is recorded for EyeLink Data Viewer analysis
    // It specifies a trial variable and value for the given trial
    // This must be specified within the scope of an individual trial
    (i.e., after
    // "TRIALID" and before "TRIAL_RESULT")
    eyemsg_printf("!V TRIAL_VAR Type IMAGE");
    eyemsg_printf("!V TRIAL_VAR Central IMAGE");
    eyemsg_printf("!V TRIAL_VAR Periphery BLURRED");

    if(create_image_bitmaps(2))
    {
        eyemsg_printf("ERROR: could not create bitmap");
        return SKIP_TRIAL;
    }

    copy_resource_to_output_folder("images/sac_blur.jpg");
    eyemsg_printf("!V IMGLOAD FILL images/sac_blur.jpg");

    bitmap_to_backdrop(fgbm, 0, 0, 0, 0,
        0, 0, (UINT16)(BX_MAXCONTRAST|((
    eyelink_get_tracker_version(NULL)>=2)?0:BX_GRAYSCALE
    )));

    i = gc_window_trial(fgbm, bgbm, SCRWIDTH/4, SCRHEIGHT/3, 0, 60000L);
    // Gaze-contingent window, masked image
    SDL_FreeSurface(fgbm); fgbm = NULL;
    SDL_FreeSurface(bgbm); bgbm = NULL;
    return i;

```

The function `create_image_bitmaps()` creates the proper set of bitmaps for each trial, and checks that the bitmaps loaded properly. It also generates the EyeLink graphics, and sets the background color for the drift correction to match the images.

```

switch(type)
{
    case 0:        // blank background
    {
        fgbm = image_file_bitmap("images/sacrmeto.jpg", 0,
SCRWIDTH,SCRHEIGHT, 1);
        bgbm = blank_bitmap(target_background_color, 0);

        break;
    }
    case 1:        // blank fovea
    {
        fgbm = blank_bitmap(target_background_color,1);
        bgbm = image_file_bitmap("images/sacrmeto.jpg", 0, SCRWIDTH,SCRHEIGHT,1);
        //      bgbm = image_file_bitmap(imagepathsac, 0,
SCRWIDTH,SCRHEIGHT,1);
        break;
    }
    case 2:        // normal and blurred bitmaps, stretched to fit display
    {
        fgbm = image_file_bitmap("images/sacrmeto.jpg", 0, SCRWIDTH,SCRHEIGHT,1);
        bgbm = image_file_bitmap("images/sac_blur.jpg", 0, SCRWIDTH,SCRHEIGHT,1);
        //      fgbm = image_file_bitmap(imagepathsac, 0,
SCRWIDTH,SCRHEIGHT,1);
        //      bgbm = image_file_bitmap(imagepathsac_blur, 0,
SCRWIDTH,SCRHEIGHT,1);
        break;
    }
}

```

For trials 3 and 5, the window contains the maximum information, and the window masking type is set to 0 (erase before draw). In trial 4, the foreground bitmap is blank, and the window masking type is set to 1 (draw before erase). The masking type is set by the fifth argument to `gc_window_trial()`.

### 18.3.3 Drawing the Window

The code for moving the gaze-contingent window is similar to that used to move the gaze cursor in the *eyedata* template. However, we don't copy any bitmap to the display. The function `redraw_gc_window()` will draw the background the first time it is called. We place code here to accurately mark the time of the display onset, in case reaction time needs to be determined. There are two ways to handle a blink. The preferred way is to freeze the gaze-contingent window by not calling `redraw_gc_window()` during the blink. Another possibility is to erase the window, but this takes longer to draw and causes distracting flickering, and is not recommended.

```

// NEW CODE FOR GAZE CONTINGENT WINDOW
if(eyelink_newest_float_sample(NULL)>0) // check
    for new sample update
{
    eyelink_newest_float_sample(&evt); // get
    the sample
    x = evt.fs.gx[eye_used]; // yes: get gaze position from sample
    y = evt.fs.gy[eye_used];
    if(x!=MISSING_DATA && y!=MISSING_DATA && evt.fs
.pa[eye_used]>0) // make sure pupil is present
    {

        if(first_display) // mark display start AFTER first drawing of
window
        {
            drawing_time = current_msec(); // time of
retrace
            trial_start = drawing_time; // record the display onset
time
        }

        draw_gaze_cursor((int)x, (int)y); // move window if visible

        if(first_display) // mark display start AFTER first drawing of
window
        {

```

```

        first_display = 0;
        drawing_time = current_msec() - drawing_time; //
delay from retrace
        eyemsg_printf("%d DISPLAY ON", drawing_time); //
message for RT recording in analysis
        //SDL_Flip(window);
        SDL_BlitSurface(bgbm, NULL, window, NULL);
    }

}
else
{
    //      Don't move window during blink
}
}

```

## 18.4 Other Gaze-contingent Paradigms

### 18.4.1 Saccade Contingent Displays

Although the EyeLink system makes start-of-saccade and end-of-saccade events available through the link, these will not usually be used for gaze-contingent displays, unless the display change is to occur at a significant delay after the saccade ends. The EyeLink on-line saccade detector uses a velocity-detection algorithm, which adds 4 to 6 samples (16 to 24 msec) delay to the production of the event, in addition to the regular (2 to 14 msec) sample delay from an eye movement. The timestamps in saccade events are modified to indicate the true time of the eye movement. As well, saccade size data is only available in the end-of-saccade event, which is available after the saccade ends.

For a gaze-contingent saccade detector, we recommend the use of a position- based algorithm computed from sample data. To detect the start of a saccade, compute the difference between the position of the eye in a sample and the average position of the last 6 samples. Do this separately for X and Y directions, then sum the absolute value of the differences and compare to a threshold of 0.3 to 0.6 degrees. This will detect saccade onset with a delay of 2 to 4 samples in addition to the sample data delay, and is most sensitive to large (> 4 degrees) saccades. This delay is largely due to the time it takes the eye to move a significant distance at the beginning of a saccade, so the detector will usually trip before the eye has moved more than 1 degree.

### 18.4.2 Boundary Paradigms

In a boundary paradigm, all or part of the display changes depending on where the locus of gaze is. For example, a line of text may change when the reader proceeds past a critical word in the sentence.

The best way to implement this is to modify the display when at least two samples occur within a region (in the reading case, the right side of the display). The display change would be made by copying a bitmap to the display. To keep the delay low, only part of the display should be copied from the bitmap, in this case the line of text. The area that can be changed to meet a given delay depends on your video card, CPU speed, and the display mode.



## Chapter 19

# CONTROL Template

This template implements a computer interface that is controlled by the participant's gaze. The participant can select one of a grid of letters by fixating on it. The template contains code to support many rectangular selection regions, but can be simplified if gaze in a single region is all that needs to be detected.

The "Control" template is implemented using the module *trial.c*. The bitmap for the trial is a grid of letters, generated by *grid\_bitmap.c*, which is not covered in this manual, as it is similar to other bitmap-drawing functions discussed previously.

### 19.1 Source Files for "Control"

These are the files used to build "Control". Those that were covered previously are marked with an asterisk.

main.c *	WinMain() function for windows non console compilation and main() for other compilations, setup and shutdown link and graphics, open EDF file.
trials.c	Called to run the trial: just calls the trial, and so is not analyzed in this manual.
trial.c	Creates and displays a grid of letters and does the recording.
regions.c	Implements a gaze-controlled interface: sets up an array of gaze-activated regions and performs gaze-activated selection.
grid_bitmap.c *	Creates a bitmap, containing a 5 by 5 grid of letters.

### 19.2 Analysis of "trial.c"

This module implements a computer interface controlled by the participant's gaze. A grid of letters is displayed to the participant, each of which can be selected by fixating it for at least 700 milliseconds. This demonstration also performs "dynamic recentering", where drift correction is performed concurrently with the selection process.

The type of gaze control in this example is intended for multiple gaze-selection regions, and long dwell threshold times. There is a substantial amount of extra code added to the module that supports this. If your task is to detect when gaze falls within one or two well-separated areas of the display, then there are simpler methods than that discussed here. For example, a saccade to a target can be detected by waiting

for 5 to 10 samples where gaze position is within 2 degrees of the target. This is not suitable for detecting if gaze leaves an area, however.

### 19.2.1 Fixation Update Events

A common use for real-time link data is to monitor eye position, to ensure the participant's gaze stays within a prescribed location throughout a trial. The obvious method of checking that each gaze-position sample falls within the prescribed region may not work, because blinks may cause gaze position to change rapidly, giving a false indication. Monitoring average gaze position during fixations is more reliable, as this excludes data from blinks and saccades, but this data is not available until the end of the fixation.

The EyeLink tracker implements fixation update (FIXUPDATE) events, which report the average gaze position during a period of a fixation. By configuring the tracker to produce a FIXUPDATE event about every 50 milliseconds, fixation position is monitored in an efficient and timely manner. By looking at events instead of samples, the amount of processing required is also reduced. Blinks also are automatically excluded, and the sum of the time of fixation events in a region represent the true time of continuous gaze.

### 19.2.2 Enabling Fixation Updates

By default, fixation updates are disabled. Commands must be sent to enable fixation updates before recording is started, and to disable them afterwards. This code produces fixation updates every 50 milliseconds, and enables only FIXUPDATE events to be sent by the link (other events may be enabled if desired as well):

```
// Configure EyeLink to send fixation updates every 50 msec
eyecmd_printf("link_event_filter = LEFT,RIGHT,FIXUPDATE");
eyecmd_printf("fixation_update_interval = 50");
eyecmd_printf("fixation_update_accumulate = 50");

init_regions(); // Initialize regions for this display

//ensure the eye tracker has enough time to switch modes (to start
//recording).
set_offline_mode();
pump_delay(50);

//      Start data recording to EDF file, BEFORE DISPLAYING STIMULUS
//      You should always start recording 50-100 msec before required
//      otherwise you may lose a few msec of data
error = start_recording(1,1,0,1); // send events only through
link
```

Commands are added to the `end_trial()` function to disable fixation updates:

```
// End recording: adds 100 msec of data to catch final events
static void end_trial(void)
{
    clear_full_screen_window(target_background_color); // hide display
    end_realtime_mode(); // NEW: ensure we release realtime
    lock
    pump_delay(100); // CHANGED: allow Windows to clean up
    stop_recording(); // while we record additional 100 msec of data

    // Reset link data, disable fixation event data
```



```

eyecmd_printf("link_event_filter =
    LEFT,RIGHT, FIXATION, SACCAD, BLINK, BUTTON");
eyecmd_printf("fixation_update_interval = 0");
eyecmd_printf("fixation_update_accumulate = 0");
}

```

### 19.2.3 Processing Fixation Updates

The code to read FIXUPDATE events for the link is similar to that used in *playback\_trial.c*, except that only events are processed:

```

// GET FIXUPDATE EVENTS, PROCESS

i = eyelink_get_next_data(NULL);    // Check for data
    from link
if(i == FIXUPDATE)                // only process FIXUPDATE events
{
    // get a copy of the FIXUPDATE event
    eyelink_get_float_data(&evt);
    // only process if it's from the desired eye?
    if(evt.fe.ey == eye_used)
    {
        // get average position and duration of the update
        process_fixupdate((int) (evt.fe.gavx), (int) (evt.fe.gavy),
// Process event
        evt.fe.etime-evt.fe.sttime);
    }
}

```

The function `process_fixupdate()` is passed the average x and y gaze data and the total time accumulated during the fixation update, which may vary. Each event will be processed to determine which letter's region it falls within. The time of consecutive fixation updates in a region is accumulated into the region's `dwell` field. If a fixation update does not fall into the currently accumulating region, it is assumed that gaze has shifted and the total time in all regions is reset to zero. To prevent noise or drift from inadvertently interrupting a good fixation, the first event in a new region is discarded.

Once the `dwell` time in a region exceeds the threshold, the letter is selected by inverting its `rdraw` region. A drift correction is performed, based on the difference between the average fixation position during selection, and the center of the selection region. This assumes that the visual center of the stimulus in the region is at the location set by the `cx` and `cy` fields of the region's data. Each drift correction may cause a jump in eye-position data, which can produce a false saccade in the eye-movement record.

```

// Process a fixation-update event:
// Detect and handle a switch between regions
// Otherwise, accumulate time and position in region
// Trigger region when time exceeds threshold
void process_fixupdate(int x, int y, long dur)
{
    long avgx, avgy;
    int i = which_region(x, y);    // which region is gaze in

    if(i == -1)                    // NOT IN ANY REGION:
    {                               // allow one update outside of a region before
        resetting
        if(last_region == -1)    // 2 in a row: reset all regions
        {
            reset_regions();
        }
    }
    else if(i == current_region)  // STILL IN CURRENT REGION

```

```

{
    rgn[i].dwell += dur;           // accumulate time, position
    rgn[i].avgxsum += dur * x;
    rgn[i].avgysum += dur * y;
    if(rgn[i].dwell > dwell_threshold && !rgn[i].triggered) // did this
        region trigger yet?
    {
        trigger_region(i);           // TRIGGERED:
        avgx = rgn[i].avgxsum / rgn[i].dwell; // compute avg. gaze
        position
        avgy = rgn[i].avgysum / rgn[i].dwell; // correct for drift (may cause
        false saccade in data)
        eyecmd_printf("drift_correction %ld %ld %ld %ld",
            (long)rgn[i].cx-avgx, (long)rgn[i].cy-avgy,
            (long)rgn[i].cx, (long)rgn[i].cy);
        // Log triggering to
        EDF file
        eyemsg_printf("TRIGGER %d %ld %ld %ld %ld %ld",
            i, avgx, avgy, rgn[i].cx, rgn[i].cy, rgn[i].dwell);
    }
}
else if(i == last_region) // TWO UPDATES OUTSIDE OF CURRENT REGION:
    SWITCH TO NEW REGION
    {
        reset_regions();           // clear and initialize accumulators
        rgn[i].dwell = dur;
        rgn[i].avgxsum = dur * x;
        rgn[i].avgysum = dur * y;
        current_region = i;         // now working with new region
    }
last_region = i;
}

```

## 19.2.4 Multiple Selection Region Support

Each selection region is defined by a `REGION` structure. This defines the rectangular area where it senses gaze, a rectangular area to highlight when selected, and the expected gaze position during selection for use in drift correction. It also contains accumulators for dwell time and gaze position.

```

// CONTROL REGION DEFINITION
typedef struct {
    int triggered; // is triggered
    long avgxsum; // average position accumulators
    long avgysum;
    long dwell; // total time in region
    SDL_Rect rsense; // region for gaze
    SDL_Rect rdraw; // rectangle for invert
    int cx, cy; // center for drift correction
} REGION;
REGION rgn[NREGIONS];

```

The selection regions are created by `init_regions()`, which creates regions to match the display.

```

void SDL_SetRect(SDL_Rect *rect, int x, int y, int w, int h)
{
    rect->x = x-w;
    rect->y = y-h;
    rect->w = w+w;
    rect->h = h+h;
}

int SDL_PointInRect(SDL_Rect *rect, int x, int y)

```

```

{
    if (x >= rect->x && x <= (rect->x + rect->w)
        && y >= rect->y && y <= (rect->y + rect->h) )
        return 1;
    return 0;
}

// Initial setup of region data
void init_regions(void)
{
    int i;
    int x,y;

    for(i=0;i<NREGIONS;i++)    // For all regions:
    {
        // compute center of region
        x = (i%5) * (SCRWIDTH / 5) + (SCRWIDTH / 10);
        y = (i/5) * (SCRHEIGHT / 5) + (SCRHEIGHT / 10);
        rgn[i].cx = x;    // record center for drift correction
        rgn[i].cy = y;
        SDL_SetRect (&(rgn[i].rdraw), x,y,SCRWIDTH/30,SCRHEIGHT/22);
        SDL_SetRect (&(rgn[i].rsense), x,y,SCRWIDTH/10,SCRHEIGHT/10);
    }
}

```

When a fixation update event arrives, its gaze position is checked against all selection regions:

```

// Determine which region gaze is in
// return 0-24 for a valid region, -1 if not in any region
int which_region(int x, int y)
{
    int i;
    for(i=0;i<NREGIONS;i++)    // scan all regions for gaze position
    {
        match
        if(SDL_PointInRect (&(rgn[i].rsense), x,y)) return i;

        return -1;    // not in any region
    }
}

```

Finally, a mechanism is needed to update the highlighted region on the display. In this example, the highlight stays on the selected region. It may be more ergonomic to simply flash the region momentarily once selected.

```

void trigger_region(int region)
{
    int i;

    for(i=0;i<NREGIONS;i++)    // scan thru all regions
    {
        if(i==region)    // is this the new region?
        {
            if(rgn[i].triggered==0)    // highlight new region
                invert_rect (&(rgn[i].rdraw), 1, i);
            rgn[i].triggered = 1;
        }
        else
        {
            if(rgn[i].triggered)    // unhighlight old
                invert_rect (&(rgn[i].rdraw), 0, i);
            rgn[i].triggered = 0;
        }
    }
}

```



## Chapter 20

# DYNAMIC Template

The *dynamic* sample experiment is moderately complex, but very powerful. It uses refresh-locked drawing to present dynamic, real-time displays, including sinusoidal smooth pursuit and a saccade performance task. The display timing achieved in both of these is extremely precise, and the source code was written so that the programmer does not need to modify any time-critical drawing code for most uses. In addition, this template demonstrates one-dimensional calibration which results in greater accuracy and faster setup, and shows how to seamlessly integrate drift correction into the task.

You should run this experiment at as high a display refresh rate as possible (at least 120 Hz). Higher refresh rates mean smoother motion during smooth pursuit, and better temporal resolution for displaying stimuli.

The code consists of several new modules. The code that is specific to experiments is largely isolated in one file, *trials.c*, which contains the usual `do_trials()` function with the block-of-trials loop, and calls `do_dynamic_trial()` to set up trial identifier and call the proper execution functions. These are `do_sine_trial()` which executes a sinusoidal pursuit trial, and `do_saccadic_trial()` which executes a saccadic trial using the gap- step-overlap paradigm.

Each of these functions then sets up a number of variables to define the trial, and calls `run_dynamic_trial()`, supplying a background bitmap and a pointer to a trial-specific "callback" function. This function is called by `run_dynamic_trial()` after each vertical retrace, to handle computing of target positions and visibility, update the target position and visibility, and send any required messages to the EDF file. These callback functions are fairly simple, because almost all the work is handled by target-drawing code in *targets.c* and the realtime trial loop in *trial.c*.

## 20.1 Source Files for "Dynamic"

These are the files used to build *dynamic*. Those that were covered previously are marked with an asterisk.

main.c *	WinMain() function for windows non console compilation and main() for other compilations, setup and shutdown link and graphics, open EDF file. This file is unchanged for all templates, and can be used with small changes in your experiments.
trials.c	Called to run the trials, and implements setup and callback functions for saccadic and smooth pursuit trials. Implements 1-D calibration.
trial.c	Implements a real-time, refresh locked trial loop. This includes monitoring of delayed or missed retrace to ensure the quality of data from the experiment.
targets.c, targets.h	Creates a set of targets, which can have one of 3 shapes or can be hidden. Multiple targets may be visible at the same time.

## 20.2 Analysis of "targets.c"

This module implements a complete target graphics system, which can draw, erase, and move multiple targets. This code will not be examined in detail, as it should not have to be changed except to create new target sizes and styles. A set of target "shapes" are created by `create_shape()` and `initialize_targets()`, with shape 0 always being invisible. The set of available shapes may be expanded by redefining `NSHAPES` and adding code to the `switch()` function in `create_shape()` to draw the foreground of the new target image.

Target shapes consist of a small bitmap, which has the target image on a rectangular background. This entire bitmap, including the background, is copied to the display when drawing the target. Since the target background will be drawn it should match the background on which the targets will be displayed. The foreground color of the targets will usually be white or red.

Targets are erased by copying sections of a background bitmap to the display, which should be assigned to the variable `target_background_bitmap`. This bitmap is also copied to the display by `run_dynamic_trial()` before drift correction. Usually the background bitmap will be blanked to `target_background_color`, but it may optionally contain cues or patterns.

These are the useful functions in `targets.c`, extracted from `targets.h`:

```
extern SDL_Surface target_background_bitmap; // bitmap used to erase targets

// Create the target patterns
// set all targets as not drawn, pattern 0
// redefine as needed for your targets
int initialize_targets(SDL_Color fgcolor, SDL_Color bgcolor)

// clean up targets after trial
void free_targets(void)

// draw target n, centered at x, y, using shape
// will only draw if target is erased
```

```

void draw_target(int n, int x, int y, int shape)

// erase target by copying back background bitmap
// will only erase if target is drawn
void erase_target(int n)

// call after screen erased so targets know they're not visible
// this will permit them to be redrawn
void target_reset(void)

// handles moving target, changing shape
// target will be hidden if shape = 0
void move_target(int n, int x, int y, int shape)

```

### 20.2.1 Modifying Target Shapes

The only modifications you should do to *targets.c* are to add or change the size or shape of targets - any other changes could cause the code to stop working properly. These changes are made to the function `create_shape()`, and should be limited to the sections of code shown below.

The modifiable section of `create_shape()` consists of two `switch()` statements that set the size of the shapes and draw the foreground parts of the target shape bitmaps:

```

switch(n)           // set size of target
{
    case 0:         // invisible target
    case 1:         // filled circle
    case 2:         // "\" line
    case 3:         // "/" line
    default:
        width = (SCRWIDTH/30.0)*0.5;    // all targets are 0.5 by 0.5
        degrees
        height = (SCRHEIGHT/22.5)*0.5;
        break;
}

```

In the example, all shapes have a size of 0.5 by 0.5 degrees, as computed for a 30-degree display width (distance between display and participant is twice the display width). You can change the values assigned to `height` and `width` to change the bitmaps sizes, and these should be referenced when drawing the shape graphics to auto-size them to the bitmaps.

The second section of code draws the graphics for the target - the bitmap has already been created and cleared to the background color.

```

SDL_FillRect(hbm,NULL,SDL_MapRGB(hbm->format,bgcolor.r, bgcolor.g, bgcolor.b))
;
switch(n)           // draw the target bitmap
{
    case 0:         // invisible target
    default:
        break;
    case 1:         // filled circle
        // draw filled ellipse
        filledCircleRGBA(hbm, (Sint16) (width/2), (Sint16) (height/2),
            (Sint16) (min(width/2, height/2)-1),
            fgcolor.r,fgcolor.g,fgcolor.b,255);
        break;
    case 2:         // "\" line
        aalineRGBA(hbm,0,2,(Sint16) (width-2), (Sint16) height, fgcolor.r
,

```

```

        fgcolor.g, fgcolor.b,255);
    aalineRGBA(hbm,0,1,(Sint16)(width-1),(Sint16)height, fgcolor.r,
    ,
        fgcolor.g, fgcolor.b,255);
    aalineRGBA(hbm,0,0,(Sint16)width,(Sint16)height, fgcolor.r,
        fgcolor.g,fgcolor.b,255);
    aalineRGBA(hbm,1,0,(Sint16)width,(Sint16)(height-1), fgcolor.r,
        fgcolor.g,fgcolor.b,255);
    aalineRGBA(hbm,2,0,(Sint16)width,(Sint16)(height-2), fgcolor.r,
        fgcolor.g, fgcolor.b,255);
    break;
case 3: // "/" line
    aalineRGBA(hbm,0,(Sint16)(height-2),(Sint16)(width-2), 0,
fgcolor.r,
        fgcolor.g, fgcolor.b,255);
    aalineRGBA(hbm,0,(Sint16)(height-1),(Sint16)(width-1), 0,
fgcolor.r,
        fgcolor.g,fgcolor.b,255);
    aalineRGBA(hbm,0,(Sint16)height,(Sint16)width,0 ,fgcolor.r,
        fgcolor.g,fgcolor.b,255);
    aalineRGBA(hbm,1,(Sint16)height,(Sint16)width,1,fgcolor.r,
        fgcolor.g,fgcolor.b,255);
    aalineRGBA(hbm,2,(Sint16)height,(Sint16)width,2,fgcolor.r,
        fgcolor.g,fgcolor.b,255);
    break;
}

```

Changes should be limited to adding new cases, and increasing the number of shapes by redefining the constant NSHAPES. Shape 0 will never be drawn, and should be left blank. The sample shapes draw a filled ellipse and two angles thick lines. Note that line width adapts to the display resolution to keep constant visibility at higher resolutions. Graphics should, if possible, be drawn in `fgcolor` so that your experiments can easily set the color to match experimental requirements.

## 20.3 Analysis of "trial.c"

This module implements a retrace-locked drawing trial in the function `run_dynamic_trial()`. The only reason to modify this code would be to remove the ability to terminate by a button press (which was included to allow skipping long pursuit trials), or to modify or remove drift correction (this is NOT recommended, as saccadic and pursuit tasks are typically run in non-CR modes which require drift correction before each trial).

The trial function requires three arguments:

```

// first argument is background bitmap for targets
// third argument is pointer to drawing function:
//     int drawfn(UINT32 t, int *x, int *y)
// where t = time from trial start in msec (-1 for initial target)
// x, y are pointers to integer to hold a reference position
// which is usually center or fixation target X,Y for drift correction
// this function is called immediately after refresh,
// and must erase and draw targets and write out any messages
// this function returns 0 to continue, 1 to end trial

```

```

int run_dynamic_trial(SDL_Surface* hbm, UINT32 time_limit,
    int (__cdecl * drawfn)(UINT32 t, UINT32 dt, int *x, int *y))

```

The first argument is a background bitmap, which will be copied to the display before drift correction, and over which the targets will be drawn (including the drift correction target). The second argument is the trial timeout value in milliseconds (this can be set to a very large number, and the drawing function can be used to determine timeout accurately). The third function is a pointer to a function that will handle retrace-locked drawing, sending messages, and ending the trial - this will be discussed later.



The code of this trial function has been modified in a number of ways. First, the drift correction loop now draws its own background and target, which causes the drift correction to be integrated with the initial fixation of the trial. The background is drawn by displaying the background bitmap - this should not contain stimuli, but might contain static graphics that are visible throughout the trial. After redrawing the whole display, `reset_targets()` must be called so that targets will know that they are erased and may be redrawn later. Finally, the drawing function is called with a time of 0 to display the initial fixation target. The coordinates of this target are placed in the variables `x` and `y`, and used to inform the eye tracker of the drift correction target.

Note that this redrawing is done within a loop, so it will be repeated if setup was done instead of drift correction, as this will clear the display.

```
// DO PRE-TRIAL DRIFT CORRECTION
// We repeat if ESC key pressed to do setup.
// we predraw target for drift correction in this example

while(1)
{
    // Check link often so we can exit if tracker stopped
    if(!eyelink_is_connected()) return ABORT_EXPT
    ;

    // (re) draw display and target at starting point
    SDL_Blitter(hbm, NULL, window, NULL);
    Flip(window);
    SDL_Blitter(hbm, NULL, window, NULL);
    target_reset();
    drawfn(0, 0, &x, &y);

    // We drift correct at the current target location
    // 3rd argument is 0 because we already drew the display
    error = do_drift_correct((INT16)x, (INT16)y, 0, 1);
    // repeat if ESC was pressed to access Setup menu
    if(error!=27) break;
}
}
```

Unlike the previous examples, special code was added to mark the time of the first retrace in the trial as trial start. The `"!V TARGET_POS TARG1"` message is inserted to the EDF file to record the current screen position of the target so that Data Viewer can plot the target trace in the Temporal Graph View.

```
if(trial_start == 0) // is this the first time we draw?
{
    trial_start = t; // record the display onset time
    drawfn(t, 0, &x, &y);
    // message for RT recording in analysis
    eyemsg_printf("%d DISPLAY ON", 0);
    eyemsg_printf("!V TARGET_POS TARG1 (%d, %d) 1 0", x, y);
}
else // not first: just do drawing
{
    if(drawfn(t, t-trial_start, &x, &y))
    {
        eyemsg_printf("TIMEOUT");// message to log the
        timeout
        end_trial(); // local function to stop recording
        button = 0; // trial result message is 0 if timeout
        break; // exit trial loop
    }
}
}
```

Next, the drawing function is called. This is supplied with the time of retrace (used to determine message delays), the time from the trial start (used to determine time in the drawing sequence), and pointers to

variables to hold the primary fixation target position (these are only used for drift correction). For the first call after the start of the trial, the time of trial start is set to the time of the first retrace, and messages are placed in the EDF file. As before, messages are only written after drawing is finished, and the delay of the message from the retrace is appended.

If the drawing function returned with 1, the trial will immediately end with a timeout. This allows trial end to be precisely synchronized with stimulus sequences.

## 20.4 Analysis of "trials.c"

This is the module where almost all of the experiment is defined and implemented, and where you will make the changes required to adapt the template for your own experiments. This module contains the block-of-trials loop in `run_trials()`, and the trial setup and selector in `do_trial()`, which are similar to those in other experiments.

One important difference is that this template uses horizontal-only calibration, which requires only 4 fixations which is ideal for use with neurologically impaired participants. The following code is added to `run_trials()` before tracker setup, which sets the vertical position for calibration, and sets the calibration type. After this, vertical position of the gaze data will be locked to this vertical position, which should match the vertical position of your stimuli:

```
target_background_color.r=target_background_color.g=target_background_color.b=0
;
target_foreground_color.r=target_foreground_color.g=target_foreground_color.b=
192;
set_calibration_colors(&target_foreground_color, &
target_background_color);

// SET UP FOR HORIZONTAL-ONLY CALIBRATION
eyecmd_printf("horizontal_target_y = %d", SCRHEIGHT/2); //
vertical position
eyecmd_printf("calibration_type = H3"); // Setup
calibration type
```

The only differences is that `run_trials()` reports any delayed retrace drawing events after the block is finished (if your experiment has multiple blocks, this should be moved to the end of the experiment). The trial dispatch function `do_trial()` also uses lookup tables for trial titles and TRIALID messages.

Each type of trial is implemented by a trial setup function and a drawing function. The setup function sets up variables used by the drawing function, creates targets and the background bitmap, and calls `run_dynamic_trial()`. The drawing function is then called every vertical retrace by `run_dynamic_trial()`, and performs drawing based on the time from the start of trial, places messages in the EDF file to record significant drawing events for analysis, and determines if the end of the trial has been reached.

### 20.4.1 Saccadic Trial Setup

The function `do_saccadic_trial()` sets up for each trial in a gap-step-overlap paradigm. The first step is to create a blank background bitmap and initialize the target shapes (if these do not change, this could be done once for the entire experiment, instead of for each trial). Next, the interval between the saccadic goal target appearing and the fixation target disappearing is computed - if negative, the fixation target disappears before the goal target onset. The position of the fixation and goal targets are next calculated, adapting to display resolution to cause a saccade of the desired amplitude to the left or right. The last step of the setup is to draw reference graphics to the eye tracker display - in this case, a box at the position of each target.

```

//***** SACCADIC GAP/STEP/OVERLAP *****
INT32 overlap_interval = 200;    // gap <0, overlap >0
UINT32 prestep_delay = 600;     // time from trial start to move
UINT32 trial_duration = 2000;   // total trial duration

int fixation_x;    // position of initial fixation target
int fixation_y;
int goal_x;        // position of final saccade target
int goal_y;
int target_drawn=0;

int fixation_visible; // used to detect changes
int goal_visible;

/***** SACCADIC TRIAL SETUP AND RUN *****/

// run saccadic trial
// gso = -1 for gap, 0 for step, 1 for overlap
// dir = 0 for left, 1 for right
int do_saccadic_trial(int gso, int dir)
{
    int i;
    SDL_Color target_color = { 200,200,200};
    // blank background bitmap
    SDL_Surface* background;

    background = blank_bitmap(target_background_color);
    if(!background) return TRIAL_ERROR;
    // white targets (for visibility)
    initialize_targets(target_color, target_background_color);

    overlap_interval = 200 * gso; // gap <0, overlap >0

    fixation_x = SCRWIDTH/2;    // position of initial fixation target
    fixation_y = SCRHEIGHT/2;
    target_drawn = 0 ;

    // position of goal (10 deg. saccade)
    goal_x = fixation_x + (dir ? SCRWIDTH/3 : -SCRWIDTH/3);
    goal_y = fixation_y;

    set_offline_mode();          // Must be offline to draw to EyeLink
    screen
    eyecmd_printf("clear_screen 0"); // clear tracker display
    // add boxes at fixation goal targets
    eyecmd_printf("draw_filled_box %d %d %d %d 7", fixation_x-16, fixation_y-16,
        fixation_x+16, fixation_y+16);
    eyecmd_printf("draw_filled_box %d %d %d %d 7", goal_x-16, goal_y-16,
        goal_x+16, goal_y+16);

    // run sequence and trial
    i = run_dynamic_trial(background, 200*1000L, saccadic_drawing);
    // clean up background bitmap
    SDL_FreeSurface(background);
    free_targets();

    return i;
}

```

The saccadic trial is then executed by calling `run_dynamic_trial()`, passing it the background bitmap and the drawing function for saccadic trials. Finally, we delete the targets and background bitmap, and return the result code from the trial.

## 20.4.2 Saccadic Trial Drawing Function

The drawing function `saccadic_drawing()` is called after each vertical retrace to create the display. For the saccadic trials, this involves deciding when the fixation and saccadic targets will become visible or be hidden, and reporting these events via messages in the EDF file.

The drawing code for saccadic trials is fairly straightforward, which was the goal of all the support code in this template. First, the visibility of the fixation target is determined by comparing the time after the start of the trial (dt) to the computed delay for fixation target offset. The fixation target is redrawn, and the process is repeated for the saccadic goal target. Note that `move_target()` may be called even if the target has not changed state, as this function will not do any drawing unless the shape, visibility, or position of the target has changed.

```
fv = (dt < prestep_delay+overlap_interval) ? 1 : 0;
      // compute goal visibility
gv = (dt >= prestep_delay) ? 1 : 0;

      // draw or hide fixation target
move_target(0, fixation_x, fixation_y, fv);
      // draw or hide goal target
move_target(1, goal_x, goal_y, gv);

SDL_Flip(window);

      // draw or hide fixation target
move_target(0, fixation_x, fixation_y, fv);
      // draw or hide goal target
move_target(1, goal_x, goal_y, gv);
```

After drawing, we can output messages without causing delays in drawing the stimuli. We output messages only if the state of the target has changed from the values stored from the previous call. The text of the messages simply represents the expected change in target appearance.

```
if(dt > 0) // no message for initial setup
{
    if(fv != fixation_visible) // mark fixation offset
    {
        eyemsg_printf("%d HIDEFIX", current_msec
        ()-t);
        eyemsg_printf("!V FILLBOX 0 0 0 %d %d %d %d",
            fixation_x-(outer_diameter+1)/2,
            fixation_y-(outer_diameter+1)/2,
            fixation_x+(outer_diameter+1)/2,
            fixation_y+(outer_diameter+1)/2);
    }
    if(gv != goal_visible) // mark target onset
    {
        eyemsg_printf("%d SHOWGOAL", current_msec
        ()-t);
        eyemsg_printf("!V FIXPOINT 255 255 255 255 255 255
        %d %d %d 0",
            goal_x, goal_y, outer_diameter);
    }
}
```

Finally, we send the fixation target position back to `run_dynamic_trial()` for use in drift correction, and check to see if the trial is completed.

```
fixation_visible = fv; // record state for change detection
goal_visible = gv;

if(xp) *xp = fixation_x; //return fixation point location
if(yp) *yp = fixation_y;
```

```

// check if trial timed out
if(dt > trial_duration)
    return 1;
else
    return 0;

```

### 20.4.3 Pursuit Trial Setup

A second type of dynamic display trial implements sinusoidal smooth pursuit, where a target moves very smoothly and is tracked by the participant's gaze. High refresh rates and highly accurate positioning of the target are critical to produce the solid, subjectively smooth motion required. Drawing the target at the time of display refresh allows this to be achieved. This template implements sinusoidal pursuit by computing target position in the retrace drawing function. In addition it can change the target appearance at random intervals, which has been found to improve participant concentration and pursuit accuracy.

The code for sinusoidal pursuit is somewhat more complex than the previous example, mostly because of the code for target switching. The basics are very simple, and can be adapted for many pursuit patterns.

The function `do_sine_trial()` sets up for each trial in the sinusoidal pursuit paradigm, and in general follows the steps used in the saccadic trial setup. The first step is to create a blank background bitmap and initialize the target shapes (if these do not change, this could be done once for the entire experiment, instead of for each trial).

Next, the variables that set the frequency, phase (where the sinusoidal cycle starts), the amplitude of the motion and the target switching interval are set. (Phase of the sinusoid is in degrees, where 0-degree is at the center and moving right, 90-degree is at the right extreme of motion, 180-degree is at the center and moving left, and 270-degree is at the left extreme. Pursuit is usually begun at the left (270-degrees) as the target accelerates smoothly from this position. The last step of the setup is to draw reference graphics to the eye tracker display - in this case, a box at the center and each end of the pursuit motion, and a line along the axis of target motion.

```

//***** SINUSOIDAL PURSUIT DRAWING AND MOTION *****
#define PI 3.14159265358979323846
#define FRACT2RAD(x) (2*PI*(x)) // fraction of cycles-> radians
#define DEG2RAD(x) ((2*PI/360*(x)) // degrees -> radians

#define FRACT2RAD(x) (2*PI*(x)) // fraction of cycles-> radians
#define DEG2RAD(x) ((2*PI/360*(x)) // degrees -> radians

int sine_amplitude; // amplitude of sinusoid (pixels, center-to-left)
int sine_plot_x; // center of sinusoid
int sine_plot_y;
float sine_frequency; // sine cycles per second
float sine_start_phase; // in degrees, 0=center moving right
int sine_cycle_count;

UINT32 min_target_duration = 2000; // random target change interval
UINT32 max_target_duration = 4000;
UINT32 next_target_time; // time of last target switch
int current_target; // current target used

int prev_x=-1, prev_y=-1, outer_diameter;

//***** SINUSOIDAL TRIAL SETUP AND RUN *****

//      setup, run sinusoidal pursuit trial
//      do_change controls target changes

int do_sine_trial(int do_change)
{
    int i;
    SDL_Color target_color = { 255,0,0 } ;

```

```

// blank background bitmap
SDL_Surface * background = NULL;
background = blank_bitmap(target_background_color);
if(!background) return TRIAL_ERROR;

// red targets (for minimal phosphor persistence)
initialize_targets(target_color, target_background_color);

sine_amplitude = SCRWIDTH/3; // about 10 degrees for 20 deg sweep
sine_plot_x = SCRWIDTH/2; // center of display
sine_plot_y = SCRHEIGHT/2;
sine_frequency = 0.4F; // 0.4 Hz, 2.5 sec/cycle
sine_start_phase = 270; // start at left
sine_cycle_count = 10; // 25 seconds

if(do_change) // do we do target flip?
{
    current_target = 2; // yes: set up for flipping
    next_target_time = 0;
}
else
{
    current_target = 1; // round target
    next_target_time = 0xFFFFFFFF; // disable target flipping
}

set_offline_mode(); // Must be offline to draw
to EyeLink screen
eyecmd_printf("clear_screen 0"); // clear tracker display
// add boxes at left, right extreme
eyecmd_printf("draw_filled_box %d %d %d %d 7", sine_plot_x-16,
sine_plot_y-16,
sine_plot_x+16, sine_plot_y+16);
eyecmd_printf("draw_filled_box %d %d %d %d 7", sine_plot_x+
sine_amplitude-16, sine_plot_y-16,
sine_plot_x+sine_amplitude+16,
sine_plot_y+16);
eyecmd_printf("draw_filled_box %d %d %d %d 7", sine_plot_x-
sine_amplitude-16, sine_plot_y-16,
sine_plot_x-sine_amplitude+16,
sine_plot_y+16);
// add expected track line
eyecmd_printf("draw_line %d %d %d %d 15", sine_plot_x+
sine_amplitude-16, sine_plot_y,
sine_plot_x-sine_amplitude+16,
sine_plot_y);

prev_x = -1;
prev_y = -1;

i = run_dynamic_trial(background, 200*1000L, sinusoidal_drawing);

SDL_FreeSurface(background);
free_targets();

return i;
}

```

The pursuit trial is then executed by calling `run_dynamic_trial()`, passing it the background bitmap and the drawing function for sinusoidal pursuit trials. Finally, we delete the targets and background bitmap, and return the result code from the trial.

## 20.4.4 Pursuit Trial Drawing Function

The drawing function `sinusoidal_drawing()` is called after each vertical retrace to create the display. For the sinusoidal pursuit trials, this involves computing the new target location, checking whether the target shape needs to be changed (and choosing a random duration for the next interval), redrawing the target, and reporting target position and appearance changes via messages in the EDF file. The drawing code is somewhat more complex than that for the saccadic trial, mostly due to the target shape changing code.

```
int __cdecl sinusoidal_drawing(UINT32 t, UINT32 dt, int *xp, int *yp)
{
    float phase;    // phase in fractions of cycle
    int tchange = 0;
    int x, y;
    // phase of sinusoid
    phase =(float) (sine_start_phase/360 + (dt/1000.0)*sine_frequency);

    x = (int)(sine_plot_x + sine_amplitude*sin(FRACT2RAD(phase)));
    y = sine_plot_y;
}
```

Computing the target position is relatively straightforward. First, the phase of the target is computed, as a fraction of a cycle. The sine of this phase multiplied by  $2\pi$  gives a number between 1 and -1, which is multiplied by the amplitude of the motion and added to the center position. The vertical position of the target is fixed for horizontal motion.

Next, we check to see if the target shape change interval has expired. If so, a new random interval is selected and a new shape is selected (this alternates between 2 and 3 which are left and right tilted lines). After this, the target is redrawn with the new position and appearance:

```
// compute target position
if(dt >= next_target_time)
{
    current_target = (current_target==2) ? 3 : 2;
    next_target_time = dt +
        (rand()%(max_target_duration-min_target_duration))+
        min_target_duration;
    tchange = 1;
}

move_target(0, x, y, current_target);
Flip(window);
```

After drawing, it is safe to send messages to the EDF file for Data Viewer integration. In this example, a "!V TARGET\_POS TARG1" message is sent when the target moves. This message has the X and Y position, target visibility (which is 1 by default). The last value of 0 means that the target position is interpolated across samples (e.g., a target moves smoothly).

```
// The following code is for Data Viewer Drawing
if (x!= prev_x)
    eyemsg_printf(" !V TARGET_POS TARG1 (%d, %d) 1 0", x, y);

if(tchange)
{
    eyemsg_printf("%d TSET %d %d %d", current_msec()-t,
        , current_target, x, y);
}
```

Finally, the position of the target is reported for drift correction at the start of the trial, and the trial duration is checked. We have set the trial to end after a precise number of cycles of sinusoidal motion in this example.

```
if(xp) *xp = x; // return fixation point location
if(yp) *yp = y;

prev_x = x ;
prev_y = y;

// check if proper number of cycles executed
if(floor(phase-sine_start_phase/360) >= sine_cycle_count)
    return 1;
else
    return 0;
```

## 20.5 Adapting the "Dynamic" template

The specific example trials (saccadic tasks and sinusoidal pursuit) used in this example can be easily modified to produce tasks that use similar stimuli, or to use slightly different target sizes and colors. However, there are many different types of paradigms that can benefit from refresh-locked drawing, and almost all of these can be implemented by the background bitmap and drawing function method implemented here. Some examples are given below:

- Other types of smooth pursuit motion can be implemented, such as linear motion, jumps, and so on.
- Real-time gaze position data can be combined with the target motion to implement open-loop pursuit paradigms (NOTE: this is not trivial to implement, but is technically possible in terms of data availability and display timing).
- Saccadic tasks using multiple targets, distractors, cues, and other methods can be implemented, using either target alone, the background bitmaps, or multiple bitmaps (see below).
- Instead of drawing targets, the drawing function can copy previously drawn bitmaps to the display, which can implement serial presentations, tachistoscopic displays, and even short animations. As long as only one bitmaps (or at most a few small bitmaps) are being copied, the new bitmap will appear in the same refresh cycle it was drawn in. This is not perfectly compatible with the use of the target support code, as drawing the bitmap will cover up any targets, which cannot be redrawn until the next refresh.

It is of course possible to move the drawing code into the trial function, rather than calling an external function. However, it is less easy to re-use such code, which was the goal of this example.



## Chapter 21

# COMM SIMPLE and COMM LISTENER Templates

The *comm\_simple* and *comm\_listener* projects are used together to show the required elements for an experiment where one application (*comm\_simple*) is controlling the experiment, while a second application (*comm\_listener*) opens a broadcast connection to monitor and analyze the real-time data. The programs are synchronized at startup by exchanging messages through the *eyelink\_core* DLL. After this, *comm\_listener* relies on the standard messages sent by *comm\_simple* for synchronization and to identify the trial being executed. This data is simply used to reproduce the stimulus display, and to plot a gaze position cursor.

To run this experiment, you will need two computers connected by a network hub (a low-speed hub should be used, not a high-speed or multispeed hub) to the eye tracker. Start the *comm\_listener* application first, then the *comm\_simple* application. Run through the *comm\_simple* application in the usual way, and note that the display of the *comm\_listener* computer follows along, with a gaze cursor during recording. After the *comm\_simple* application finishes, *comm\_listener* will wait for another session to begin.

The *comm\_simple* application first opens a connection to the eye tracker, then checks for the presence of the *comm\_listener* application, and sends a message to inform *comm\_listener* that the experiment has begun. The *comm\_listener* then opens a broadcast connection to the tracker, and watches for messages and for the start and end of recording blocks. When *comm\_simple* disconnects from the eye tracker, *comm\_listener* is disconnected as well.

The source code for *comm\_simple* is derived from the *simple* template, with only a few changes to enable messages and samples in real-time link data so these are available to *comm\_listener*. A few minor rearrangements of commands and messages have also been made to ensure that messages are received by *comm\_listener* at the proper time. The source code for *comm\_listener* is mostly new, with plotting of the gaze cursor derived from the *trial.c* file used in the *eyedata* template.

## 21.1 Source Files for "Comm\_simple"

These are the files used to build *comm\_simple*. Those that were covered previously are marked with an asterisk.

comm_simple.h	Declarations to link together the template experiment files. Most of the declarations in this file can be used in your experiments.
simple_trials.c	(Same file as used in the <i>simple</i> template). Called to run a block of trials for the <i>simple</i> template. Performs system setup at the start of each block, then runs the trials. Handles standard return codes from trials to allow trial skip, repeat, and experiment abort. This file can be modified for your experiments, by replacing the trial instance code.
comm_simple_main.c	A modified version of <i>main.c</i> used in other templates, which changes the tracker configuration to allow messages in the real-time link data, and enables link data even when not recording. It also exchanges synchronizing messages with <i>comm_listener</i> .
comm_simple_trial.c	A modified version of <i>trial.c</i> from the <i>simple</i> template. The only changes are to enable samples and events over the link while recording, and to ensure that recording has ended before returning to the trial loop.

## 21.2 Analysis of "comm\_simple\_main.c"

This module is almost identical to the file *main.c* used in most previous templates, and only the differences will be discussed. These are in tracker setup to enable messages in the link data, and a new function that synchronizes startup with the *comm\_listener* application.

### 21.2.1 Synchronizing with comm\_listener

After being connected to the eye tracker, *comm\_simple* must inform *comm\_listener* that it may open a broadcast connection to the eye tracker. First, it polls the link for a remote named "comm\_listener", calling *eyelink\_poll\_remotes* and checking for responses. If no remote named "comm\_listener" is found, the application is probably not started and the program aborts. If the remote is found, its address is recorded and a message is sent to it. In this case, it is the name of the application, but in a real experiment it might be used to transfer other information.

```
// finds listener application
// sends it the experiment name and our display resolution
// returns 0 if OK, -1 if error
int check_for_listener(void)
{
    INT16 i, n;
    char message[100];
    ELINKNODE node; // this will hold application name and address
```

```

eyelink_poll_remotes(); // poll network for any EyeLink
                        applications
pump_delay(500);        // give applications time to respond

n = eyelink_poll_responses(); // how many responses?
for(i=1;i<=n;i++)         // responses 1 to n are from other applications
{
    if(eyelink_get_node(i, &node) < 0) return -1; // error:
    no such data
    if(!_strcmp(node.name, "comm_listener"))
    {
        // Found COMM_LISTENER: now tell it we're ready
        memcpy(listener_address, node.addr, sizeof(ELINKADDR));
        eyelink_node_send(listener_address, "NAME
comm_simple", 40);

        // wait for "OK" reply
        if(get_node_response(message, 1000) <= 0) return -1;
        if(!_strcmp(message, "OK")) return -1; // wrong response?
        return 0; // all communication checks out.
    }
}
return -1; // no listener node found
}

```

Next, *comm\_simple* waits for a message confirming that the message was received. The process of sending data and waiting for an acknowledging message prevents data from being lost, and could be extended to transfer multiple messages by simply repeating the process. Because it might be necessary to wait for a response at several places in the program a "helper" function has been supplied that waits for reception of a message, and returns an error if no message is received within a set time limit. This function could also be extended to check that the message address matches that of the *comm\_listener* application.

```

ELINKADDR listener_address; // Network address of listener application

// node reception "helper" function
// receives text message from another application
// checks for time out (max wait of 'time' msec)
int get_node_response(char *buf, UINT32 time)
{
    UINT32 t = current_msec();
    ELINKADDR msgaddr; // address of message sender

    // wait with timeout
    while(current_time()-t < time)
    {
        int i = eyelink_node_receive(msgaddr, buf);
        // check for data
        if(i > 0) return i;
    }
    return -1; // timeout failure
}

```

Finally, code is added to *app\_main()* to call the *check\_for\_listener()* function. We set our network name to "comm\_simple" first - this would allow an alternative means for a listening application to find or identify our application.

```

eyelink_set_name("comm_simple"); // NEW: set our network name

if(check_for_listener()) // check for COMM_LISTENER application
{
    alert_printf("Could not communicate with COMM_LISTENER
application.");
    goto shutdown;
}

```

### 21.2.2 Enabling Messages in Link Data

The remaining changes are to the tracker setup code. This has been rearranged so that the "DISPLAY\_COORDS" message is sent after the link data configuration of the tracker is completed, to ensure that the *comm\_listener* application will see this message. Alternatively, we could have re-sent this message later, or included the display resolution in the message sent directly to *comm\_listener* earlier.

To enable messages in link data, the MESSAGE type is added to the list of event types for the "link\_event\_filter" command.

```
// Select which events are saved in the EDF file. Include everything just in
// case
eyecmd_printf("file_event_filter =
LEFT,RIGHT,FIXATION,SACCADE,BLINK,MESSAGE,BUTTON,INPUT");
// Select which events are available online for gaze - contingent experiments.
// Include everything just in case
eyecmd_printf("link_event_filter =
LEFT,RIGHT,FIXATION,SACCADE,BLINK,MESSAGE,BUTTON,FIXUPDATE,INPUT");

//Select which sample data is saved in EDF file or available online.Include
// everything just in case
// Check tracker version and include 'HTARGET' to save head target sticker data
// for supported eye trackers
eyecmd_printf("file_sample_data =
LEFT,RIGHT,GAZE,HREF,PUPIL,AREA,GAZERES,BUTTON,STATUS%s,INPUT", (tracker_software_ver >= 4) ? ",HTARGET" : "");
eyecmd_printf("link_sample_data =
LEFT,RIGHT,GAZE,GAZERES,AREA,STATUS%s,INPUT", (tracker_software_ver >= 4) ? ",HTARGET" : "");

// NEW: Allow EyeLink I (v2.1+) to echo messages back to
// listener
eyecmd_printf("link_nonrecord_events = BUTTON, MESSAGE");

// Program button #5 for use in drift correction
eyecmd_printf("button_function 5 'accept_target_fixation'");

// Now configure tracker for display
resolution
eyecmd_printf("screen_pixel_coords = %ld %ld %ld %ld", // Set
display_resolution
dispinfo.left, dispinfo.top, dispinfo.right,
dispinfo.bottom);
eyecmd_printf("calibration_type = HV13"); //
// Setup calibration type
eyemsg_printf("DISPLAY_COORDS %ld %ld %ld %ld", // Add
resolution to EDF file
dispinfo.left, dispinfo.top, dispinfo.right,
dispinfo.bottom);
if(dispinfo.refresh>40)
eyemsg_printf("FRAMERATE %1.2f Hz.", dispinfo.refresh);
```

### 21.3 Analysis of "comm\_simple\_trial.c"

This module is almost identical to the file *trial.c* used in the *simple* template, with only two differences. The first is that samples and events are enabled by `start_recording(1,1,1,1)`, to make this data available to *comm\_listener*. The second difference is to call the function `eyelink_wait_for_mode_ready()` at the end of the trial. The reason for this is that we called `stop_recording()` to end the trial, which simply sends a command message to the eye tracker and does not wait for the tracker to actually stop recording data. This means that the TRIALID message for the next trial might actually be sent before recording ends, and *comm\_listener* would see it arrive while processing eye data, and therefore not properly process it.

---

```
// Call this at the end of the trial, to handle special conditions
error = check_record_exit();

// ensure we are out of record mode before returning
// otherwise, TRIALID message could be send before
// comm_listener sees end of recording block data

eyelink_wait_for_mode_ready(500);
return error;
```

## 21.4 Source Files for "Comm\_listener"

These are the files used to build *comm\_listener*. Those that were covered previously are marked with an asterisk.

comm_listener.h	Declarations to link together the template experiment files. Most of the declarations in this file can be used in your experiments.
comm._listener_main.c	A modified version of <i>main.c</i> used in other templates, which does not do calibration setup or tracker setup. Instead, it waits for a message from <i>comm_simple</i> , then opens a broadcast connection and turns on link data reception.
comm_listener_loop.c	New code, which listens to link data and messages. It determines the display resolution of <i>comm_simple</i> from DISPLAY_COORD messages, and reproduces the trial stimulus from TRIALID messages. When a recording block start is found in the data stream, it transfers control to <i>comm_listener_record.c</i> .
comm_listener_record.c	A modified version of <i>data_trial.c</i> , from the <i>eyedata</i> template. This version does not start recording or draw trial stimulus (this was done previously in <i>comm_listener_loop.c</i> ). It uses link data to plot a gaze cursor, and displays gaze position and time in the trial at the top of the display. Messages are read to determine trial start time from the "DISPLAY ON" message. It exits when the end of the recording block is found in the data stream.

## 21.5 Analysis of "comm\_listener\_main.c"

This module is derived from *main.c* used in other templates, but it uses only some of the application initialization code from that file. The startup code for *comm\_listener* does not need to configure calibration graphics, open a data file, or send configuration commands to the eye tracker - this is all done by *comm\_simple*. Instead, it waits for a message from *comm\_simple*, then opens a broadcast connection and turns on link data reception.

First, the DLL is initialized so we can send and receive messages with *comm\_simple*. By calling `open_eyelink_connection(-1)`, this is done without opening a connection to the eye tracker. We also set our network name to "comm\_listener", so that *comm\_simple* will be able to find us:

```
// open DLL to allow unconnected communications
if(open_eyelink_connection(-1))
    return -1;    // abort if we can't open link

eyelink_set_name("comm_listener"); // set our network name
```

After the usual display and application setup, we then wait for a message from *comm\_simple*, by calling `wait_for_connection()` (described below). Once we have been contacted by *comm\_simple*, a broadcast connection is opened and link data reception is enabled. Finally, we tell *comm\_simple* that we are ready to proceed by sending an "OK" message, and call `listening_loop()` (defined in *comm\_listener\_loop.c*). When *comm\_simple* closes its connection to the eye tracker, our broadcast connection is closed as well, and `listening_loop()` returns.

```

while(1) // Loop through one or more sessions
{
    // wait for connection to listen to, or aborted
    if(wait_for_connection()) goto shutdown;

    // now we can start to listen in
    if(eyelink_broadcast_open())
    {
        alert_printf("Cannot open broadcast connection to
tracker");
        goto shutdown;
    }

    //enable link data reception by EyeLink DLL
    eyelink_reset_data(1);
    //NOTE: this function can discard some link data
    eyelink_data_switch(RECORD_LINK_SAMPLES
| RECORD_LINK_EVENTS);

    pump_delay(500); // tell COM_SIMPLE it's OK to proceed
    eyelink_node_send(connected_address, "OK", 10);

    clear_full_screen_window(target_background_color);
    get_new_font("Times Roman", SCRHEIGHT/32, 1); // select a font
    i = 1;
    graphic_printf(window, target_foreground_color, NONE, SCRWIDTH/15,
        i++*SCRHEIGHT/26, "Listening in on link data and tracker
mode...");
    SDL_Flip(window);

    listening_loop(); // listen and process data and messages
    // returns when COMM_SIMPLE closes connection to tracker

    if(break_pressed()) // make sure we're still alive
        goto shutdown;
}

```

The function `wait_for_connection()` displays a startup message, and waits for a message from `comm_simple`. The contents of this message are ignored in this example, but the `ELINKADDR` of `comm_simple` is saved for sending our reply.

```

ELINKADDR connected_address; // address of comm_simple (from message)

/***** WAIT FOR A CONNECTION MESSAGE *****/
// waits for a inter-application message
// checks message, responds to complete connection
// this is a very simple example of data exchange

int wait_for_connection(void)
{
    int i;
    int first_pass = 1; // draw display only after first failure
    char message[100];

    while(1) // loop till a message received
    {
        i = eyelink_node_receive(connected_address,
message);
        if(i > 0) // do we have a message?
        {
            // is it the expected application?
            if(!_strcmp(message, "NAME comm_simple"))
            {
                // yes: send "OK" and proceed
                return 0;
            }
        }

        if(first_pass) // If not, draw title screen
    }
}

```

```

        {
            SDL_Color colr = { 0,0,0};
            first_pass = 0; // don't draw more than once

            clear_full_screen_window(target_background_color);
            get_new_font("Times Roman", SCRHEIGHT/32, 1); // select
a font
            i = 1;
            graphic_printf(window, colr, NONE, SCRWIDTH/15, i++
SCRHEIGHT/26,
                        "EyeLink Data Listener and Communication
Demonstration");
            graphic_printf(window, colr, NONE, SCRWIDTH/15, i++
SCRHEIGHT/26,
                        "Copyright 2024 SR Research Ltd.");
            i++;
            graphic_printf(window, colr, NONE, SCRWIDTH/15, i++
SCRHEIGHT/26,
                        "Waiting for COMM_SIMPLE application to send
startup message...");
            graphic_printf(window, colr, NONE, SCRWIDTH/15, i++
SCRHEIGHT/26,
                        "Press ESC to quit");

            SDL_Flip(window);
        }

        i = getkey(); // check for exit
        if(i==ESC_KEY || i==TERMINATE_KEY) return 1
    ;
}
}

```

## 21.6 Analysis of "comm\_listener\_loop.c"

The core of this module is `listening_loop()`, which processes all link data broadcast from the tracker between recording blocks. It processes all messages (which are copies of those placed in the tracker data file by *comm\_simple*) to determine display resolution (from `DISPLAY_COORD` messages) and to reproduce the trial stimulus (from `TRIALID` messages). In an actual data-listener application, the `TRIALID` message might be used to determine how to process recording data.

When the start of a recording block is encountered in the data stream, the function `eyelink_in_data_block(1, 1)` will return 1. We then call `listener_record_display()` to handle this data. Note that we look in the link data stream for the start of recording, rather than monitoring the eye tracker mode with `eyelink_current_mode()`, as this ensures that we get all data and messages between the start and end of recording. This would not be as critical if the code for reading eye data samples and events was included in the same loop as code to read data between trials, as messages would always be processed properly by keyword.

```

//***** LISTENING LOOP *****
void listening_loop(void)
{
    int i;
    int j = 6;

    char trial_word[40]; // Trial stimulus word (from TRIALID message)
    char first_word[40]; // first word in message (determines processing)

    tracker_pixel_left = (float)SCREEN_LEFT; // set default display
mapping
    tracker_pixel_top = (float)SCREEN_TOP;
    tracker_pixel_right = (float)SCREEN_RIGHT;
    tracker_pixel_bottom = (float)SCREEN_BOTTOM;

    // Now we loop through processing any link data and messages

```



```

// The link will be closed when the COMM_SIMPLE application exits
// This will also close our broadcast connection and exit this loop

while(eyelink_is_connected())
{
    ALLF_DATA data;    // link data or messages
                        // exit if ESC or ALT-F4
    pressed
    if(escape_pressed() || break_pressed
()) return;

    i = eyelink_get_next_data(NULL);    //
    check for new data item
    if(i == 0) continue;

    if(i == MESSAGEEVENT)    // message: check if we
    need the data
    {
        eyelink_get_float_data(&data);
        #ifdef PRINT_MESSAGES    // optionally, show messages
        for debugging
        get_new_font("Times Roman", SCRHEIGHT/55, 1); // select
        a font
        graphic_printf(window, target_foreground_color, NONE,
SCRWIDTH/15,
                        j++*SCRHEIGHT/55, "MESSAGE=%s", data.im
.text);
        #endif
        sscanf(data.im.text, "%s", first_word); // get
        first word
        if(!_strcmp(first_word, "DISPLAY_COORDS"))
        {
            // get COMM_SIMPLE computer display size
            sscanf(data.im.text, "%s %f %f %f %f",
                &tracker_pixel_left, &
                &tracker_pixel_right, &
                &tracker_pixel_top,
                &tracker_pixel_bottom);
        }
        else if(!_strcmp(first_word, "TRIALID"))
        {
            // get TRIALID information
            sscanf(data.im.text, "%s %s", trial_word);
            // Draw stimulus (exactly as was done in
            COMM_SIMPLE)
            #ifdef PRINT_MESSAGES
            clear_full_screen_window(
target_background_color);
            #endif

            // We scale font size for difference in display
            resolutions
            get_new_font("Times Roman", (int) (SCRWIDTH/25.
0 *
                        SCRWIDTH/(tracker_pixel_right-
tracker_pixel_left+1)), 1);
            graphic_printf(window, target_foreground_color,
                NONE,
                        (int) (SCRWIDTH/2), (int) (SCRHEIGHT/
2), "%s", trial_word);
            Flip(window); //
            graphic_printf(window, target_foreground_color,
                NONE,
                        (int) (SCRWIDTH/2), (int) (SCRHEIGHT/
2), "%s", trial_word);
        }
        // link data block opened for recording?
        if(eyelink_in_data_block(1, 1))
        {
            listener_record_display(); // display gaze cursor on
            stimulus
            //
            clear display at end of trial
            #ifdef PRINT_MESSAGES
            clear_full_screen_window(target_background_color);
            #endif
        }
    }
}

```

It is very important to know the display resolution of the computer running comm\_simple, as this sets the coordinate system that gaze data is reported in. Without this, differences in display settings between computers could cause gaze data to be plotted on the wrong position. This display information is read from the DISPLAY\_COORDS message sent during tracker configuration. In addition, EyeLink trackers automatically insert a "GAZE\_COORDS" message just before each recording block. Two mapping functions are supplied to convert data in the coordinates of the comm\_simple display to local display coordinates:

```
//***** MAP TRACKER TO LOCAL DISPLAY *****

float tracker_pixel_left = 0; // tracker gaze coord system
float tracker_pixel_top = 0; // used to remap gaze data
float tracker_pixel_right = 0; // to match our display resolution
float tracker_pixel_bottom = 0;

// remap X, Y gaze coordinates to local display
float track2local_x(float x)
{
    return SCREEN_LEFT +
        (x - tracker_pixel_left) * SCRWIDTH / (tracker_pixel_right -
        tracker_pixel_left + 1);
}

float track2local_y(float y)
{
    return SCREEN_TOP +
        (y - tracker_pixel_top) * SCRHEIGHT / (tracker_pixel_bottom -
        tracker_pixel_top + 1);
}
```

## 21.7 Analysis of "comm\_listener\_record.c"

This module processes link data during a recording block. It plots samples as a gaze cursor. It also prints the time and gaze position. It exits when `eyelink_in_data_block(1, 1)` return 0, indicating that the end of the recording block has been encountered in the data stream.

The first thing `listener_record_display()` does is to determine which eye's data to plot. This is available from `eyelink_eye_available()`, since we know we are in a recording block.

```
//***** PLOT GAZE DATA DURING RECORDING *****
int listener_record_display(void)
{
    ALLF_DATA evt;
    UINT32 trial_start_time = 0;
    unsigned key;
    int eye_used; // which eye to show gaze for
    float x, y; // gaze position
    float ox=-1, oy=-1; // old gaze position (to determine change)
    int i, j=1;

    // create font for position display
    get_new_font("Arial", SCRWIDTH/50, 0);

    initialize_cursor(window, SCRWIDTH/50);

    eye_used = eyelink_eye_available();
    // use left eye if both available
    if(eye_used==BINOCULAR) eye_used = LEFT_EYE;
```

Next, we loop and process events and samples until the application is terminated, the link is closed, or the recording block ends.

```

    while(eyelink_is_connected()) // loop while record
data available mode
    {
        key = getkey();           // Local keys/abort test
        if(key==TERMINATE_KEY)    // test ALT-F4 or end
of execution
            break;

        if(!eyelink_in_data_block(1, 1))
            break; // stop if end of record data
        i = eyelink_get_next_data(NULL); //
check for new data item
        if(i == MESSAGEEVENT)    // message: check if we
need the data
        {
            eyelink_get_float_data(&evt);

// get message

#ifdef PRINT_MESSAGES
        graphic_printf(window, target_foreground_color, NONE,
SCRWIDTH/100,
                        j++*SCRHEIGHT/50, "MESSAGE=%s", evt.im.text
);
#endif
    }
}

```

It is very useful to be able to detect gaps in the link data, which might indicate link problems, lost data due to delays in processing, or too many messages arriving for the Windows networking kernel to handle. This can be done using the new LOST\_DATA\_EVENT event, which is inserted by the *eyelink\_core* DLL in the data stream at the position of the gap:

```

#ifdef LOST_DATA_EVENT // only available in V2.1 or later DLL
    if(i == LOST_DATA_EVENT) // marks lost data in
stream
        alert_printf("Some link data was lost");
#endif

```

Samples are processed in much the same way as in the *data\_trial.c* file in the *eyedata* template. Before plotting the gaze cursor, the gaze position data is first converted from the coordinates of the comm\_simple display to our display coordinates. Gaze position data is printed in its original form. The time of the sample is also printed, if the time of the trial start has been determined from the SYNC\_TIME message.

```

// CODE FOR PLOTTING GAZE CURSOR
// new sample?
if(eyelink_newest_float_sample(NULL)
>0)
{
    // get the sample data
    eyelink_newest_float_sample(
&evt);

    // get gaze position from sample
    x = evt.fs.gx[eye_used];
    y = evt.fs.gy[eye_used];
    // if double-buffer then print time from start of trial
here
    // and after draw_gaze_cursor flip
    if (ISPAGEFLIP(window))
        listener_time_print(evt.fs.time-
trial_start_time, 0.75, 0.87);
}

```

```

// plot if not in blink
if(x!=MISSING_DATA && y!=MISSING_DATA
&&
    evt.fs.pa[eye_used]>0)
{
    // plot in local coords
    // only draw if changed
    if(ox!=x || oy!=y)
        if (ISPAGEFLIP(window))
            listener_position_print(x, 0.87
, y, 0.93);
    track2local_y(y));
    draw_gaze_cursor((int)track2local_x(x), (int)
    // report gaze position (tracker coords)
    // only draw if changed
    if(ox!=x || oy!=y)
        // print x coord at the top and 0.87 of
display
        // print y coord at the top and 0.93 of
display
        listener_position_print(x, 0.87, y, 0.9
3);
    ox = x;
    oy = y;
}
else
{
    // hide cursor during blink
    erase_gaze_cursor();
}
// print time from start of trial
listener_time_print(evt.fs.time-trial_start_time, 0
.75, 0.87);
}
// erase gaze cursor if visible
erase_gaze_cursor();
return 0;
}

```

## 21.8 Extending the "comm\_simple" and "comm\_listener" Templates

These templates are designed as examples of how to write cooperating applications, where one computer listens in on an experiment in progress. The code here is designed to show the basic elements, such as startup synchronization, enabling and processing link data, mapping gaze coordinates for differences in display resolution, and exchanging messages between applications.

There are other ways to achieve these operations: for example, messages could be exchanged directly between applications to transfer display resolution or TRIALID data, and the connection state of the tracker could be monitored instead of exchanging messages at startup (this will be used in the broadcast template, discussed next).

## Chapter 22

# BROADCAST Template

The *broadcast* project is designed to show some alternative ways of performing multiple-computer experiments. These include:

- Determining when a primary connection has been made to the tracker by reading its state, without requiring a broadcast connection or messages from the other application. This allows it to be used with any application that outputs samples as realtime data.
- Reading display resolution information directly from the eye tracker, without reading messages.
- Reproducing calibration targets, by monitoring the tracker mode and calibration target updates. Calibration target positions are also remapped to our display coordinates.

The concept behind this example is to have this application listen in on any experiment, and to generate calibration and gaze-position displays, which would be combined with a video record of the experiment computer's display. (In fact, this demonstration would need some enhancements to be used in this way, as the overlay it generates would probably not align precisely with the video of the experiment computer's display. This could be fixed by changing the display mapping functions to incorporate additional correction factors).

To run this experiment, you will need two computers connected by a network hub or switch to the eye tracker. Start the *broadcast* application first, then the *eyedata* or *gcwindow* application on the other computer (or any application that uses real-time sample data). Run through the *eyedata* application in the usual way, and note that the display of the *broadcast* computer follows along, displaying calibration targets and with a gaze cursor during recording. After the *eyedata* application finishes, *broadcast* will wait for another session to begin.

The *broadcast* application starts by requesting time and status updates from the tracker, and checks to see if a connection has been opened by any other application. It then opens a broadcast connection to the tracker, and watches the tracker mode. When in the proper modes, it reproduces calibration targets or plots a gaze cursor. Otherwise, it displays a black display. When the other application disconnects from the eye tracker, *broadcast* is disconnected as well, and begins to poll the eye tracker for the start of the next session.

The source code for *broadcast* is mostly new. Only those parts that illustrate new concepts will be discussed in detail.

### 22.1 Source Files for "broadcast"

These are the files used to build *broadcast*. Those that were covered previously are marked with an asterisk.

Broadcast.h *	Declarations to link together the template experiment files. Most of the declarations in this file can be used in your experiments.
Broadcast_main.c	A modified version of <code>main.c</code> in other templates, which does not do tracker setup. Instead, it polls the tracker state until another application opens a connection to it, then opens a broadcast connection. It then determines display resolution by reading tracker settings, and monitors tracker modes to determine when to display a gaze cursor or calibration targets.
broadcast_record.c	A modified version of <code>trial.c</code> , from the <code>eyedata</code> template. This version does not start recording but simply turns on link data reception. It uses link data to plot a gaze cursor, and displays gaze position and tracker time at the top of the display. It exits when the tracker leaves recording mode.

## 22.2 Analysis of "broadcast\_main.c"

This module is derived from `main.c` used in most other templates, and does most of the usual setup, except for configuring the tracker and opening a data file. It begins by initializing the DLL so we can use the link to communicate with the tracker. By calling `open_eyelink_connection(-1)`, this is done without opening a connection to the eye tracker. We also set our network name to "broadcast", so that `comm_simple` will be able to find us:

```
if(trackerip)
    set_eyelink_address(trackerip);
else
    set_eyelink_address("100.1.1.1");

// open DLL to allow unconnected communications
if(open_eyelink_connection(-1))
    return -1;    // abort if we can't open link

eyelink_set_name("broadcast"); // set our network name
```

The usual display and calibration are done next. We also call `set_remap_hooks()`, which set up a "hook" function to remap the location of calibration targets to match our display resolution. We will discuss this code later.

Next, the code calls `wait_for_connection()` (described later) to determine if another application has connected to the eye tracker. Once this has occurred, a broadcast connection is opened to the eye tracker to allow reception of link data and monitoring of the tracker interactions with the application. Next, we read the display resolution (actually, the gaze position coordinate system) that the tracker has been configured for. We then call `track_mode_loop()` to monitor the tracker and determine when to display calibration targets or to plot the gaze cursor. When the other application closes its connection to the eye tracker, our broadcast connection is closed as well, and `track_mode_loop()` returns.

```

while(1) // Loop through one or more sessions
{
    // wait for connection to listen to, or aborted
    if(wait_for_connection()) goto shutdown;
    pump_delay(1000); // give remote and tracker time for setup
    // now we can start to listen in
    if(eyelink_broadcast_open())
    {
        alert_printf("Cannot open broadcast connection to
tracker");
        goto shutdown;
    }

    clear_full_screen_window(transparent_key_color);

    can_read_pixel_coords = 1; // first try to read coords
    tracker_pixel_left = SCREEN_LEFT; // set defaults in case fails
    tracker_pixel_top = SCREEN_TOP;
    tracker_pixel_right = SCREEN_RIGHT;
    tracker_pixel_bottom = SCREEN_BOTTOM;
    if(eyelink_is_connected())
        if(read_tracker_pixel_coords()==-1)
        {
            alert_printf("Cannot determine tracker
pixel coords:
                        assuming %dx%d", SCRWIDTH, SCRHEIGHT);
            can_read_pixel_coords = 0;
        }

    track_mode_loop(); // listen and process by tracker mode
    if(break_pressed()) // make sure we're still alive
        goto shutdown;
}

```

### 22.2.1 Checking Tracker Connection Status

The function `wait_for_connection()` loops until the tracker is connected to another application. It waits 500 milliseconds between tests (otherwise the tracker would be overloaded with our request) using the `Sleep(500)` function, which also gives other Windows applications some time.

```

//***** WAIT FOR A CONNECTION TO TRACKER *****

int wait_for_connection(void)
{
    int i;
    int first_pass = 1; // draw display only after first failure

    while(1) // loop till a connection happens
    {
        // check if tracker is connected
        i = preview_tracker_connection();
        if(i == -1)
        {
            alert_printf("Cannot find tracker");
            return -1;
        }
        else if(i > 0)
            return 0; // we have a connection!

        if(first_pass) //If not, draw title screen
        {
            SDL_Color bg = {192,192,192};
            SDL_Color fg = {0,0,0};
            first_pass = 0; //don't draw more than once

            clear_full_screen_window(bg);
            get_new_font("Times Roman", SCRHEIGHT/32, 1); //

            select a font
            i = 1;
            graphic_printf(window, fg, NONE, SCRWIDTH/15, i++
SCRHEIGHT/26,

```

```

        "EyeLink Broadcast Listening Demonstration");
        graphic_printf(window, fg, NONE, SCRWIDTH/15, i+++
SCRHEIGHT/26,
        "Copyright 2024 SR Research Ltd.");
        i++;
        graphic_printf(window, fg, NONE, SCRWIDTH/15, i+++
SCRHEIGHT/26,
        "Waiting for another computer to connect to
        tracker...");
        graphic_printf(window, fg, NONE, SCRWIDTH/15, i+++
SCRHEIGHT/26,
        "Press ESC to exit from this screen");
        graphic_printf(window, fg, NONE, SCRWIDTH/15, i+++
SCRHEIGHT/26,
        "Press ALT-F4 to exit while connected");
        SDL_Flip(window);
    }

    i = getkey();          //check for exit
    if(i==ESC_KEY || i==TERMINATE_KEY) return 1
;

    Sleep(500);           //go to background, don't flood the tracker
}
}

```

The tracker connection status is read by `preview_tracker_connection()`, which communicates with the tracker without requiring a connection to be opened. A status and time request is sent by calling `eyelink_request_time()`. When no connection has been opened by our application, this sends the request to the address set by `set_eyelink_address()` (or the default address of "100.1.1.1" if this function has not been used to change this).

Next, we wait for a response to be returned from the tracker, monitoring this with `eyelink_read_time()` which returns 0 until a response is received. This should take less than 1 millisecond, but we wait for 500 milliseconds before giving up (this means that no tracker is running at the specified address, or that the link is not functioning).

We then look at the link status flag data, which is part of the `ILINKDATA` structure kept by the `eyelink_core` DLL. A pointer to this structure is returned by `eyelink_data_status()`. Several flags indicate the connection status (for a complete list, see the `eye_data.h` header file).

```

//***** PREVIEW TRACKER STATE *****
// checks link state of tracker
// DLL must have been started with open_eyelink_connection(-1)
// to allow unconnected time and message communication
// RETURNS: -1 if no reply
//           0 if tracker free
//           LINK_CONNECTED if connected to another computer
//           LINK_BROADCAST if already broadcasting

int preview_tracker_connection(void)
{
    UINT32 t, tt;
    ILINKDATA *idata = eyelink_data_status();
    // access link status info
    eyelink_request_time();          // force tracker to
    send status and time
    t = current_msec();
    while(current_msec()-t < 500)    // wait for response
    {
        tt = eyelink_read_time();    // will be nonzero
    if reply
        if(tt != 0)
        {
            // extract connection state
            if(idata->link_flags & LINK_BROADCAST
) return LINK_BROADCAST;
            if(idata->link_flags & LINK_CONNECTED
) return LINK_CONNECTED;
            else return 0;
        }
    }
}

```



```

        }
        message_pump(); // keep Windows happy
        if(break_pressed()) return 1; // stop if program
        terminated
    }
    return -1; // failed (timed out)
}

```

## 22.2.2 Reading and Mapping Display Resolution

In order to properly plot gaze position and display calibration targets at the proper location on our display, we need to know the gaze position coordinate system used by the tracker, which was set to match the display resolution of the application that connected to the tracker. In the template *comm\_listener*, this was done by intercepting the DISPLAY\_COORDS message. In this example, we will read the gaze coordinate settings directly from the eye tracker. (We will need to read this before calibration as well, in case the resolution was changed by the application).

To read the gaze position coordinate system setting, we need to read the tracker setting for "screen\_pixel\_coords". We request this value by calling `eyelink_read_request("screen_pixel_coords")`, then wait for a response by calling `eyelink_read_reply()`. This will copy the tracker's response (as a series of numbers in a text string) into a buffer we supply. We then extract the desired numbers from this string using `sscanf()`.

Note the variable `can_read_pixel_coords`, which indicates if variables can be read from the tracker. Older EyeLink trackers may not allow reading of settings through a broadcast connection, and this variable will be set to 0 if the first read fails, preventing wasted time and error messages later.

```

//***** MAP TRACKER TO LOCAL DISPLAY *****

int can_read_pixel_coords = 1; // does tracker support read?
float tracker_pixel_left = 0; // tracker gaze coord system
float tracker_pixel_top = 0; // used to remap gaze data
float tracker_pixel_right = 0; // to match our display resolution
float tracker_pixel_bottom = 0;

// Read setting of "screen_pixel_coords" from tracker
// This allows remapping of gaze data if our display
// has a different resolution than the connected computer
// The read may fail with older tracker software

int read_tracker_pixel_coords(void)
{
    char buf[100] = "";
    UINT32 t;

    if(!eyelink_is_connected() || break_pressed()) return 1; // not connected

    eyelink_read_request("screen_pixel_coords");
    t = current_msec();
    while(current_msec()-t < 500)
    {
        if(eyelink_read_reply(buf) == OK_RESULT)
        {
            sscanf(buf, "%f,%f,%f,%f", &tracker_pixel_left,
                &tracker_pixel_top, &tracker_pixel_right, &
                tracker_pixel_bottom);
            return 0;
        }
        message_pump(); // keep Windows happy
        if(!eyelink_is_connected()) return 1;
        if(break_pressed()) return 1;
    }
    return -1; // timed out
}

```

Once we have the gaze-position coordinate system of the tracker, we can map this to our display. These functions apply this mapping to X or Y position data:

```
// remap X, Y gaze coordinates to local display
float track2local_x(float x)
{
    return SCREEN_LEFT + (x - tracker_pixel_left) * SCRWIDTH /
        (tracker_pixel_right - tracker_pixel_left + 1);
}

float track2local_y(float y)
{
    return SCREEN_TOP + (y - tracker_pixel_top) * SCRHEIGHT /
        (tracker_pixel_bottom - tracker_pixel_top + 1);
}
```

Finally, we need to ensure that calibration targets are drawn at the proper position on our display. We do this by setting a "hook" to the *eyelink\_core* DLL, causing it to call our function `setup_remap_hooks()` before drawing each calibration target.

```
// callback for calibration target drawing
// this moves target to match position on other displays
static HOOKFCNS hfcons;
void CALLBACK remap_cal_target(INT16 x, INT16 y)
{
    x = track2local_x(x);
    y = track2local_y(y);
    if(hfcons.draw_cal_target_hook)
        hfcons.draw_cal_target_hook(x,y);
}

// setup "hook" function to be called before calibration targets drawn
void setup_remap_hooks(void)
{
    HOOKFCNS *hooks = get_all_hook_functions(
    );
    memcpy(&hfcons, hooks, sizeof(HOOKFCNS));

    hooks->draw_cal_target_hook = remap_cal_target;
    setup_graphic_hook_functions(hooks);
}
```

### 22.2.3 Tracker Mode Loop

While connected to the eye tracker, we can monitor what mode it is in by calling `eyelink_tracker_mode()`, and use this information to determine what we should be displaying. The function `track_mode_loop()` contains a mode-monitoring loop to do this. For each pass through the loop, it determines if the tracker mode has changed and executes the proper operations for the new mode. It also performs the usual checks for disconnection or program termination, and also sends any local key presses to the tracker (this may not be desirable for some applications).

```
// Follow and process tracker modes
// Displays calibration and drift correction targets
// Also detects start of recording
// Black backgrounds would be transparent as video overlay
```

```

void track_mode_loop(void)
{
    int oldmode = -1; // to force initial mode setup

    while(eyelink_is_connected())
    {
        int mode = eyelink_tracker_mode();
        unsigned key = getkey();

        if(key==27 || break_pressed() || !
eyelink_is_connected()) return;
        else if(key) // echo to tracker
            eyelink_send_keybutton(key, 0,
KB_PRESS);

        if(mode == oldmode) continue;
    }
}

```

The core of `track_mode_loop()` is a switch statement that performs the proper operations for each tracker mode. For most modes, the display is cleared to black (`transparent_key_color`) to allow the video to be seen. During camera setup or calibration, a gray background is displayed, with white calibration targets (black targets would be transparent to the video).

To handle calibration, validation, and drift correction, we call the DLL function `target_mode_display()`, which handles display of calibration targets, calibration sounds, key presses, and so on. During recording, we call `record_target_display()`, discussed below. Note that we call `read_tracker_pixel_coords()` when entering the camera setup and calibration modes, to update this information.

```

switch(mode)
{
    case EL_RECORD_MODE: // Record mode: show gaze
        cursor
            clear_full_screen_window(transparent_key_color)
        ;
            record_mode_display();
            clear_full_screen_window(transparent_key_color)
        ;
            break;

    case EL_IMAGE_MODE: // IMAGE NOT AVAILABLE IN
        BROADCAST
            break;

    case EL_SETUP_MENU_MODE: // setup menu: just blank
        display
            clear_full_screen_window(
target_background_color);
            // read gaze coords in case changed
            if(eyelink_is_connected()
&& can_read_pixel_coords)
                read_tracker_pixel_coords();
            break;

    case EL_CALIBRATE_MODE: // show calibration targets
        if(eyelink_is_connected()
&& can_read_pixel_coords)
            read_tracker_pixel_coords();
    case EL_VALIDATE_MODE:
    case EL_DRIFT_CORR_MODE:
        target_mode_display();
        break;

    case EL_OPTIONS_MENU_MODE: // no change in visibility
        break;

    default: // any other mode: transparent
        key (black)
            clear_full_screen_window(transparent_key_color)
        ;
            break;
}
oldmode = mode;

```

```

    }
}

```

## 22.3 Analysis of "broadcast\_record.c"

This module processes link data during a recording block. It plots samples as a gaze cursor (using code from the *trial.c* file in the *eyedata* template). It also prints the time (as the tracker timestamps) and gaze position. It exits when `eyelink_tracker_mode()` indicates that the tracker has exited recording mode. This method is less precise than the monitoring of the data stream used in the *comm\_listener* template, and can lose samples and messages at the start and end of the recording block, but is acceptable for simply plotting a visible gaze cursor.

Instead of starting recording, old link data is discarded by calling `eyelink_reset_data(1)`, and data reception is enabled by `eyelink_data_switch(RECORD_LINK_SAMPLES | RECORD_LINK_EVENTS)`. This will probably discard the first few samples in the data stream as well.

```

//***** PERFORM AN EXPERIMENTAL TRIAL *****

int record_mode_display(void)
{
    ALLF_DATA evt;
    unsigned key;
    int eye_used = -1;    // which eye to show gaze for
    float x, y;           // gaze position
    float ox=-1, oy=-1;  // old gaze position (to determine change)

    // create font for position display
    get_new_font( "Arial", SCRWIDTH/50, 0);
    while(getkey()); // dump any pending local keys

    //enable link data reception without changing tracker mode
    eyelink_reset_data(1);
    initialize_cursor(window, SCRWIDTH/50);
    eyelink_data_switch(RECORD_LINK_SAMPLES
| RECORD_LINK_EVENTS);
}

```

The code then loops until exit conditions are met: disconnection, application termination, or the tracker switching to a non-recording mode.

```

while(1)    // loop while in record mode
{
    if(eyelink_tracker_mode() != EL_RECORD_MODE) break;
    key = getkey();           // Local keys/abort test
    if(key==TERMINATE_KEY)    // test ALT-F4 or end of
execution
        break;
    else if(key)              // OTHER: echo to tracker for control
        eyelink_send_keybutton(key, 0, KB_PRESS);
}

```

Finally, samples are read from the link to plot the gaze cursor. The gaze cursor code is similar to that in the *trial.c* file in the *eyedata* template, except for its color and shape, and will not be discussed here. The gaze position data is first converted to the local display coordinates by `track2local_x()` and `track2local_y()`, which are implemented in *broadcast\_main.c*.

The eye to be plotted is determined when the first sample is read from the link, using `eyelink_eye_available()`. In addition, the gaze position data and sample time are printed at the top left of the display.

```

// CODE FOR PLOTTING GAZE CURSOR
if(eyelink_newest_float_sample(NULL)>0) //
new sample?
{
    eyelink_newest_float_sample(&evt);
// get the sample data
    if(eye_used == -1) // set which eye to track by first sample
    {
        eye_used = eyelink_eye_available()
;
        if(eye_used == BINOCULAR) // use left eye if
both tracked
            eye_used = LEFT_EYE;
    }
    else
    {
        x = evt.fs.gx[eye_used]; // get gaze position from
sample
        y = evt.fs.gy[eye_used];
        if(x!=MISSING_DATA && y!=MISSING_DATA
&&
            evt.fs.pa[eye_used]>0) // plot if not in
blink
        { // plot in local coords
            draw_gaze_cursor(track2local_x(x),
track2local_y(y));
            // report gaze position (tracker coords)
            if(ox!=x || oy!=y) // only draw if changed
            {
                SDL_Rect r = {SCRWIDTH*0.87, 0,
                    window->w -SCRWIDTH*0.87, 50};
                SDL_FillRect(window,&r,
                    SDL_MapRGB(window->format,0, 0,
0));
                graphic_printf(window,
target_foreground_color,
                    NONE, SCRWIDTH*0.87, 0, " %4.0f
", x);
                graphic_printf(window,
target_foreground_color,
                    NONE, SCRWIDTH*0.93, 0, " %4.0f
", y);
            }
            ox = x;
            oy = y;
        }
        else
        {
            erase_gaze_cursor(); // hide cursor during
blink
        }

        // print tracker timestamp of sample
        {
            SDL_Rect r = {SCRWIDTH*0.75, 0,
                SCRWIDTH*0.87 -SCRWIDTH*0.75, 50};
            SDL_FillRect(window,&r,
                SDL_MapRGB(window->format,0, 0, 0));
            graphic_printf(window,target_foreground_color,
                NONE, SCRWIDTH*0.75, 0, " % 8d ", evt.
fs.time);
        }
    }
}
erase_gaze_cursor(); // erase gaze cursor if visible
return 0;

```

## 22.4 Extending "broadcast"

The *broadcast* example is designed mainly to illustrate some advanced concepts, including monitoring the tracker mode and connection status, duplicating the display of calibration targets, and reading tracker variables. These allow it to function with almost any application that sends real-time sample data over the link. Many of these methods could be added to the *comm\_listener* template as well. However, to be useful for real-time analysis *broadcast* would need to handle data during recording in a similar way to *comm\_listener*.

## Chapter 23

# ASC File Analysis

The EyeLink EDF files contain many types of data, including eye movement events, messages, button presses, and samples. The EDF file format is a highly compressed binary format, intended for use with SR Research EyeLink Data Viewer (<https://www.sr-support.com/forum-7.html>). Data Viewer can interpret a range of messages written to the EDF file that allow the software to automate some of the viewer configuration. Please check out Chapter 7 "Protocol for EyeLink Data to Viewer Integration" of the Data Viewer User Manual (<https://www.sr-support.com/thread-135.html>).

Other data analysis options are available besides the EyeLink Data Viewer software. One approach is to work with EDF file directly (see the "EDF\_Access\_API" example in the "C:\Program Files (x86)\SR Research\EyeLink" folder, or the EDFMEX tool when using MATLAB, see <https://www.sr-support.com/thread-54.html>). The other data access method is to make use of the ASC file and write experiment-specific analyzers. The ASC file is created by the EDF2ASC translator program (<https://www.sr-support.com/thread-23.html>). This program converts selected events and samples into text, and sorts and formats the data into a form that is easier to work with. The EDF2ASC translator, EDF data types, and the ASC file format are covered in the Chapter 4 of the EyeLink User Manual (<https://www.sr-support.com/forum-34.html>).

The current section describes how to write your data analysis application using the C language. However, you can apply the same idea to other programming languages you prefer to use.

### 23.1 Creating ASC files with EDF2ASC

If you have EyeLink Data Viewer installed on your computer, you may run the GUI version of the EDF2ASC (edfconverterW.exe) from "C:\Program Files\SR Research\edfconverter". On Windows, macOS, and Linux, if you have the EyeLink Developers Kit installed, you can run the converter directly from the command prompt or terminal.

- In your experiments, transfer the EDF file to the Display PC. If the transfer fails, you may use the *getFile* utility in the *bin* folder to transfer the file. You may rename it during the transfer. For EyeLink 1000 Plus and Portable Duo, you can download the EDF file by running the File Manager from the Display Computer (by typing 100.1.1.1 in the addressbar of a web browser).
- Run EDF2ASC on the file, using instructions from the "4.8 Using ASC Files" of the EyeLink User Manuals. To remove samples from the output and minimize the size of the output file, you may run the conversion using the '-ns' switch.

When the translation is completed, a file with the extension of "ASC" will be available for processing.

## 23.2 Analyzing ASC Files

The ASC file is a plain text file which may be viewed with any text editor. Creating and viewing an ASC file should be the first step in creating an analyzer program, to see which messages need to be handled.

Viewing the ASC file is also important in validating an experimental application, to see if the messages, time, etc. match those expected. The EyeLink Data Viewer program can also be used to view messages in combination with eye-movement data.

Programs that process an ASC file must read the ASC file line by line, determine the type of data from the line from the first word in the line, and read words or numbers from the rest of the line as appropriate. A set of tools for reading ASC files is included in the *asc\_proc* folder. This is the C source file *read\_asc.c*, and its header file *read\_asc.h*.

A sample analyzer using this toolkit has also been included. This is the source file *sac\_proc.c* which processes the sample data file *data.asc*. These can be used as a template for your own analyzers.

## 23.3 Functions defined by "read\_asc.c"

As each line of the ASC file is read, your analyzer program must determine which part of the experiment it is in (if in a trial, which trial, whether the display is visible, what response has been made, etc.) and compile data on each trial and the entire experimental session. This requires support functions to parse each line of the ASC file, reading keywords, numbers, and text.

The ASC-file processing support functions in *read\_asc.c* perform these operations:

- Opening and closing the file
- Reading lines, words, and numerical values
- Matching words and messages to keywords
- Reading data items from the file, including recording start, button presses, eye events, and samples. These may span several lines of text.
- Re-reading from old locations in the file, for multi-pass analysis algorithms. The implementation of these operations are described below.

### 23.3.1 File Reading Functions

When creating an ASC file, EDF2ASC adds the extension ".asc" to the end of the filename. A matching extension can be added to any file name using *add\_extension()*, which will not add the extension if *force* is 0 and an extension is already present in the file name.

```
// copies file name from <in> to <out>
// if no extension given, adds <ext>
// <force> is nonzero, ALWAYS replaces extension
void add_extension(char *in, char *out, char *ext, int force);
```

An ASC file is opened by calling *asc\_open\_file()*, which returns 0 if it was successful. The file can be closed by *asc\_close\_file()*.



```
// opens ASC file (adds .ASC extension if none given)
// returns 0 if OK, -1 if error
int asc_open_file(char *fname);

// closes ASC file if open
void asc_close_file(void);
```

Each line in the ASC file is first read by `asc_read_line()`, which scans the file until it finds the first non-blank line. It separates out and returns a pointer to the first word in the line, which can be used to determine the data in the line.

```
// Starts new ASC file line, returns first word
// skips blank lines and comments
// returns "" if end of file
// NOTE: word string is volatile!
char *asc_read_line(void);
```

Sometimes a line being processed must be re-read by `asc_read_line()`. The file position can be restored by `asc_rewind_line()` so the current line can be read again.

```
// rewinds to start of line:
// asc_read_line() can again be used to read first word.
void asc_rewind_line(void);
```

### 23.3.2 Word Read and Compare

The first word of a line is returned by `asc_read_line()`. This word must be compared to expected line-type identifiers such as "ESACC", in order to determine how to process the line. The comparison is best done with the `match()` and `matchpart()` macros. These compare the target string argument to the variable `token`, where the return value of `asc_read_line()` should be stored. These macros perform a comparison without considering uppercase or lowercase characters. The `matchpart()` macro will only check the first characters in `token`, stopping when it reaches the end of the target string. For example, the target string "ES" would match "ESS" and "ES ET" but not "ET".

```
// this will check for full-word match
#define match(a) (!_cmpnolcase(token,a))

// this will check the first characters of the word
#define matchpart(a) (!_cmpnolcasepart(token,a))
```

Numbers or words can be read from the current line using `asc_long()`, `asc_float()`, and `asc_string()`. If the number was a missing value (".") in the ASC file) the value `MISSING_VALUE` is returned. Each number or word is read from the line from left to right. The entire line from the current read point can be fetched with `asc_rest_of_line()`.

```
// NOTE: when reading a float or long,
// if missing data ('.') or non-numerical values
// are encountered, MISSING_DATA is returned.
#define MISSING_DATA -32768

// reads integer or long value
// returns MISSING_VALUE if '.' or non-numeric
long asc_long(void);

// reads floating-point value
// returns MISSING_VALUE if '.' or non-numeric
double asc_float(void);

// returns pointer to next token (VOLATILE)
// returns "" if end of line
char *asc_string(void);

// returns pointer to rest of line text (VOLATILE)
// returns "" if end of line
char *asc_rest_of_line(void);
```

For lines of unknown length, the function `asc_at_eol()` can be called to test if there are any more words or numbers to read. When the line has been read, `asc_errors()` will return 0 if no errors were found, or the code of the last error found.

```
// returns 0 if more tokens available, 1 if at end of line
int asc_at_eol(void);

// returns 0 if no errors so far in line, else error code
int asc_errors(void);

#define NUMBER_EXPECTED -32000 // read string when number expected
#define LINE_TOO_SHORT -32001 // missing token
#define SYNTAX_ERROR -32002 // unexpected word
```

### 23.3.3 Reading Recording Configuration

The "START" line and several following lines in an ASC file contain information on the data that is available. These lines can be read with `asc_start_block()`, which should be called to finish reading any line with "START" as its first word.

```
// Before calling, the token "START" must have been read by asc_read_line()
// Scans the file for all block-start data
// Sets data flags, selects eye to use for event processing
// Returns: 0 if OK, else error encountered
int asc_start_block(void);
```

The `asc_start_block()` function processes the ASC file, setting these boolean variables to indicate what data is present in the trial:

```
// This reads all data associated with block starts
// It sets flags, and selects the eye to process

extern int block_has_left; // nonzero if left eye data present
extern int block_has_right; // nonzero if right eye data present
```

```
extern int block_has_samples;    // nonzero if samples present
extern int block_has_events;    // nonzero if events present

extern int samples_have_velocity; // nonzero if samples have velocity data
extern int samples_have_resolution; // nonzero if samples have resolution data
extern int events_have_resolution; // nonzero if events have resolution data

extern int pupil_size_is_diameter; // 0 if pupil units is area, 1 if diameter
```

For binocular recordings, one eye's data may need to be selected to be processed. If the variable `preferred_eye` is set to `LEFT_EYE` or `RIGHT_EYE`, then `asc_start_block()` will determine if that eye's data is available. If not, the other eye's data will be selected. The selected eye is stored in the variable `selected_eye`. You generally won't have to worry about eye selection, as the eye event-reading functions can do monocular eye data filtering.

```
// After opening the file, set preferred_eye
// to the code for the eye you wish to process
// After starting a data block, selected_eye
// will contain the code for the eye that can be used
// (depends on preferred_eye and which eye(s) data is available)

#define LEFT_EYE 0    // codes for eyes (also index into sample data)
#define RIGHT_EYE 1

extern int preferred_eye;    // which eye's data to use if present
extern int selected_eye;    // eye to select events from
```

### 23.3.4 Reading Samples

If a line starts with a number instead of a word, it contains a sample. If your analyzer expects to read both samples and events, it should call `asc_read_sample()` to read each line. If this returns 1, it should then call `asc_read_line()` and process an event as usual.

The data from the sample is placed in the structure `a_sample`, of type `ASC_SAMPLE` defined below.

```
// Reads a file line, processes if sample
// Places data in the a_sample structure
// If not sample, rewinds line for event processing

// returns -1 if error, 0 if sample read,
// else 1 (not sample: use asc_read_line() as usual).
// x, y, p read to index of proper eye in a_sample
// For example, if right-eye data only,
// data is placed in a_sample.x[RIGHT_EYE],
// but not in a_sample.x[LEFT_EYE].
// Both are filled if binocular data.
int asc_read_sample(void);

typedef struct {
    UINT32 t;    // time of sample
    float x[2];  // X position (left and right eyes)
    float y[2];  // Y position (left and right eyes)
    float p[2];  // pupil size (left and right eyes)
    float resx;   // resolution (if samples_have_resolution==1)
    float resy;
    float velx[2]; // velocity (if samples_have_velocity==1)
    float vely[2]; // (left and right eyes)
} ASC_SAMPLE;

extern ASC_SAMPLE a_sample;    // asc_read_sample() places data here
```

### 23.3.5 Reading Events

Data from ASC events may be read by special functions. Which function to call is determined by the first word read from the ASC file line with `asc_read_line()`. All event routines return 0 if no error occurred, or -1 if an error occurred. Eye data event readers can optionally filter out events from the non-processed eye in binocular recordings, and return 1 if the event is to be discarded.

A "BUTTON" line contains a button press or release event. The data from this line is stored in the variable `a_button`. This includes the time of the button press, the button number, and the state (0 if released and 1 if pressed).

```
// must have read "BUTTON" with asc_read_line() before calling
// returns -1 if error, 0 if read OK
int asc_read_button(void);

// "BUTTON" event data structure, filled by asc_read_button()
typedef struct {
    UINT32 t;    // time of button press
    int b;      // button number (1-8)
    int s;      // button change (1=pressed, 0=released)
} ASC_BUTTON;

extern ASC_BUTTON a_button; // asc_read_button() places data here
```

Eye events are of two types: start events which contain only the time of a saccade, blink, or fixation; and end events which contain both start and end time (actually the time of the last sample fully within the saccade, blink or fixation), plus summary data. All eye event reading functions can filter the data by eye: If their argument is 1 then wrong-eye events will be discarded and 1 returned by the function.

All eye start events ("SSACC", "SFIX", and "SBLINK") are read by `asc_start_event()`, which fills in the variable `a_start`.

```
// must have read "SBLINK", "SSACC", or "SFIX"
// with asc_read_line() before calling
// returns -1 if error, 0 if skipped (wrong eye), 1 if read
// if <select_eye>==1, will skip unselected eye in binocular data
int asc_read_start(int select_eye);

// "SBLINK", "SSACC", "SFIX" events, read by asc_read_start()
typedef struct {
    int eye;    // eye
    UINT32 st;  // start time
} ASC_START;

extern ASC_START a_start; // asc_read_start() places data here
```

Fixation end events ("EFIX") are read by `asc_read_efix()` which fills the variable `a_efix` with the start and end times, and average gaze position, pupil size, and angular resolution for the fixation.

```
int asc_read_efix(int select_eye);

// "EFIX" event data structure, filled by asc_read_efix()
typedef struct {
    int eye;    // eye
```

```

        UINT32 st;    // start time
        UINT32 et;    // end time
        UINT32 d;     // duration
        float x;      // X position
        float y;      // Y position
        float p;      // pupil
        float resx;    // resolution (if events_have_resolution==1)
        float resy;
    } ASC_EFIX;
// Global event data, filled by asc_read functions

extern ASC_EFIX a_efix;    // asc_read_efix() places data here

```

Saccade end events ("ESACC") are read by `asc_read_esacc()` which fills the variable `a_esacc` with the start and end times, start and end gaze position, duration, amplitude, and peak velocity. Angular resolution may also be available.

```

// must have read "ESACC" with asc_read_line() before calling
// returns -1 if error, 0 if skipped (wrong eye), 1 if read
// if <select_eye>==1, will skip unselected eye in binocular data
int asc_read_esacc(int select_eye);

// "ESACC" event data structure, filled by asc_read_esacc()
typedef struct {
    int eye;        // eye
    UINT32 st;      // start time
    UINT32 et;      // end time
    UINT32 d;       // duration
    float sx;       // start X position
    float sy;       // start Y position
    float ex;       // end X position
    float ey;       // end Y position
    float ampl;     // amplitude in degrees
    float pvel;     // peak velocity, degr/sec
    float resx;     // resolution (if events_have_resolution==1)
    float resy;
} ASC_ESACC;

extern ASC_ESACC a_esacc;    // asc_read_esacc() places data here

```

Blink end events ("EBLINK") mark the reappearance of the eye pupil. These are read by `asc_read_eblink()` which fills the variable `a_eblink` with the start and end times, and duration. Blink events may be used to label the next "ESACC" event as being part of a blink and not a true saccade.

```

// must have read "EBLINK" with asc_read_line() before calling
// returns -1 if error, 0 if skipped (wrong eye), 1 if read
// if <select_eye>==1, will skip unselected eye in binocular data
int asc_read_eblink(int select_eye);

// "EBLINK" event data structure, filled by asc_read_eblink()
typedef struct {
    int eye;        // eye
    UINT32 st;      // start time
    UINT32 et;      // end time
    UINT32 d;       // duration
} ASC_EBLINK;

extern ASC_EBLINK a_eblink;    // asc_read_eblink() places data here

```

### 23.3.6 Rewinding and Bookmarks

It is common in experimental analysis to process a trial or an entire file more than once: for example, to determine statistical measures to reject outliers in the data. Several functions are supplied to allow rewinding of the ASC file processing to an earlier position.

The simplest is to rewind to the start of a trial (the "START" line, not the "TRIALID" message), which requires no setup.

```
int asc_rewind_trial(void);
```

You can also declare a variable of type BOOKMARK, then use it to record the current file position with `asc_set_bookmark()`. When `asc_goto_bookmark()` is called later, reading of the file will resume with the line where the bookmark was set. Bookmarks may be set anywhere inside or outside of a trial.

```
typedef struct {
    long fpos;
    long blkpos;

    int seleye;           // which eye's data to use if present
    int has_left;
    int has_right;
    int has_samples;
    int has_events;
    int vel;
    int sam_res;
    int evt_res;
    int pupil_dia;
} BOOKMARK;

int asc_set_bookmark(BOOKMARK *bm);

int asc_goto_bookmark(BOOKMARK *bm);
```

## 23.4 A Sample ASC Analysis Application

The *sac\_proc.c* source file implements a complete analyzer for an express saccade gap/overlap express saccade experiment. The experiment was run for one participant, then converted to *data.asc* using EDF2-ASC.

### 23.4.1 Planning the Analysis

The first step in writing an analyzer is to know how data is to be analyzed, what data is present, what measures are required, and under what circumstances the trial should be discarded.

In this experiment a target was displayed at the center of the display, and served as the drift correction target as well as part of the trial. After a short delay, a new target was drawn to the left or right of center. The center target was erased either before, at the same time as, or after the new target appeared. The participant ended the trial by pressing the left button (#2) or right button (#3).

For this very rudimentary analysis, the number of saccades made during the entire trial were counted, and the button response was scored as correct or incorrect. Trials were flagged if a blink had occurred at any

time during recording. The most important measure is the time from the new target appearing to the start of the next saccade.

### 23.4.2 Typical Trial Data

This is the ASC file content for a typical trial:

```
MSG      2436129 TRIALID T1Rg200 0 0 220 200
START    2436164 LEFT RIGHT EVENTS
PRESCALER 1
VPRESCALER 1
EVENTS GAZE LEFT RIGHT
SFIX L 2436164
SFIX R 2436164
MSG      2436678 SYNCTIME
MSG      2436678 DRAWN NEW TARGET
EFIX L 2436164 2436832 672 321.7 246.8 1422
EFIX R 2436164 2436832 672 321.7 242.1 1683
SSACC L 2436836
SSACC R 2436836
ESACC R 2436836 2436872 40 323.6 247.4 496.5 250.2 6.75 276.4
SFIX R 2436876
ESACC L 2436836 2436876 44 324.3 251.6 500.5 247.4 6.93 273.3
MSG      2436878 ERASED OLD TARGET
SFIX L 2436880
EFIX R 2436876 2437000 128 492.7 249.2 1682
SSACC R 2437004
EFIX L 2436880 2437004 128 499.8 245.0 1323
SSACC L 2437008
ESACC L 2437008 2437028 24 506.6 242.2 565.4 251.1 2.35 151.4
ESACC R 2437004 2437028 28 493.9 248.5 551.7 258.4 2.29 147.2
SFIX L 2437032
SFIX R 2437032
EFIX L 2437032 2437500 472 556.2 248.2 1281
EFIX R 2437032 2437500 472 546.2 250.2 1653
BUTTON   2437512 2 1
MSG      2437521 ENDBUTTON 2
END       2437523 EVENTS RES 25.70 24.98
MSG      2437628 TRIAL_RESULT 2
MSG      2437628 TRIAL OK
```

These messages and events are placed in every trial:

- Each trial begins with a "TRIALID" message. Additional trial data may be sent along this message. In this example, the first string encodes the trial number, direction of motion, and gap or overlap time. This is followed by the block and trial number, the offset of the target (in pixels, negative for left and positive for right), and the delay between the target onset and fixation target offset.
- The "START" line and several following lines mark the start of recording, and encode the recording conditions for the trial.
- The "SYNCTIME" message marks the zero-time of the trial. This is the time the new target was drawn for this experiment.
- The "DRAWN NEW TARGET" message marks the time that the new, offset target was drawn, and "ERASED OLD TARGET" marks when the center fixation target was erased.
- Each saccade's end produced a "ESACC" line, which contains data on start and end time and gaze position, saccade amplitude in degrees, and peak velocity.

- The "END" line marks the end of recording.
- The "TRIAL\_RESULT" reports the button press by the participant that ended the trial, or 0 if the participant allowed the trial to time out.
- The final message's first word "TRIAL" marks the end of data for the trial, and under what conditions the trial ended. The second word must be "OK" if the data is to be kept, indicating a successful trial.

### 23.4.3 Analyzing a File

The program begins by requesting the file to be analyzed. You can also supply it on the command line from the command prompt.

The function `process_file()` analyzes a single ASC file. If the analyzer were designed to process multiple files, this function would be called once per file.

```
// call with file name to process
// returns error flag if can't open file
int process_file(char *fname)
{
    char ascname[120];
    char *token;
    long etime;

    add_extension(fname, ascname, "asc", 0);          // make file name
    if(asc_open_file(ascname)) return -1;             // can't open
    file!!!

    while(1)
    {
        token = asc_read_line();                      // get first word on line
        if(token[0]==0) break;
        else if (match("MSG"))                        // message
        {
            etime = asc_long();                        // message time
            token = asc_string();                      // first word of message
            if(match("TRIALID"))
            {
                process_trial();                      // process trial data
            }
            // IGNORE EVERYTHING ELSE
        }
    }
    asc_close_file();
    return 0;
}
```

The extension ".asc" is added to the file name (unless an extension is already specified). The file is then opened with `asc_open_file()`.

The program now loops until it finds a message line. It does this by calling `asc_read_line()`, and checking if the first word in the line is "MSG". The time filed is read with `asc_long()`, and the first word of the message read with `asc_string()`. Your messages should all be designed so the first word identifies the message uniquely. In this case, we are looking for the "TRIALID" message that identifies a trial and marks its start. We could also look for other messages that were written at the start of the experiment or between trials by using `match()` for each case in this loop.

Once we have located a trial by finding the "TRIALID" message, we call `process_trial()` to read and analyze the trial.



### 23.4.4 Analyzing Trials

The first thing `process_trial()` does is to continue reading the trial information from the TRIALID line. After reading the numbers, a call to `asc_errors()` tests to see if any problems were encountered in reading the trial information.

```
asc_string(); // skip ID string
block_number = asc_long(); // read data
trial_number = asc_long();
target_posn = asc_long();
target_delay = asc_long();
is_left = (target_posn < 320); // left or right?
if(asc_errors()) return -1; // any errors?
```

In this example, analysis of the trial is handled by a loop that reads a line from the file, determines its type, and processes it. We have a number of data variables that are preset to a value that will not occur in the experiment, such as zero for the time of an event. These allow us to track the point in the trial we are in. In this analysis, the important variables are:

```
long target_on_time = 0; // set if new target has appeared
long first_sacc_time = 0; // set if a saccade occurred to the target
int response_button = 0; // set if a button was pressed
long button_time = 0; // when the button was pressed

int num_saccades = 0; // counts the number of saccades
int have_blink = 0; // set if a blink occurred

int is_left; // set if left target offset
int correct_response = 0; // set if correct button was pressed
// THESE WERE READ FROM TRIALID MESSAGE
int target_posn; // offset of new target
int target_delay; // delay from new target drawn to old
    erased
int trial_number; // trial and block number
int block_number;

char *token; // variables for reading line elements
long etime;
```

The "START" line marks the point where recording began. We process this line and any other recording data line by calling `asc_start_block()`. This will determine whether samples and events are available, and which eye(s) were recorded from.

Each "MSG" line contains a message. The time of the message and first word are read with `asc_long()` and `asc_string()`, and the first word checked with `match()` to determine how to process it. If the first word is "DRAWN", it marks the offset target being drawn and the time is recorded. The message "TRIAL\_RESULT" records the response: a button press or timeout if zero.

If the first word in the message was "TRIAL", the second word determines the trial status and is read with `asc_string()`. If this is "OK" the trial was recorded successfully and we can process the trial data: in this case, we simply print it out. Otherwise, the trial was aborted and we return without further processing.

Each button press or release event line starts with the word "BUTTON", followed by the time, button number, and state. All this can be read by calling `asc_read_button()`, with the result placed in the ASC\_BUTTON structure `a_button`. The button number is used to determine if the participant responded correctly.

Lines with "ESACC" as the first word contain end-of-saccade event data, including summary data on the saccade. Call `asc_read_esacc()` to read the event: this will return 0 checks if this saccade was

produced by the correct eye (determined by the call to the `asc_read_start()` function), and reads the line's contents to the `ASC_ESACC` structure `a_esacc`. This will contain the start and end times and positions of the saccade, the amplitude, and the peak velocity. Saccades with amplitudes of less than 1 degree are ignored in this analysis. The time of the first large saccade that occurs after the offset target appeared is recorded in the variable `first_saccade`.

Finally, the "EBLINK" lines mark the end of a blink. In this example, we simply use this to flag that a blink occurred. In a more complex analysis, we would use this event to mark the next "ESACC" and belonging to a blink, not a saccade.

This is the entire analysis loop:

```
while(1)
{
    token = asc_read_line();           // get first word on line
    if(token[0]==0) return -1;         // end of file

    else if (match("START"))           // START: select eye to
process
    {
        asc_start_block();
    }

    else if (match("MSG"))             // message
    {
        etime = asc_long();            // message time
        token = asc_string();          // first word of message

        if(match("DRAWN"))            // new target drawn
        {
            target_on_time = etime;
        }
        else if(match("TRIAL_RESULT")) // trial result
        {
            response_button = asc_long();
        }
        else if(match("TRIAL"))        // trial is OK?
        {
            token = asc_string();
            if(match("OK") && response_button!=0) // report
data, only if OK
            {
                // A VERY SIMPLE DATA REPORT: FORMAT AS
REQUIRED.

                printf("trial:%d delay:%d sac_rt:%ld
but_rt:%ld corr:%d nsac:%d blink:%d\n",
                    trial_number, target_delay,
first_sacc_time-target_on_time,
                    button_time-target_on_time,
correct_response,num_saccades,have_blink);
            }
            return 0;                 // done trial!
        }
    }

    else if (match("BUTTON"))          // button
    {
        asc_read_button();
        if(a_button.s==1 && (a_button.b==3 || a_button.b==2))
        {
            button_time = a_button.t;
            response_button = a_button.b;
            correct_response = ((is_left==1 && a_button.b==
2) || (is_left==0 && a_button.b==3));
        }
    }

    else if (match("ESACC"))           // end saccade
    {
        if(asc_read_esacc(1)) continue; // skip if wrong eye
    }
}
```

```
        // ignore if smaller than 1 degree
        // or if we haven't displayed target yet
        if(a_esacc.ampl>1.0 && target_on_time>0)
        {
            num_saccades++;
            if(num_saccades==1) first_sacc_time = a_esacc.
st;
        }
    }
    else if (match("EBLINK"))        // blink
    {
        have_blink++;
    }
    // IGNORE EVERYTHING ELSE
}
}
```



## Chapter 24

# Useful EyeLink Commands

These commands may be sent by the [eyecmd\\_printf\(\)](#) function to the EyeLink tracker. You will need to use only a few of these: rarely more than those used in the template source.

For current information on the EyeLink tracker configuration, examine the \*.INI files in the EYELINK\EXE\ or ELCL\EXE\ directory of the Host PC.

- [Calibration Setup](#)
- [Configuring Key and Buttons](#)
- [Display Setup](#)
- [File Open and Close](#)
- [Tracker Configuration](#)
- [Drawing Commands](#)
- [File Data Control](#)
- [Link Data Control](#)
- [Parser Configuration](#)

## 24.1 Calibration Setup

### 24.1.1 calibration\_type

```
calibration_type = <type>
```

This command sets the calibration type, and recomputed the calibration targets after a display resolution change.

#### Arguments:

- <type>: one of these calibration type codes:
  - H3: horizontal 3-point calibration
  - HV3: 3-point calibration, poor linearization

- HV5: 5-point calibration, poor at corners
- HV9: 9-point grid calibration, best overall
- HV13: 13-point calibration for large calibration region (EyeLink II version 2.0 or later; EyeLink 1000, 1000 Plus, and Portable Duo)

### 24.1.2 gaze\_constraint

```
x_gaze_constraint = <position>  
y_gaze_constraint = <position>
```

Locks the X or Y part of gaze position data. Usually set to AUTO: this will use the last drift-correction target position when in H3 mode.

#### Arguments:

- <position>: a gaze coordinates, or AUTO

### 24.1.3 horizontal\_target\_y

```
horizontal_target_y = <position>
```

Sets the Y position (vertical display coordinate) for computing targets positions when the H3 calibration mode is set. Set before issuing the "calibration\_type = H3" command.

#### Arguments:

- <position>: Y display coordinate for targets in H3 calibration mode

### 24.1.4 enable\_automatic\_calibration

```
enable_automatic_calibration = <YES or NO>
```

"YES" enables auto-calibration sequencing, "NO" forces manual calibration sequencing.

#### Arguments:

- YES or NO

### 24.1.5 automatic\_calibration\_pacing

```
automatic_calibration_pacing = <time>
```

Slows automatic calibration pacing. 1000 is a good value for most participant, 1500 for slow participants and when interocular data is required.

#### Arguments:

- <time>: shortest delay

## 24.2 Configuring Key and Buttons

See the tracker file "BUTTONS.INI" and "KEYS.INI" for examples.

### 24.2.1 key\_function

```
key_function <keyspec> <command>
```

Look at the tracker "KEYS.INI" file for examples.

**Arguments:**

- <keyspec>: key name and modifiers
- <command>: command string to execute when key pressed

### 24.2.2 create\_button

```
create_button <button> <ioport> <bitmask> <inverted>
```

Defines a button to a bit in a hardware port.

**Arguments:**

- <button>: button number, 1 to 8
- <ioport>: address of hardware port
- <bitmask>: 8-bit mask ANDed with port to test button line
- <inverted>: 1 if active-low, 0 if active-high

### 24.2.3 button\_function

```
button_function <button> <presscmd> <relcmd>
```

Assigns a command to a button. This can be used to control recording with a digital input, or to let a button be used instead of the spacebar during calibration.

**Arguments:**

- <button>: hardware button 1 to 8, keybutton 8 to 31
- <presscmd>: command to execute when button pressed
- <relcmd>: command to execute when button released

### 24.2.4 button\_debounce\_time

```
button_debounce_time = <delay>
```

Sets button debounce time. Button responds immediately to first change, then is ignored until it is stable for this time.

**Arguments:**

- <delay>: debounce in milliseconds.

### 24.2.5 write\_ioport

```
write_ioport <ioport> <data>
```

Writes data to I/O port. Useful to configure I/O cards.

**Arguments:**

- <ioport>: byte hardware I/O port address
- <data>: data to write

### 24.2.6 read\_ioport

```
read_ioport <ioport>
```

Performs a dummy read of I/O port. Useful to configure I/O cards.

**Arguments:**

- <ioport>: byte hardware I/O port address

## 24.3 Display Setup

### 24.3.1 screen\_pixel\_coords

```
screen_pixel_coords = <left> <top> <right> <bottom>
```

Sets the gaze-position coordinate system, which is used for all calibration target locations and drawing commands. Usually set to correspond to the pixel mapping of the participant display. Issue the calibration\_type command after changing this to recompute fixation target positions.

You should also write a DISPLAY\_COORDS message to the start of the EDF file to record the display resolution.

**Arguments:**

- <left>: X coordinate of left of display area
- <top>: Y coordinate of top of display area
- <right>: X coordinate of right of display area
- <bottom>: Y coordinate of bottom of display area

### 24.3.2 screen\_write\_prescale

```
screen_write_prescale = <multiplier>
```

Sets the value by which gaze position data is multiplied before writing to EDF file or link as integer. This is nominally 10, but should be reduced for displays with greater than 1500x1500 pixels, or increased for gaze coordinate systems with less than 150x150 units.

**Arguments:**

- <multiplier>: integer value, 1 to 1000



## 24.4 File Open and Close

### 24.4.1 open\_data\_file

```
open_data_file <name>
```

Opens an EDF file, closes any existing file

**Arguments:**

- <name>: name of data file

### 24.4.2 add\_file\_preamble\_text

```
add_file_preamble_text <text>
```

Must be used immediately after open\_data\_file, to add a note on file history.

**Arguments:**

- <text>: text to add, in quotes

### 24.4.3 close\_data\_file

```
close_data_file
```

Closes any open EDF file

**Arguments:**

- None

### 24.4.4 data\_file\_path

```
data_file_path = <path>
```

Can be used to set where EDF files are to be written. Any directory information in file name overrides

**Arguments:**

- <path>: directory or drive path in quotes, "." for current directory

## 24.5 Tracker Configuration

These commands are used to set tracker configuration. This should be done at the start of each experiment, in case the default setting were modified by a previous experiment.

### 24.5.1 Configuration: Eyes Tracked

`active_eye = <LEFT or RIGHT>`

Controls which eye is recorded from in monocular mode

**Arguments:**

- LEFT or RIGHT monocular eye selection

`binocular_enabled = <YES or NO>`

Controls whether in monocular or binocular tracking mode .

**Arguments:**

- YES for binocular tracking
- NO for monocular tracking

### 24.5.2 Anti-Reflection Control

**Remarks**

EyeLink I only!!!

`head_subsample_rate = <0, -1, or 4>`

Can be used to disable monitor marker LEDS, or to control antireflection option.

**Arguments:**

- 0 for normal operation
- 4 for antireflection on
- -1 to turn off markers

### 24.5.3 heuristic\_filter (EyeLink I)

`heuristic_filter = <ON or OFF>`

Can be used to disable filtering, reduces system delay by 4 msec. **NEVER TURN OFF THE FILTER WHEN ANTIREFLECTION IS TURNED ON.**

**Arguments:**

- ON enables filter (usual)
- OFF disables filter

### 24.5.4 heuristic\_filter (EyeLink II, EyeLink 1000, 1000 Plus, and Portable Duo)

```
heuristic_filter = <ON or OFF>  
heuristic_filter = <linkfilter>  
heuristic_filter = <linkfilter> <filefilter>
```

Can be used to set level of filtering on the link and analog output, and on file data. An additional delay of 1 sample is added to link or analog data for each filter level. If an argument of <on> is used, link filter level is set to 1 to match EyeLink I delays. The file filter level is not changed unless two arguments are supplied. The default file filter level is 2.

#### Arguments:

- 0 or OFF disables link filter
- 1 or ON sets filter to 1 (moderate filtering, 1 sample delay)
- 2 applies an extra level of filtering (2 sample delay).

### 24.5.5 pupil\_size\_diameter

```
pupil_size_diameter = <YES or NO>
```

#### Arguments:

- YES to convert pupil area to diameter
- NO to output pupil area data

### 24.5.6 simulate\_head\_camera

simulate\_head\_camera = <YES or NO> Can be used to turn off head tracking if not used. Do this before calibration

#### Arguments:

- YES to disable head tracking
- NO to enable head tracking

### 24.5.7 simulation\_screen\_distance

```
simulation_screen_distance = <mm>
```

Used to compute correct visual angles and velocities when head tracking not used.

#### Arguments:

- <mm>: simulated distance from display to participant in millimeters.

## 24.6 Drawing Commands

### 24.6.1 echo

```
echo <text>
```

Prints text at current print position to tracker screen, gray on black only

**Arguments:**

- <text>: text to print in quotes

### 24.6.2 print\_position

```
print_position <column><line>
```

Coordinates are text row and column, similar to C gotoxy() function.

**Remarks**

Row cannot be set higher than 25.

Use "draw\_text" command to print anywhere on the tracker display. **Arguments:**

- <col>: text column, 1 to 80
- <row>: text line, 1 to 25

### 24.6.3 clear\_screen

```
clear_screen <color>
```

Clear tracker screen for drawing background graphics or messages.

**Arguments:**

- <color>: 0 to 15

### 24.6.4 draw\_line

```
draw_line <x1> <y1> <x2> <y2> <color>
```

Draws line, coordinates are gaze-position display coordinates.

**Arguments:**

- <x1>,<y1>: start point of line
- <x2>,<y2>: end point of line
- <color>: 0 to 15

### 24.6.5 draw\_box

```
draw_box <x1> <y1> <x2> <y2> <color>
```

Draws empty box, coordinates are gaze-position display coordinates.

**Arguments:**

- <x1>,<y1>: corner of box
- <x2>,<y2>: opposite corner of box
- <color>: 0 to 15

### 24.6.6 draw\_filled\_box

```
draw_filled_box <x1> <y1> <x2> <y2> <color>
```

Draws a solid block of color, coordinates are gaze-position display coordinates.

**Arguments:**

- <x1>,<y1>: corner of box
- <x2>,<y2>: opposite corner of box
- <color>: 0 to 15

### 24.6.7 draw\_line

```
draw_line <x1> <y1> <x2> <y2> <color>
```

Draws line, coordinates are gaze-position display coordinates.

**Arguments:**

- <x1>,<y1>: start point of line
- <x2>,<y2>: end point of line
- <color>: 0 to 15

### 24.6.8 draw\_text

```
draw_text <x1> <y1> <color> <text>
```

Draws text, coordinates are gaze-position display coordinates.

**Arguments:**

- <x1>,<y1>: center point of text
- <color>: 0 to 15
- <text>: text of line, in quotes

### 24.6.9 draw\_cross

```
draw_cross <x> <y>
```

Draws a small "+" to mark a target point.

**Arguments:**

- <x1>,<y1>: center point of cross
- <color>: 0 to 15

## 24.7 File Data Control

### 24.7.1 file\_sample\_data

```
file_sample_data = <list>
```

Sets data in samples written to EDF file. See tracker file "DATA.INI" for types.

**Arguments:**

- <list>: list of data types
  - GAZE screen xy (gaze) position
  - GAZERES units-per-degree screen resolution
  - HREF head-referenced eye position data
  - PUPIL raw eye camera pupil coordinates
  - AREA pupil area
  - STATUS warning and error flags
  - BUTTON button state and change flags
  - INPUT input port data lines
  - HTARGET Head target data. Reports target distance and X/Y position for EyeLink eye tracker recording in the remote mode.

### 24.7.2 file\_event\_data

```
file_event_data = <list>
```

Sets data in events written to EDF file. See tracker file "DATA.INI" for types.

**Arguments:**

- <list>: list of data types
  - GAZE screen xy (gaze) position
  - GAZERES units-per-degree angular resolution
  - HREF HREF gaze position
  - AREA pupil area or diameter
  - VELOCITY velocity of eye motion (avg, peak)
  - STATUS warning and error flags for event
  - FIXAVG include ONLY average data in ENDFIX events
  - NOSTART start events have no data, just time stamp

### 24.7.3 file\_event\_filter

```
file_event_filter = <list>
```

Sets which types of events will be written to EDF file. See tracker file "DATA.INI" for types.

**Arguments:**

- `<list>`: list of event types
  - LEFT, RIGHT events for one or both eyes
  - FIXATION fixation start and end events
  - SACCADE saccade start and end
  - BLINK blink start and end
  - MESSAGE messages (user notes in file)
  - BUTTON button 1..8 press or release
  - INPUT changes in input port lines

### 24.7.4 mark\_playback\_start

```
mark_playback_start
```

Marks the location in the data file from which playback will begin at the next call to [eyelink\\_playback\\_start\(\)](#). When this command is not used (or on older tracker versions), playback starts from the beginning of the previous recording block. This default behavior is suppressed after this command is used, until the tracker software is shut down.

**Arguments:**

- NONE

## 24.8 Link Data Control

### 24.8.1 link\_sample\_data

```
link_sample_data = <list>
```

Sets data in samples sent through link. See tracker file "DATA.INI" for types.

**Arguments:**

- `<list>`: list of data types
  - GAZE screen xy (gaze) position
  - GAZERES units-per-degree screen resolution
  - HREF head-referenced eye position data
  - PUPIL raw eye camera pupil coordinates
  - AREA pupil area
  - STATUS warning and error flags
  - BUTTON button state and change flags
  - INPUT input port data lines
  - HTARGET Head target data. Reports target distance and X/Y position for EyeLink Remote eye tracker.

### 24.8.2 link\_event\_data

```
link_event_data = <list>
```

Sets data in events sent through link. See tracker file "DATA.INI" for types.

**Arguments:**

- <list>: list of data types
  - GAZE screen xy (gaze) position
  - GAZERES units-per-degree angular resolution
  - HREF HREF gaze position
  - AREA pupil area or diameter
  - VELOCITY velocity of eye motion (avg, peak)
  - STATUS warning and error flags for event
  - FIXAVG include ONLY average data in ENDFIX events
  - NOSTART start events have no data, just time stamp

### 24.8.3 link\_event\_filter

```
link_event_filter = <list>
```

Sets which types of events will be sent through link. See tracker file "DATA.INI" for types.

**Arguments:**

- <list>: list of event types
  - LEFT, RIGHT events for one or both eyes
  - FIXATION fixation start and end events
  - FIXUPDATE fixation (pursuit) state updates
  - SACCADE saccade start and end
  - BLINK blink start and end
  - MESSAGE messages (user notes in file)
  - BUTTON button 1..8 press or release
  - INPUT changes in input port lines

### 24.8.4 recording\_parse\_type

```
recording_parse_type = <type>
```

Sets how velocity information for saccade detection is to be computed. Almost always left to GAZE.

**Arguments:**

- <type>: GAZE or HREF



### 24.8.5 link\_nonrecord\_events

```
link_nonrecord_events = <list>
```

Selects what types of events can be sent over the link while not recording (e.g between trials).

This command has no effect for EyeLink II 1000, 1000 Plus, or Portable Duo. Messages cannot be enabled for versions of EyeLink I before v2.1.

#### Arguments:

- <list>: event types separated by spaces or commas:
  - MESSAGE messages (user notes in file)
  - BUTTON button 1..8 press or release
  - INPUT changes in input port lines

## 24.9 Parser Configuration

### 24.9.1 select\_parser\_configuration

```
select_parser_configuration = <set>
```

Selects the preset standard parser setup (0) or more sensitive saccade detector (1). These are equivalent to the cognitive and psychophysical configurations listed below. Note, users should use the select\_parser\_configuration to change the configuration in a group instead of modifying individual commands separately.

#### Arguments:

- <set>: 0 for standard, 1 for high sensitivity saccade detector configuration

### 24.9.2 saccade\_velocity\_threshold

```
saccade_velocity_threshold = <vel>
```

Sets velocity threshold of saccade detector: usually 30 for cognitive research, 22 for pursuit and neurological work.

#### Arguments:

- <vel>: minimum velocity (deg/sec) for saccade

### 24.9.3 saccade\_acceleration\_threshold

```
saccade_acceleration_threshold = <accel>
```

Sets acceleration threshold of saccade detector: usually 9500 for cognitive research, 5000 for pursuit and neurological work.

#### Arguments:

- <accel>: minimum acceleration (deg/sec/sec) for saccades

### 24.9.4 saccade\_motion\_threshold

```
saccade_motion_threshold = <deg>
```

Sets a spatial threshold to shorten saccades. Usually 0.15 for cognitive research, 0 for pursuit and neurological work.

**Arguments:**

- <deg>: minimum motion (degrees) out of fixation before saccade onset allowed

### 24.9.5 saccade\_pursuit\_fixup

```
saccade_pursuit_fixup = <maxvel>
```

Sets the maximum pursuit velocity accommodation by the saccade detector. Usually 60.

**Arguments:**

- <maxvel>: maximum pursuit velocity fixup (deg/sec)

### 24.9.6 fixation\_update\_interval

```
fixation_update_interval = <time>
```

Normally set to 0 to disable fixation update events. Set to 50 or 100 msec. to produce updates for gaze-controlled interface applications.

**Arguments:**

- <time>: milliseconds between fixation updates, 0 turns off

### 24.9.7 fixation\_update\_accumulate

```
fixation_update_accumulate = <time>
```

Normally set to 0 to disable fixation update events. Set to 50 or 100 msec. to produce updates for gaze-controlled interface applications. Set to 4 to collect single sample rather than average position.

**Arguments:**

- <time>: milliseconds to collect data before fixation update for average gaze position

### 24.9.8 Typical Parser Configurations

In general, users should use `select_parser_configuration` rather than the other commands listed below. The Cognitive configuration is optimal for visual search and reading, and ignores most saccades smaller than 0.5 degrees. It is less sensitive to set up problems. The Pursuit configuration is designed to detect small (< 0.25 degrees) saccades, but may produce false saccades if participant setup is poor.

Cognitive Configuration:

```
recording_parse_type = GAZE
saccade_velocity_threshold = 30
saccade_acceleration_threshold = 9500
saccade_motion_threshold = 0.15
saccade_pursuit_fixup = 60
fixation_update_interval = 0
```

**Pursuit and Neurological Configuration:**

```
recording_parse_type = GAZE
saccade_velocity_threshold = 22
saccade_acceleration_threshold = 5000
saccade_motion_threshold = 0.0
saccade_pursuit_fixup = 60
fixation_update_interval = 0
```



# Chapter 25

## Function List

### 25.1 Initialize EyeLink Library

#### Macros

- #define [LINK\\_INITIALIZE\\_FAILED](#) -200
- #define [CONNECT\\_TIMEOUT\\_FAILED](#) -201
- #define [WRONG\\_LINK\\_VERSION](#) -202
- #define [TRACKER\\_BUSY](#) -203

#### Functions

- UINT16 [open\\_eyelink\\_system](#) (UINT16 bufsize, char FARTYPE \*options)
- void [eyelink\\_set\\_name](#) (char FARTYPE \*name)
- void [close\\_eyelink\\_system](#) (void)
- INT16 [eyelink\\_open\\_node](#) (ELINKADDR node, INT16 busytest)
- INT16 [eyelink\\_open](#) (void)
- INT16 [eyelink\\_broadcast\\_open](#) (void)
- INT16 [eyelink\\_dummy\\_open](#) (void)
- INT16 [eyelink\\_close](#) (INT16 send\_msg)
- INT16 [eyelink\\_is\\_connected](#) (void)
- INT16 [eyelink\\_quiet\\_mode](#) (INT16 mode)
- INT16 [eyelink\\_poll\\_trackers](#) (void)
- INT16 [eyelink\\_poll\\_remotes](#) (void)
- INT16 [eyelink\\_poll\\_responses](#) (void)
- INT16 [eyelink\\_get\\_node](#) (INT16 resp, void FARTYPE \*data)
- INT16 [eyelink\\_get\\_tracker\\_version](#) (char FARTYPE \*c)
- void [eyelink\\_set\\_tracker\\_node](#) (ELINKADDR node)
- INT16 [open\\_eyelink\\_connection](#) (INT16 mode)
- void [close\\_eyelink\\_connection](#) (void)
- INT16 [set\\_eyelink\\_address](#) (char \*addr)
- void [eyelink\\_set\\_special\\_keys](#) (int terminate\_key\_mask, int terminate\_key, int break\_key\_mask, int break\_key, int case\_sensitive)

## Variables

- ELINKADDR [eye\\_broadcast\\_address](#)
- ELINKADDR [rem\\_broadcast\\_address](#)
- ELINKADDR [our\\_address](#)

### 25.1.1 Detailed Description

These methods are used to initialize the EyeLink Library.

### 25.1.2 Macro Definition Documentation

#### 25.1.2.1 `#define CONNECT_TIMEOUT_FAILED -201`

CONNECTION ERROR CODES: timed out waiting for reply

#### 25.1.2.2 `#define LINK_INITIALIZE_FAILED -200`

CONNECTION ERROR CODES: can't use link

#### 25.1.2.3 `#define TRACKER_BUSY -203`

CONNECTION ERROR CODES: tracker already connected

#### 25.1.2.4 `#define WRONG_LINK_VERSION -202`

CONNECTION ERROR CODES: wrong TSR or source version

### 25.1.3 Function Documentation

#### 25.1.3.1 `void close_eyelink_connection ( void )`

Closes any connection to the eye tracker, and closes the link.

#### Remarks

NEW (v2.1): Broadcast connections can be closed, but not to affect the eye tracker. If a non-broadcast (primary) connection is closed, all broadcast connections to the tracker are also closed.

**Example:** See [open\\_eyelink\\_connection\(\)](#)

#### See Also

[open\\_eyelink\\_connection\(\)](#) and [eyelink\\_close\(\)](#)

### 25.1.3.2 void close\_eyelink\_system ( void )

Resets the EyeLink library, releases the system resources used by the millisecond clock.

#### Remarks

MUST DO BEFORE EXITING.

**Example:** See `open_eyelink_system()`

#### See Also

`open_eyelink_system()`, `eyelink_close()` and `set_offline_mode()`

### 25.1.3.3 INT16 eyelink\_broadcast\_open ( void )

Allows a third computer to listen in on a session between the eye tracker and a controlling remote machine. This allows it to receive data during recording and playback, and to monitor the eye tracker mode. The local computer will not be able to send commands to the eye tracker, but may be able to send messages or request the tracker time.

#### Remarks

May not function properly, if there are more than one Ethernet cards installed.

#### Returns

0 if successful.  
LINK\_INITIALIZE\_FAILED if link could not be established.  
CONNECT\_TIMEOUT\_FAILED if tracker did not respond.  
WRONG\_LINK\_VERSION if the versions of the EyeLink library and tracker are incompatible.

#### Example:

```
// This program illustrates the use of eyelink_broadcast_open(); see the
// COMM_SIMPLE and
// BROADCAST templates for more examples

#include <eyelink.h>
#include <stdio.h>

// Initialize the EyeLink DLL
if(open_eyelink_connection(-1))
    return -1;

// set our network name
eyelink_set_name("Broadcast");

...
// Extra code here to check for the tracker status or
// wait for the go-signal from the other application

// Starts the broadcast connection to the tracker
if(eyelink_broadcast_open())
{
    printf("Cannot open broadcast connection to tracker");
}
```

```

    return -1;
}

// enable link data reception by EyeLink DLL
eyelink_reset_data(1);
// NOTE: this function can discard some link data
eyelink_data_switch(RECORD_LINK_SAMPLES |
    RECORD_LINK_EVENTS);

```

### See Also

[eyelink\\_close\(\)](#), [eyelink\\_dummy\\_open\(\)](#), [eyelink\\_is\\_connected\(\)](#), [eyelink-\\_open\(\)](#) and [eyelink\\_open\\_node\(\)](#)

#### 25.1.3.4 INT16 eyelink\_close ( INT16 send\_msg )

Sends a disconnect message to the EyeLink tracker, resets the link data system.

#### Parameters

<i>send_msg</i>	Usually <send_msg> is 1. However, 0 can be used to reset the eyelink system if it is listening on a broadcast session.
-----------------	--

#### Returns

0 if successful, otherwise link error.

#### Example:

```

// This program illustrates the use of eyelink_close

#include <eyelink.h>

// Checks whether the tracker is still connected
if(eyelink_is_connected())
{
    set_offline_mode();           // off-line mode
    eyecmd_printf("close_data_file");
    eyelink_close(1);             // disconnect from tracker
}

```

### See Also

[eyelink\\_broadcast\\_open\(\)](#), [eyelink\\_open\(\)](#), [eyelink\\_dummy\\_open\(\)](#) and [eyelink-\\_open\\_node\(\)](#)



### 25.1.3.5 INT16 `eyelink_dummy_open ( void )`

Sets the EyeLink library to simulate an eyetracker connection. Functions will return plausible values, but no data.

#### Remarks

The function `eyelink_is_connected()` will return `-1` to indicate a simulated connection.

#### Returns

Always returns 0.

#### Example:

```
// This program illustrates the use of eyelink_dummy_open
#include <eyelink.h>

// Initialize the EyeLink DLL; otherwise the application will crash
// when using the eyelink_dummy_open() function!
if(open_eyelink_connection(-1))
    return -1;

// Opens a "dummy" connection for debugging the application
eyelink_dummy_open();
```

#### See Also

`eyelink_broadcast_open()`, `eyelink_open()` and `eyelink_open_node()`

### 25.1.3.6 INT16 `eyelink_get_node ( INT16 resp, void FARTYPE * data )`

Reads the responses returned by other trackers or remotes in response to `eyelink_poll_trackers()` or `eyelink_poll_remotes()`. It can also read the tracker broadcast address and remote broadcast addresses.

#### Parameters

<i>resp</i>	Number of responses to read: 0 gets our data, 1 get first response, 2 gets the second response, etc. -1 to read the tracker broadcast address. -2 to read remote broadcast addresses.
<i>data</i>	Pointer to buffer of <code>ELINKNODE</code> type, to hold name and <code>ELINKADDR</code> of the respondent.

#### Returns

0 if OK, -1 if node response number is too high.

**Example:** See `eyelink_poll_remotes()`

#### See Also

`eyelink_node_receive()`, `eyelink_node_send()` and `eyelink_poll_remotes()`

**25.1.3.7 INT16 eyelink\_get\_tracker\_version ( char FARTYPE \* c )**

After connection, determines if the connected tracker is an EyeLink I or II.

**Remarks**

For the EyeLink II tracker, it can optionally retrieve the tracker software version.

**Parameters**

<code>c</code>	NULL, or pointer to a string (at least 40 characters) to hold the version string. This will be "EYELINK I" or "EYELINK II x.xx", where "x.xx" is the software version.
----------------	--

**Returns**

0 if not connected, 1 for EyeLink I, 2 for EyeLink II 3 for EyeLink 1000.

**Example:**

```
// This program illustrates the use of eyelink_get_tracker_version
#include <eyelink.h>

int i;
char version_info[256];

i = eyelink_get_tracker_version(version_info);
eyemsg_printf("EyeLink %d version %s", i, version_info);
```

**Output:**

```
MSG      500850 EyeLink 2 version EYELINK II 1.10
```

**25.1.3.8 INT16 eyelink\_is\_connected ( void )**

Checks whether the connection to the tracker is alive.

**Remarks**

Call this routine during loops and wherever the experiment might lock up if the tracker is shut down. Exit the experiment (by terminating loops and returning from all calls) if this returns 0.

### Returns

- 0 if link closed.
- 1 if simulating connection.
- 1 for normal connection.
- 2 for broadcast connection (NEW for v2.1 and later).

### Example:

```
// This program illustrates the use of eyelink_is_connected() when performing a
// pre-trial drift correction

#include <eyelink.h>

while(1)
{
    // Checks link often so we can exit if tracker stopped
    if(!eyelink_is_connected())
        return ABORT_EXPT;

    // Performs drift correction with target drawn in the center
    error = do_drift_correct(SCRWIDTH/2, SCRHEIGHT/2, 1, 1);

    // repeat if ESC was pressed to access Setup menu
    if(error!=27) break;
}
```

### See Also

[eyelink\\_close\(\)](#) and [eyelink\\_open\(\)](#)

#### 25.1.3.9 INT16 eyelink\_open ( void )

Attempts to open a link connection to the EyeLink tracker. Simple connect to single EyeLink tracker. Equivalent to `eyelink_open_node(broadcast_address, 0)`.

### Remarks

The tracker address can be set by calling the function [set\\_eyelink\\_address\(\)](#). If this address was "255.255.255.255" the call to [eyelink\\_open\(\)](#) will "broadcast" a request to any tracker, however this may fail if multiple Ethernet cards are installed. For the broadcast option to work use EyeLink I v2.1 or higher, EyeLink II v1.1 or higher. Before using this command, call either `open_eyelink_connection(-1)` or `open_eyelink_system()` to prepare the link for use.

### Returns

- 0 if successful.
- LINK\_INITIALIZE\_FAILED if link could not be established.
- CONNECT\_TIMEOUT\_FAILED if tracker did not respond.
- WRONG\_LINK\_VERSION if the versions of the EyeLink library and tracker are incompatible.

### Example:

```
// This program illustrates the use of eyelink_open()

#include <eyelink.h>

// Initialize the EyeLink DLL
if(open_eyelink_connection(-1))
    return -1;

// Set the address of the tracker
set_eyelink_address("100.1.1.1");

// connect to single EyeLink tracker
if (eyelink_open())
    return -1;
```

### See Also

[eyelink\\_broadcast\\_open\(\)](#), [eyelink\\_close\(\)](#), [eyelink\\_dummy\\_open\(\)](#), [eyelink-\\_open\\_node\(\)](#), [open\\_eyelink\\_connection\(\)](#), [open\\_eyelink\\_system\(\)](#) and [set\\_eyelink\\_address\(\)](#)

#### 25.1.3.10 INT16 eyelink\_open\_node ( ELINKADDR node, INT16 busytest )

Allows the computer to connect to tracker, where the tracker is on the same network.

#### Parameters

<i>node</i>	Must be an address returned by <a href="#">eyelink_poll_trackers()</a> and <a href="#">eyelink-_poll_responses()</a> to connect to any tracker.
<i>busytest</i>	If non-zero the call to <a href="#">eyelink_open_node()</a> will not disconnect an existing connection.

#### Returns

0 if successful.  
 LINK\_INITIALIZE\_FAILED if link could not be established.  
 CONNECT\_TIMEOUT\_FAILED if tracker did not respond.  
 WRONG\_LINK\_VERSION if the versions of the EyeLink library and tracker are incompatible.  
 TRACKER\_BUSY if <busytest> is set, and tracker is connected to another computer.

#### Example:

```
// This program illustrates the case of making connection using an ELINKADDR
// tracker node address

ELINKADDR node;                                // EyeLink address node

// Initialize the EyeLink DLL
if(open_eyelink_connection(-1))
    return -1;
```

```
// Converts tracker IP address to an EyeLink node
text_to_elinkaddr("100.1.1.1", node, 0);

// Makes connection using an ELINKADDR tracker node address; checks
// whether the tracker is already connected with another application
if (eyelink_open_node(node, 1))
    return -1;
```

### See Also

[eyelink\\_node\\_receive\(\)](#), [eyelink\\_node\\_send\(\)](#), [eyelink\\_node\\_send\\_message\(\)](#) and [eyelink\\_open\(\)](#)

#### 25.1.3.11 INT16 eyelink\_poll\_remotes ( void )

Asks all non-tracker computers (with EyeLink software running) on the network to send their names and node address.

### Returns

OK\_RESULT if successful, otherwise link error.  
 LINK\_TERMINATED\_RESULT if link error.  
 -1 if broadcast option is not available.

### Example:

```
// This program illustrates the use of eyelink_poll_remotes(). See
// COMM_SIMPLE/COMM_LISTENER
// templates for the complete example

#include <eyelink.h>

ELINKADDR listener_address; // Address of listener application

// Finds the listener application
int check_for_listener(void)
{
    int i, n;
    ELINKNODE node; // This will hold application name and address

    eyelink_poll_remotes(); // Polls network for EyeLink
                           // applications
    pump_delay(500); // Gives applications time to respond

    n = eyelink_poll_responses(); // How many responses?
    // Responses 1 to n are from other applications
    for(i = 1; i <= n; i++)
    {
        if(eyelink_get_node(i, &node) < 0)
            return -1; // error: no such data

        // Found the "Comm_listener" application
        if(!_strcmp(node.name, "comm_listener"))
        {
            // Stores the listener's address
            memcpy(listener_address, node.addr, sizeof(ELINKADDR));

            // Send a message to the listener
            eyelink_node_send(listener_address, "NAME
comm_simple", 40);
```

```
    ...  
    // Other code here to check responses from the listener  
    ...  
    return 0;    // all communication checks out  
}   
}   
return -1;    // no listener node found  
}
```

### See Also

[eyelink\\_poll\\_responses\(\)](#) and [eyelink\\_poll\\_trackers\(\)](#)

#### 25.1.3.12 INT16 eyelink\_poll\_responses ( void )

Returns the count of node addresses received so far following the call of [eyelink\\_poll\\_remotes\(\)](#) or [eyelink\\_poll\\_trackers\(\)](#).

### Remarks

You should allow about 100 milliseconds for all nodes to respond. Up to 4 node responses are saved.

### Returns

Number of nodes responded. 0 if no responses.

**Example:** See [eyelink\\_poll\\_remotes\(\)](#)

### See Also

[eyelink\\_poll\\_remotes\(\)](#) and [eyelink\\_poll\\_trackers\(\)](#)

#### 25.1.3.13 INT16 eyelink\_poll\_trackers ( void )

Asks all trackers (with EyeLink software running) on the network to send their names and node address.

### Returns

OK\_RESULT if successful, otherwise link error.  
LINK\_TERMINATED\_RESULT if link error.  
-1 if broadcast option is not available.

**Example:** See [eyelink\\_poll\\_remotes\(\)](#)

### See Also

[eyelink\\_poll\\_remotes\(\)](#) and [eyelink\\_poll\\_responses\(\)](#)

### 25.1.3.14 INT16 `eyelink_quiet_mode` ( INT16 *mode* )

Controls the level of control an application has over the tracker.

#### Remarks

This is used in combination with broadcast mode (multiple applications connected to one tracker) to ensure that "listener" applications do not inadvertently send commands, key presses, or messages to the tracker. This is mostly useful when quickly converting an existing application into a listener.

#### Parameters

<i>mode</i>	0 to allow all communication. 1 to block commands (allows only key presses, messages, and time or variable read requests). 2 to disable all commands, requests and messages. -1 to just return current setting.
-------------	--

#### Returns

The previous settings.

#### Example:

```
// This program illustrates the use of eyelink_quiet_mode() to control message
// sending from a Broadcast
// application to the tracker

#include <eyelink.h>
#include <stdio.h>

// Starts the broadcast connection to the tracker
if(eyelink_broadcast_open())
{
    printf("Cannot open broadcast connection to tracker");
    return -1;
}

// enable link data reception by EyeLink DLL
eyelink_reset_data(1);
// NOTE: this function can discard some link data
eyelink_data_switch(RECORD_LINK_SAMPLES |
    RECORD_LINK_EVENTS);

// The following codes test the message sending from the BROADCAST
// application to tracker with eyelink_quiet_mode()
eyelink_quiet_mode(0); // Allows for message sending
eyelink_send_message("This should be recorded in the EDF
    file");
eyelink_quiet_mode(2); // Disables message sending
eyelink_send_message("This should not appear in the EDF
    file");
eyelink_quiet_mode(0); // Allows for message sending again
eyelink_send_message("This should appear in the EDF file");
```

#### Output:

MSG 3304947 This message should be recorded in the EDF file  
 MSG 3304947 This message should appear in the EDF file

### See Also

[eyelink\\_broadcast\\_open\(\)](#) and [eyelink\\_open\(\)](#)

### 25.1.3.15 void eyelink\_set\_name ( char FARTYPE \* name )

Sets the node name of this computer (up to 35 characters).

#### Parameters

<i>name</i>	String to become new name.
-------------	----------------------------

### Example:

```
// This program illustrates the use of eyelink_set_name()
#include <eyelink.h>

ELINKNODE node; // This will hold application name and address

// Sets the EyeLink host address, if tracker IP address is different
// from the default "100.1.1.1"
if (set_eyelink_address("100.1.1.7"))
    return -1;

// Initializes EyeLink library, and opens connection to the tracker
if(open_eyelink_connection(0))
    return -1;

// set our EyeLink node name
eyelink_set_name("Newapplication");

// Verify the name set by getting copy of node data
// Since we are checking our own data, set resp = 0
if(eyelink_get_node(0, &node) == OK_RESULT)
    eyemsg_printf("%s", node.name);
```

### Output:

MSG 2248248 Newapplication

### See Also

[eyelink\\_get\\_node\(\)](#), [open\\_eyelink\\_connection\(\)](#) and [set\\_eyelink\\_address\(\)](#)



**25.1.3.16** `void eyelink_set_special_keys ( int terminate_key_mask, int terminate_key, int break_key_mask, int break_key, int case_sensitive )`

Sets the alternative for special keys such as CTRL+C, ESC

#### Parameters

<i>terminate_key_mask</i>	mask value for the terminate key
<i>terminate_key</i>	Terminate key character key that terminate the eyelink applicaiton
<i>break_key_mask</i>	mask value for the break key
<i>break_key</i>	Break key character key that terminate the eyelink applicaiton
<i>case_sensitive</i>	flag 1 means case sensitive 0 means not case sensitive

#### Example:

```
// This program illustrates the use of eyelink_set_special_keys()
#include <eyelink.h>
Eg. CTRL key can be
ELKMOD_NONE    0x0000 - Modifier for KeyInput.modifier
; No modifier present
ELKMOD_LSHIFT   0x0001 - Modifier for KeyInput.modifier
; Left shift
ELKMOD_RSHIFT   0x0002 - Modifier for KeyInput.modifier
; Right shift
ELKMOD_LCTRL    0x0040 - Modifier for KeyInput.modifier
; left control
ELKMOD_RCTRL    0x0080 - Modifier for KeyInput.modifier
; Right control
ELKMOD_LALT     0x0100 - Modifier for KeyInput.modifier
; Left Alt
ELKMOD_RALT     0x0200 - Modifier for KeyInput.modifier
; Right alt
ELKMOD_LMETA    0x0400 - Modifier for KeyInput.modifier
; Left Meta
ELKMOD_RMETA    0x0800 - Modifier for KeyInput.modifier
; Right Meta
ELKMOD_NUM      0x1000 - Modifier for KeyInput.modifier
; Number lock key
ELKMOD_CAPS     0x2000 - Modifier for KeyInput.modifier
; Cap lock key
ELKMOD_MODE     0x4000 - Modifier for KeyInput.modifier
; Mode key

ELINKNODE node; // This will set and overwrite the default special
keys CTRL+C and ESC

// Sets the EyeLink special keys
// from the default CTRL, C and ESC to provided values
if (eyelink_set_special_keys(ELKMOD_LCTRL,
    'C', ELKMOD_RSHIFT, 'Q', 0))
    return -1;

</pre>
\b Output:
<pre>
\code
MSG      2248248 Newapplication
```

#### See Also

`eyelink_get_node()`, `open_eyelink_connection()` and `set_eyelink_address()`

**25.1.3.17 void eyelink\_set\_tracker\_node ( ELINKADDR node )**

Address used for non-connected time requests and message sends. the "proper" way to do this is with the "node" type of functions but we allow a "back door" to simplify higher level support functions. This is also the address used under Windows for looking for tracker (an IP broadcast is used on all other platforms). There is a bug in the Windows networking, causing broadcasts sent on all cards to have the IP source address of only the first card. This means the tracker sends its connection reply to the wrong address. So the exact address or a subnet broadcast address (i.e. 100.1.1.255 for a subnet mask of 255.255.255.0) needs to be set to that of the tracker.

**25.1.3.18 INT16 open\_eyelink\_connection ( INT16 mode )**

Initializes the EyeLink library, and opens a connection to the EyeLink tracker.

**Remarks**

By setting <mode> to be 1, the connection can be simulated for debugging purposes. Only timing operations and simple tests should be done in simulation mode, and the Windows TCP/IP system must be installed. This function is intended for networks where a single tracker is connected to the network.

**Parameters**

<i>mode</i>	Mode of connection: <ul style="list-style-type: none"> <li>• 0, opens a connection with the eye tracker;</li> <li>• 1, will create a dummy connection for simulation;</li> <li>• -1, initializes the DLL but does not open a connection.</li> </ul>
-------------	---

**Returns**

0 if success, else error code

**Example:**

```
// This program illustrates the use of open_eyelink_connection()

#include <eyelink.h>

// Sets the EyeLink host address, if tracker IP address is different
// from the default "100.1.1.1"
if (set_eyelink_address("100.1.1.7"))
    return -1;

//Initializes EyeLink library, and opens connection to the tracker
if(open_eyelink_connection(0))
    return -1;

...
// Code for the setup, recording, and cleanups
close_eyelink_connection(); // disconnect from tracker
```

**See Also**

[close\\_eyelink\\_connection\(\)](#), [close\\_eyelink\\_system\(\)](#), [eyelink\\_broadcast-open\(\)](#), [eyelink\\_dummy\\_open\(\)](#), [eyelink\\_open\(\)](#) and [eyelink\\_open\\_node\(\)](#)

### 25.1.3.19 UINT16 open\_eyelink\_system ( UINT16 bufsize, char FARTYPE \* options )

Use this function to initialize the EyeLink library. This will also start the millisecond clock. No connection is attempted to the eyetracker yet. It is preferable to call open\_eyelink\_connection(-1) instead, as this prepares other parts of the DLL for use.

#### Remarks

MUST BE FIRST CALL TO LINK INTERFACE.

#### Parameters

<i>bufsize</i>	Size of sample buffer. 60000 is the maximum allowed. (0 for default)
<i>options</i>	Text specifying initialization options. Currently no options are supported. (NULL or "" for defaults)

#### Returns

0 if failed, nonzero (-1 or TSR SWI number) if success.

#### Example:

```
// This program shows the use of open_eyelink_system() and close_eyelink_system
// ()

#include <eyelink.h>
int dummy = 0; // Sets the connection type

// Initialize the EyeLink library
if(!open_eyelink_system(0, ""))
{
    printf("\nERROR: Cannot initialize eyelink library\n");
    return -1;
}

if(dummy)
    i = eyelink_dummy_open(); // Starts a dummy connection
else
    i = eyelink_open(); // Connects to the tracker

...
// Code for the setup, recording, and cleanups

// Now, the following code closes the eyelink connection
// Checks whether we still have the connection to the tracker
if(eyelink_is_connected())
{
    // Places EyeLink tracker in off-line (idle) mode
    set_offline_mode();
    eyecmd_printf("close_data_file"); // close data file
    eyelink_close(1); // disconnect from tracker
}

// shut down system (MUST do before exiting)
close_eyelink_system();
```

#### See Also

[close\\_eyelink\\_connection\(\)](#), [close\\_eyelink\\_system\(\)](#), [eyelink\\_close\(\)](#) and [eyelink\\_open\(\)](#)

### 25.1.3.20 INT16 set\_eyelink\_address ( char \* addr )

Sets the IP address used for connection to the EyeLink tracker. This is set to "100.1.1.1" in the DLL, but may need to be changed for some network configurations. This must be set before attempting to open a connection to the tracker.

#### Remarks

A "broadcast" address ("255.255.255.255") may be used if the tracker address is not known - this will work only if a single Ethernet card is installed, or if DLL version 2.1 or higher, and the latest tracker software versions (EyeLink I v2.1 or higher, EyeLink II v1.1 or higher, all version of EyeLink 1000, 1000 Plus, and Portable Duo) are installed.

#### Parameters

<i>addr</i>	Pointer to a string containing a "dotted" 4-digit IP address.
-------------	---

#### Returns

0 if success, -1 if could not parse address string.

#### Example:

```
// This program illustrates the use of set_eyelink_address()

#include <eyelink.h>

// Initialize the EyeLink DLL
if(open_eyelink_connection(-1))
    return -1;

// Set the address of the tracker
set_eyelink_address("100.1.1.1");

// connect to single Eyelink tracker
if (eyelink_open())
    return -1;
```

#### See Also

[eyelink\\_open\(\)](#), [eyelink\\_open\\_node\(\)](#), [text\\_to\\_elinkaddr\(\)](#)

## 25.1.4 Variable Documentation

### 25.1.4.1 ELINKADDR eye\_broadcast\_address

The broadcast address for the eye trackers.

### 25.1.4.2 ELINKADDR our\_address

This EyeLink node's address for the link implementation.

### 25.1.4.3 ELINKADDR rem\_broadcast\_address

The broadcast address for the remotes.

## 25.2 Access Local Time

### Data Structures

- struct [MICRO](#)

### Macros

- #define [current\\_msec\(\)](#) [current\\_time\(\)](#)

### Functions

- UINT32 [current\\_time](#) (void)
- UINT32 [current\\_micro](#) ([MICRO](#) FARTYPE \*m)
- UINT32 [current\\_usec](#) (void)
- void [msec\\_delay](#) (UINT32 n)
- double [current\\_double\\_usec](#) (void)
- INT16 [eyelink\\_reset\\_clock](#) (INT16 enable)

#### 25.2.1 Detailed Description

These functions are used to access display time

#### 25.2.2 Macro Definition Documentation

##### 25.2.2.1 #define [current\\_msec\(\)](#) [current\\_time\(\)](#)

See [current\\_time\(\)](#)

#### 25.2.3 Function Documentation

##### 25.2.3.1 double [current\\_double\\_usec](#) ( void )

Returns the current microsecond as double (56 bits) since the initialization. Equivalent to [current\\_micro\(\)](#) and [current\\_usec\(\)](#).

### Returns

The current microsecond as a double value since the initialization of the library, modulo  $2^{32}$ .

**Example:** See [current\\_usec\(\)](#)

### See Also

[current\\_micro\(\)](#), [current\\_usec\(\)](#), [current\\_msec\(\)](#), [current\\_time\(\)](#) and [msec\\_delay\(\)](#)

### 25.2.3.2 `UINT32 current_micro ( MICRO_FARTYPE * m )`

Returns the current microsecond since the initialization. Equivalent to `current_usec()` and `current-_double_usec()`.

#### Parameters

<i>m</i>	Pointer to <code>MICRO</code> structure.
----------	--

#### Returns

The current microsecond since the initialization of the library, modulo  $2^{32}$ . It can also fill in the `MICRO` structure if the pointer is not NULL.

**Example:** See `current_usec()`

#### See Also

`current_usec()`, `current_double_usec()`, `current_msec()`, `current_time()` and `msec_delay()`

### 25.2.3.3 `UINT32 current_time ( void )`

Returns the current millisecond since the initialization.

#### Remarks

If the `eyelink_exptkit` library is not initialized, or initialized multiple times, the return value is invalid and the return value is unpredictable. So in order to avoid this, make sure that `close_eyelink_system()` is called at the end. The call to `current_msec()` is always equivalent to `current-_time()`.

#### Returns

The current millisecond since the initialization of the library.

#### Example:

```
// This program illustrates the use of current_msec
#include <eyelink.h>
#include <stdio.h>

eyemsg_printf("Delay test starts: %ld", current_msec()
);
msec_delay(100);
eyemsg_printf("Delay test ends: %ld", current_time());
```

**Output :**

```
MSG      4532575 Delay test starts: 5236
MSG      4532671 Delay test ends: 5336
```

**See Also**

`current_msec()`, `current_micro()`, `current_usec()`, `eyelink_tracker_time()` and `msec_delay()`

**25.2.3.4 UINT32 current\_usec ( void )**

Returns the current microsecond since the initialization. Equivalent to `current_micro()` and `current-_double_usec()`.

**Remarks**

If the `eyelink_exptkit` library is not initialized, or initialized multiple times, the return value is invalid and unpredictable. The call to `current_usec()` is equivalent to `current_micro(NULL)`. The function is very platform dependent. Platforms such as windows 95, 98, ME may not return usec properly. I.e. It may return `current_time() * 1000`.

**Returns**

The current microsecond since the initialization of the library, modulo  $2^{32}$ .

**Example:**

```
// This program illustrates the use of current_micro and current_usec

#include <eyelink.h>
#include <stdio.h>

MICRO m1, m2; // Special high-resolution time structure

// Get the current subject PC time in microseconds
current_micro(&m1);
eyemsg_printf("Delay test starts: %ld", current_usec()
);

// Delay for 100 msec
msec_delay(100);

// Get the current subject PC time again
current_micro(&m2);
eyemsg_printf("Delay test ends: %ld", current_usec());

// Calculate the actual amount of delay
eyemsg_printf("Total Delay: %6.3f",
    m2.msec + m2.usec/1000.0 - m1.msec + m1.usec/1000.0);
```

**Output:**

```
MSG      5441107 Delay test starts: 4610094
MSG      5441206 Delay test ends: 4710005
MSG      5441206 Total Delay: 100.003
```

### See Also

`current_micro()`, `current_double_usec()`, `current_msec()`, `current_time()` and `msec_delay()`

#### 25.2.3.5 INT16 `eyelink_reset_clock ( INT16 enable )`

Initializes the high frequency clock.

With TSR interface under msdos, Start/stop timing resources.

##### Parameters

<i>enable</i>	Usually <enable> is 1. However, in MS-DOS passing 0 will cleanup the timing resources. In other platforms passing 0 has no effect.
---------------	--

#### 25.2.3.6 `void msec_delay ( UINT32 n )`

Does a unblocked delay using `current_time()`.

##### Parameters

<i>n</i>	n milliseconds to delay.
----------	--------------------------

### Example:

```
// This program illustrates the use of msec_delay
#include <eyelink.h>
#include <stdio.h>

eyemsg_printf("Delay test starts: %ld", current_msec()
);
// delay for 100 msec
msec_delay(100);
eyemsg_printf("Delay test ends: %ld", current_time());
```

### Output:

```
MSG      4346690 Delay test starts: 12768
MSG      4346791 Delay test ends: 12868
```



**See Also**

`current_msec()` and `pump_delay()`

## 25.3 Access Tracker Time

### Macros

- `#define eyelink_tracker_time() eyelink_tracker_msec()`
- `#define eyelink_time_offset() eyelink_msec_offset()`

### Functions

- `UINT32 eyelink_request_time (void)`
- `UINT32 eyelink_node_request_time (ELINKADDR node)`
- `UINT32 eyelink_read_time (void)`
- `double eyelink_tracker_double_usec (void)`
- `UINT32 eyelink_tracker_msec (void)`
- `double eyelink_double_usec_offset (void)`
- `UINT32 eyelink_msec_offset (void)`

#### 25.3.1 Detailed Description

These function produce a local estimate of the eye tracker clock. There are several time bases in the system: the eye tracker time, the local eyelink DLL time, and the OS system time. All of these may not run at the same speed, differing by up to 200 ppm (2 milliseconds every 10 seconds).

These functions give a reasonable estimate of the EyeLink tracker time that is used in EDF files and for sample and event timestamps over the link. The time estimate is perturbed by link delays, but will never decrease, but may jump forwards sometimes or "freeze" for a few milliseconds. Two resolution of time are given: milliseconds as returned by `current_time()`, and microseconds as returned by `current_double_usec()`.

#### 25.3.2 Macro Definition Documentation

##### 25.3.2.1 `#define eyelink_time_offset( ) eyelink_msec_offset()`

See `eyelink_time_offset()`

##### 25.3.2.2 `#define eyelink_tracker_time( ) eyelink_tracker_msec()`

See `eyelink_tracker_msec()`

#### 25.3.3 Function Documentation

##### 25.3.3.1 `double eyelink_double_usec_offset ( void )`

Returns the time difference between the tracker time and display pc time.

### Returns

Returns the time difference between the tracker time and display pc time in microseconds.

**See Also**

[current\\_time\(\)](#) and [eyelink\\_tracker\\_msec\(\)](#)

**25.3.3.2 UINT32 eyelink\_msec\_offset ( void )**

Returns the time difference between the tracker time and display pc time.

**Returns**

Returns the time difference between the tracker time and display pc time.

**See Also**

[current\\_time\(\)](#), [eyelink\\_tracker\\_msec\(\)](#) and [eyelink\\_tracker\\_double\\_usec\(\)](#)

**25.3.3.3 UINT32 eyelink\_node\_request\_time ( ELINKADDR node )**

Sends a request the connected eye tracker to return its current time.

**Remarks**

The time reply can be read with [eyelink\\_read\\_time\(\)](#).

**Parameters**

<i>node</i>	Address of a specific tracker.
-------------	--------------------------------

**Returns**

0 if no error, else link error code.

**Example:** See [eyelink\\_request\\_time\(\)](#)

**See Also**

[eyelink\\_request\\_time\(\)](#) and [eyelink\\_read\\_time\(\)](#)

**25.3.3.4 UINT32 eyelink\_read\_time ( void )**

Returns the tracker time requested by [eyelink\\_request\\_time\(\)](#) or [eyelink\\_node\\_request\\_time\(\)](#).

**Returns**

0 if no response yet, else timestamp in millisecond.

**Example:** See [eyelink\\_request\\_time\(\)](#)

**See Also**

[eyelink\\_node\\_request\\_time\(\)](#) and [eyelink\\_request\\_time\(\)](#)

### 25.3.3.5 `UINT32 eyelink_request_time ( void )`

Sends a request the connected eye tracker to return its current time.

#### Remarks

The time reply can be read with `eyelink_read_time()`.

#### Returns

0 if no error, else link error code.

#### Example:

```
// This program illustrates the use of eyelink_request_time to retrieve the
// current tracker time

#include <eyelink.h>

// This routine is used to retrieve the concurrent tracker PC time.
// If successful, this function returns the tracker PC time, else 0;
// Note, the waiting time is set as 50 msec, although normally the function
// should return within 1 msec
UINT32 current_tracker_time()
{
    UINT32 time_subject=0, time_tracker=0;

    eyelink_request_time();          // request the tracker
    PC time
    time_subject = current_msec();
    // wait for a maximum of 50 msec
    while(!time_tracker && current_msec() -time_subject < 50)
        time_tracker = eyelink_read_time(); // read tracker
    PC time

    return time_tracker;
}
```

#### See Also

`eyelink_node_request_time()` and `eyelink_read_time()`

### 25.3.3.6 `double eyelink_tracker_double_usec ( void )`

Returns the current tracker time (in micro seconds) since the tracker application started.

#### Returns

Each of these functions returns the current tracker time (in microseconds) since tracker initialization.

#### Example:

```
// This program illustrates the use of eyelink_tracker_double_usec()
#include <eyelink.h>
#include <stdio.h>

int i;
ALLF_DATA evt;

i = eyelink_get_next_data(NULL); // Checks for new data
    item
switch(i)
{
    case SAMPLE_TYPE:
    {
        // Gets the new data
        eyelink_get_float_data(&evt);
        // Checks for the difference of the current tracker time and the
        // time returned from the latest sample
        if(eyelink_tracker_double_usec()/1000000 > (
            evt.time +2) )
            printf("Oops it took longer than 2 milliseconds for the data to get
            here.\n");
        }
        break;
    }
}
```

### See Also

[eyelink\\_tracker\\_msec\(\)](#), [current\\_time\(\)](#), [eyelink\\_msec\\_offset\(\)](#) and [eyelink-\\_double\\_usec\\_offset\(\)](#)

#### 25.3.3.7 UINT32 eyelink\_tracker\_msec ( void )

Returns the current tracker time (in milliseconds) since the tracker application started.

### Returns

Each of these functions returns the current tracker time (in microseconds) since tracker initialization.

### Example:

```
// This program illustrates the use of eyelink_tracker_time()
#include <eyelink.h>
#include <stdio.h>

int i;
ALLF_DATA evt;

i = eyelink_get_next_data(NULL); // Checks for new data
    item
switch(i)
{
    case SAMPLE_TYPE:
    {
        // Gets the new data
        eyelink_get_float_data(&evt);
        // Checks for the difference of the current tracker time and the
        // time returned from the latest sample
        if(eyelink_tracker_msec()/1000 > (evt.time +2) )
            printf("Oops it took longer than 2 milliseconds for the data to get
            here.\n");
        }
        break;
    }
}
```

**See Also**

`current_time()`, `eyelink_msec_offset()`, `eyelink_double_usec_offset()` and `eyelink_tracker_double_usec()`

## 25.4 Setup EyeLink tracker

### Functions

- INT16 `eyelink_abort` (void)
- INT16 `eyelink_start_setup` (void)
- void `eyelink_set_tracker_setup_default` (INT16 mode)
- INT16 `eyelink_in_setup` (void)
- INT16 `eyelink_target_check` (INT16 FARTYPE \*x, INT16 FARTYPE \*y)
- INT16 `eyelink_target_checkf` (float FARTYPE \*x, float FARTYPE \*y)
- INT16 `eyelink_accept_trigger` (void)
- INT16 `eyelink_driftcorr_start` (INT16 x, INT16 y)
- INT16 `eyelink_driftcorr_startf` (float x, float y)
- INT16 `eyelink_cal_result` (void)
- INT16 `eyelink_apply_driftcorr` (void)
- INT16 `eyelink_cal_message` (char FARTYPE \*msg)
- void `exit_calibration` (void)
- INT16 `do_tracker_setup` (void)
- INT16 `do_drift_correct` (INT16 x, INT16 y, INT16 draw, INT16 allow\_setup)
- INT16 `do_drift_correctf` (float x, float y, INT16 draw, INT16 allow\_setup)

### 25.4.1 Detailed Description

These methods are used to setup the EyeLink tracker such as Camera Setup, Calibration, Drift Correction, Validation, etc.

### 25.4.2 Function Documentation

#### 25.4.2.1 INT16 `do_drift_correct` ( INT16 *x*, INT16 *y*, INT16 *draw*, INT16 *allow\_setup* )

Performs a drift correction before a trial.

#### Remarks

When the 'ESC' key is pressed during drift correction, `<allow_setup>` determines the result. If 1, the EyeLink Setup menu is accessed. This will always clear the display, so redrawing of hidden stimuli may be required. Otherwise, the drift correction is aborted. Calling `exit_calibration()` from an event handler will cause any call to `do_drift_correct()` in progress to return immediately. In all cases, the return code will be 27 (ESC\_KEY).

#### Parameters

<i>x</i>	X Position of drift correction target.
<i>y</i>	Y Position of drift correction target.
<i>draw</i>	If 1, the drift correction will clear the screen to the target background color, draw the target, and clear the screen again when the drift correction is done. If 0, the fixation target must be drawn by the user.
<i>allow_setup</i>	If 1, accesses Setup menu before returning, else aborts drift correction.

## Returns

0 if successful, 27 if 'ESC' key was pressed to enter Setup menu or abort.

## Example:

```
// This program illustrates the use of do_drift_correction with drift
// correction target drawn by the user

#include <eyelink.h>

int target_shown = 0;
int draw_own_target = 1;

while(1)
{
    // Checks link often so we can exit if tracker stopped
    if(!eyelink_is_connected())
        return ABORT_EXPT;

    // If drift correct target is not drawn, we have to draw it here
    if (draw_own_target && !target_shown)
    {
        // Code for drawing own drift correction target
        target_shown = 1;
    }

    // Performs drift correction with target drawn in the center
    error = do_drift_correct(SCRWIDTH/2, SCRHEIGHT/2,
draw_own_target, 1);

    // repeat if ESC was pressed to access Setup menu
    // Redrawing the target may be necessary
    if(error!=27)
        break;
    else
        target_shown = 0;
}
```

## See Also

[do\\_tracker\\_setup\(\)](#) and [set\\_dcorr\\_sounds\(\)](#)

### 25.4.2.2 INT16 do\_drift\_correctf ( float x, float y, INT16 draw, INT16 allow\_setup )

Performs a drift correction before a trial. Same as [do\\_drift\\_correct\(\)](#) except, this takes the x,y values as float.

## Remarks

When the 'ESC' key is pressed during drift correction, <allow\_setup> determines the result. If 1, the EyeLink Setup menu is accessed. This will always clear the display, so redrawing of hidden stimuli may be required. Otherwise, the drift correction is aborted. Calling [exit\\_calibration\(\)](#) from an event handler will cause any call to [do\\_drift\\_correct\(\)](#) in progress to return immediately. In all cases, the return code will be 27 (ESC\_KEY).

## Parameters



<i>x</i>	X Position of drift correction target.
<i>y</i>	Y Position of drift correction target.
<i>draw</i>	If 1, the drift correction will clear the screen to the target background color, draw the target, and clear the screen again when the drift correction is done. If 0, the fixation target must be drawn by the user.
<i>allow_setup</i>	If 1, accesses Setup menu before returning, else aborts drift correction.

### Returns

0 if successful, 27 if 'ESC' key was pressed to enter Setup menu or abort.

### Example:

```
// This program illustrates the use of do_drift_correction with drift
// correction target drawn by the user

#include <eyelink.h>

int target_shown = 0;
int draw_own_target = 1;

while(1)
{
    // Checks link often so we can exit if tracker stopped
    if(!eyelink_is_connected())
        return ABORT_EXPT;

    // If drift correct target is not drawn, we have to draw it here
    if (draw_own_target && !target_shown)
    {
        // Code for drawing own drift correction target
        target_shown = 1;
    }

    // Performs drift correction with target drawn in the center
    error = do_drift_correctf(SCRWIDTH/2, SCRHEIGHT/2,
draw_own_target, 1);

    // repeat if ESC was pressed to access Setup menu
    // Redrawing the target may be necessary
    if(error!=27)
        break;
    else
        target_shown = 0;
}
```

### See Also

[do\\_tracker\\_setup\(\)](#) and [set\\_dcorr\\_sounds\(\)](#)

#### 25.4.2.3 INT16 do\_tracker\_setup ( void )

Switches the EyeLink tracker to the Setup menu, from which camera setup, calibration, validation, drift correction, and configuration may be performed. Pressing the 'ESC' key on the tracker keyboard will exit the Setup menu and return from this function. Calling [exit\\_calibration\(\)](#) from an event handler will cause any call to [do\\_tracker\\_setup\(\)](#) in progress to return immediately.

**Returns**

Always 0.

**Example:**

```
// This program shows an example of using the do_tracker_setup()
#include <eyelink.h>

// Colors used for drawing calibration target and background
COLORREF target_foreground_color = RGB(0,0,0);
COLORREF target_background_color = RGB(255,255,255);
int i = SCRWIDTH/60;    // Selects best size for calibration target
int j = SCRWIDTH/300;   // Selects size for focal spot in target
if(j < 2) j = 2;

// Sets diameter of target and of hole in middle of target
set_target_size(i, j);

// Sets target color and display background color
set_calibration_colors(target_foreground_color,
    target_background_color);

// Sets sounds for Setup menu (calibration, validation)
set_cal_sounds("", "", "");
// Sets sounds for drift correction
set_dcorr_sounds("", "off", "off");

// Performs camera setup, calibration, validation, etc.
do_tracker_setup();

...
// Code for running the trials
```

**See Also**

`do_drift_correct()`, `set_cal_sounds()`, `set_calibration_colors()` and `set_target_size()`

**25.4.2.4 void exit\_calibration( void )**

This function should be called from an message or event handler if an ongoing call to `do_drift_correct()` or `do_tracker_setup()` should return immediately.

**Example:**

```
// The following code illustrates the use of exit_calibration(). This would
    usually be
// called from a message or event handler (see the w32_demo_window.c module)
    for an example.
#include <eyelink.h>
switch (message)
{
case WM_KEYDOWN:
case WM_CHAR:
    {
        // Process messages, translates key messages and queue
```

```

    UINT16 key = process_key_messages(hwnd, message,
    wparam, lparam);
    eyemsg_printf("key %d", key);

    // Checks the current tracker state. If it is in setup mode, pressing
    the PAGE_DOWN
    // key would abort the setup process (i.e., drift-correction,
    calibration, validation)
    if (key == 0x5100 && (eyelink_current_mode() &
    IN_SETUP_MODE))
        exit_calibration();
    break;
}
...
// Other windows messages and events
}

```

**See Also**

[do\\_tracker\\_setup\(\)](#), [do\\_drift\\_correct\(\)](#) and [eyelink\\_current\\_mode\(\)](#)

**25.4.2.5 INT16 eyelink\_abort ( void )**

Places EyeLink tracker in off-line (idle) mode.

**Remarks**

Use before attempting to draw graphics on the tracker display, transferring files, or closing link. Always call [eyelink\\_wait\\_for\\_mode\\_ready\(\)](#) afterwards to ensure tracker has finished the mode transition. This function pair is implemented by the eyelink\_exptkit library function [set\\_offline\\_mode\(\)](#).

**Returns**

0 if mode switch begun, else link error.

**Example:**

```

// The following is the functional implementation of the stop_recording(),
// using the eyelink_abort()

#include <eyelink.h>

eyecmd_printf("heuristic_filter = ON");
eyelink_abort(); // stop data flow
eyelink_wait_for_mode_ready(500); // wait till
// finished mode switch

```

**See Also**

[eyelink\\_wait\\_for\\_mode\\_ready\(\)](#) and [set\\_offline\\_mode\(\)](#)

#### 25.4.2.6 INT16 `eyelink_accept_trigger ( void )`

Triggers the EyeLink tracker to accept a fixation on a target, similar to the 'Enter' key or spacebar on the tracker.

##### Returns

NO\_REPLY if drift correction not completed yet.  
 OK\_RESULT (0) if success.  
 ABORT\_REPLY (27) if 'ESC' key aborted operation.  
 -1 if operation failed.  
 1 if poor calibration or excessive validation error.

**Example:** See `eyelink_driftcorr_start()`

##### See Also

`eyelink_apply_driftcorr()`, `eyelink_current_mode()`, `eyelink_driftcorr_start()` and `eyelink_target_check()`

#### 25.4.2.7 INT16 `eyelink_apply_driftcorr ( void )`

Applies the results of the last drift correction. This is not done automatically after a drift correction, allowing the message returned by `eyelink_cal_message()` to be examined first.

##### Returns

0 if command sent OK, else link error.

**Example:** See `eyelink_driftcorr_start()`

##### See Also

`eyelink_accept_trigger()`, `eyelink_cal_result()`, `eyelink_current_mode()`, `eyelink_driftcorr_start()` and `eyelink_target_check()`

#### 25.4.2.8 INT16 `eyelink_cal_message ( char FARTYPE * msg )`

Returns text associated with result of last calibration, validation, or drift correction. This usually specifies errors or other statistics.

##### Parameters

<i>msg</i>	Buffer to return back the message.
------------	------------------------------------

##### Returns

0 if no message since last command sent, else length of string.

**Example:**

```
// This programs illustrates the use of eyelink_cal_message()
#include <eyelink.h>
char message[256];

// Performs a drift correction
while(1)
{
    // Check link often so we can exit if tracker stopped
    if(!eyelink_is_connected()) return ABORT_EXPT
    ;

    // Performs drift correction with target pre-drawn
    error = do_drift_correct(SCRWIDTH/2, SCRHEIGHT/2, 1, 1);

    // repeat if ESC was pressed to access Setup menu
    if(error!=27) break;
}
// Retrieves and writes out the calibration result message
eyelink_cal_message(message);
eyemsg_printf(message);
```

**Output:**

```
MSG      1896559 DRIFTCORRECT R RIGHT at 320,40 OFFSET 0.11 deg.  -1.0,-4
          .0 pix.
MSG      1896560 drift_correction: 0.11 -1.00 -4.00
```

**See Also**

[eyelink\\_accept\\_trigger\(\)](#), [eyelink\\_apply\\_driftcorr\(\)](#) and [eyelink\\_cal\\_result\(\)](#)

**25.4.2.9 INT16 eyelink\_cal\_result( void )**

Checks for a numeric result code returned by calibration, validation, or drift correction.

**Returns**

NO\_REPLY if drift correction not completed yet.  
 OK\_RESULT (0) if success.  
 ABORT\_REPLY (27) if 'ESC' key aborted operation.  
 -1 if operation failed.  
 1 if poor calibration or excessive validation error.

**Example:** See [eyelink\\_driftcorr\\_start\(\)](#)

**See Also**

[eyelink\\_accept\\_trigger\(\)](#), [eyelink\\_apply\\_driftcorr\(\)](#), [eyelink\\_cal\\_message\(\)](#)  
 and [eyelink\\_driftcorr\\_start\(\)](#)

### 25.4.2.10 INT16 `eyelink_driftcorr_start` ( INT16 *x*, INT16 *y* )

Sets the position of the drift correction target, and switches the tracker to drift-correction mode. Should be followed by a call to `eyelink_wait_for_mode_ready()`.

#### Parameters

<i>x</i>	X position of the target.
<i>y</i>	Y position of the target.

#### Returns

0 if command sent OK, else link error.

#### Example:

```
// This program illustrates the use of eyelink_driftcorr_start() for the
// implementation of a drift correction mechanism

#include <eyelink.h>

unsigned key;
int result = 0;
int x, y; // position of the drift correction target

if(eyelink_is_connected())
{
    eyecmd_printf("heuristic_filter = ON");
    ...
    // Code to draw the target here
    while(getkey()) {}; // dump the keys

    eyelink_driftcorr_start(x, y); // start the drift
    correction
    do {
        result = eyelink_cal_result();

        key = getkey();
        switch(key)
        {
            case TERMINATE_KEY: // breakout code
                return TERMINATE_KEY;
            case 0: // no key
            case JUNK_KEY: // no key
                break;
            case ESC_KEY: // ESC key: we flag abort from our end
                result = 27;
                break;
            case 32: // Spacebar: we trigger ourselves
                eyelink_accept_trigger();
                break;
            default:
                eyelink_send_keybutton(key, 0, KB_PRESS);
                break;
        }
    } while(result == NO_REPLY);

    // Applies the drift correction result
    if (result != 27 && result != -1)
        eyelink_apply_driftcorr();
    else
        ; // Other code for handling

    return result;
}
```

**See Also**

[eyelink\\_accept\\_trigger\(\)](#) and [eyelink\\_send\\_keybutton\(\)](#)

**25.4.2.11 INT16 eyelink\_driftcorr\_startf ( float x, float y )**

Sets the position of the drift correction target, and switches the tracker to drift-correction mode. Should be followed by a call to [eyelink\\_wait\\_for\\_mode\\_ready\(\)](#). Same as [eyelink\\_driftcorr\\_start\(\)](#) except the x,y parameters take floating point values.

**Parameters**

x	X position of the target.
y	Y position of the target.

**Returns**

0 if command sent OK, else link error.

**Example:**

```
// This program illustrates the use of eyelink_driftcorr_start() for the
// implementation of a drift correction mechanism

#include <eyelink.h>

unsigned key;
int result = 0;
int x, y; // position of the drift correction target

if(eyelink_is_connected())
{
    eyecmd_printf("heuristic_filter = ON");
    ...
    // Code to draw the target here
    while(getkey()) {}; // dump the keys

    eyelink_driftcorr_start(x, y); // start the drift
    correction
    do {
        result = eyelink_cal_result();

        key = getkey();
        switch(key)
        {
            case TERMINATE_KEY: // breakout code
                return TERMINATE_KEY;
            case 0:             // no key
            case JUNK_KEY:      // no key
                break;
            case ESC_KEY:       // ESC key: we flag abort from our end
                result = 27;
                break;
            case 32:            // Spacebar: we trigger ourselves
                eyelink_accept_trigger();
                break;
            default:
                eyelink_send_keybutton(key, 0, KB_PRESS);
                break;
        }
    } while(result == NO_REPLY);

    // Applies the drift correction result
    if (result != 27 && result != -1)
```

```
    eyelink_apply_driftcorr();
    else
        ; // Other code for handling
    return result;
}
```

### See Also

[eyelink\\_accept\\_trigger\(\)](#) and [eyelink\\_send\\_keybutton\(\)](#)

#### 25.4.2.12 INT16 eyelink\_in\_setup ( void )

Checks if tracker is still in a Setup menu activity (includes camera image view, calibration, and validation). Used to terminate the subject setup loop.

### Returns

0 if no longer in setup mode.

### Example:

```
// This program illustrates the use of eyelink_in_setup

#include <eyelink.h>

int current_mode;
int prev_mode =0;
UINT start_time = current_msec();

// Checks for 10 seconds
while(current_msec() < start_time + 10000)
{
    if(!eyelink_is_connected())
        return -1;

    current_mode =eyelink_in_setup();
    if (current_mode!=prev_mode)
        eyemsg_printf("%s", current_mode?"In setup":"Not in setup"
        );
    prev_mode = current_mode;
}
```

### Output:

```
MSG      905992 In setup
MSG      909596 Not in setup
```

### See Also

[eyelink\\_current\\_mode\(\)](#)



**25.4.2.13 void eyelink\_set\_tracker\_setup\_default ( INT16 mode )**

sets the default mode to enter when eyelink\_start\_setup is called.

**Remarks**

[eyelink\\_start\\_setup\(\)](#) internally called by [do\\_tracker\\_setup\(\)](#) and [do\\_drift\\_correct\(\)](#)

**Parameters**

<i>mode</i>	1 -> start in image mode. 0 -> start in menu mode
-------------	---

**25.4.2.14 INT16 eyelink\_start\_setup ( void )**

Enters setup mode

**25.4.2.15 INT16 eyelink\_target\_check ( INT16 FARTYPE \* x, INT16 FARTYPE \* y )**

Returns the current target position and state.

**Parameters**

<i>x</i>	Pointer to variable to hold target X position.
<i>y</i>	Pointer to variable to hold target Y position.

**Returns**

1 if target is visible, 0 if not.

**Example:**

```
INT16 target_mode_display(void)
{
    int target_visible = 0;           // target currently drawn
    INT16 tx;                         // new target position
    INT16 ty;

    INT16 otx=MISSING;               // current target position
    INT16 oty=MISSING;

    unsigned key;                    // local key pressed
    int i;
    int result = NO_REPLY;

    // LOOP WHILE WE ARE DISPLAYING TARGETS
    while(eyelink_current_mode() & IN_TARGET_MODE)
    {
        if(!eyelink_is_connected()) return -1;
        key = getkey();
        // HANDLE LOCAL KEY PRESS
        if(key)
        {
            switch(key)
            {
                case TERMINATE_KEY:           // breakout key code
                    clear_cal_display();
            }
        }
    }
}
```

```

        return TERMINATE_KEY;
        case 32:                // Spacebar: accept fixation
        eyelink_accept_trigger();
        break;
        case 0:                // No key
        case JUNK_KEY:          // No key
        break;
        case ESC_KEY: if(eyelink_is_connected
    (]==-1) goto exit;
        default:                // Echo to tracker for remote control
        if(allow_local_control)
            eyelink_send_keybutton(key,0,
KB_PRESS);
        break;
    }

    result = eyelink_cal_result();
    if(result != NO_REPLY) break;

// HANDLE TARGET CHANGES
    i = eyelink_target_check(&tx, &ty);
        // erased or moved: erase target
    if( (target_visible && i==0) || tx!=otx || ty!=oty)
    {
        erase_cal_target();
        target_visible = 0;
    }

        // redraw if visible
    if(!target_visible && i)
    {
        draw_cal_target(tx, ty);

        target_visible = 1;
        otx = tx;                // record position for future tests
        oty = ty;
    }
}

exit:

    if(target_visible)
        erase_cal_target();    // erase target on exit

    clear_cal_display();
    return result;
}

```

## See Also

[eyelink\\_accept\\_trigger\(\)](#), [eyelink\\_apply\\_driftcorr\(\)](#), [eyelink\\_current\\_mode\(\)](#) and [eyelink\\_driftcorr\\_start\(\)](#)

### 25.4.2.16 INT16 eyelink\_target\_checkf ( float FARTYPE \* x, float FARTYPE \* y )

Returns the current target position and state. Same as [eyelink\\_target\\_check\(\)](#) except this function returns data in floating point values.

#### Parameters

x	Pointer to variable to hold target X position.
y	Pointer to variable to hold target Y position.

#### Returns

1 if target is visible, 0 if not.

## 25.5 Keyboard Input Functions

### Macros

- `#define CURS_UP 0x4800`
- `#define CURS_DOWN 0x5000`
- `#define CURS_LEFT 0x4B00`
- `#define CURS_RIGHT 0x4D00`
- `#define ESC_KEY 0x001B`
- `#define ENTER_KEY 0x000D`
- `#define PAGE_UP 0x4900`
- `#define PAGE_DOWN 0x5100`
- `#define JUNK_KEY 1`
- `#define TERMINATE_KEY 0x7FFF`

### Functions

- `void flush_getkey_queue (void)`
- `UINT16 read_getkey_queue (void)`
- `UINT16 echo_key (void)`
- `UINT16 getkey (void)`
- `UINT32 getkey_with_mod (UINT16 *unicode)`
- `INT16 escape_pressed (void)`
- `INT16 break_pressed (void)`
- `void terminal_break (INT16 assert)`

#### 25.5.1 Detailed Description

#### 25.5.2 Macro Definition Documentation

##### 25.5.2.1 `#define CURS_DOWN 0x5000`

Cursor down key.

##### 25.5.2.2 `#define CURS_LEFT 0x4B00`

Cursor left key.

##### 25.5.2.3 `#define CURS_RIGHT 0x4D00`

Cursor right key.

##### 25.5.2.4 `#define CURS_UP 0x4800`

Cursor up key.

#### 25.5.2.5 `#define ENTER_KEY 0x000D`

Return key.

#### 25.5.2.6 `#define ESC_KEY 0x001B`

Escape key.

#### 25.5.2.7 `#define JUNK_KEY 1`

Junk key to indicate untranslatable key.

#### 25.5.2.8 `#define PAGE_DOWN 0x5100`

Page down key.

#### 25.5.2.9 `#define PAGE_UP 0x4900`

Page up key.

#### 25.5.2.10 `#define TERMINATE_KEY 0x7FFF`

Returned by `getkey` if program should exit.

### 25.5.3 Function Documentation

#### 25.5.3.1 `INT16 break_pressed ( void )`

Tests if the program is being interrupted. You should break out of loops immediately if this function does not return 0, if `getkey()` return `TERMINATE_KEY`, or if `eyelink_is_connected()` returns 0.

##### Returns

1 if CTRL-C is pressed, `terminal_break()` was called, or the program has been terminated with ALT-F4; 0 otherwise.

##### Example:

```
// This program illustrates the use of break_pressed() and escape_pressed()
#include <eyelink.h>

// reset keys and buttons from tracker
eyelink_flush_keybuttons(0);

// Trial loop: till timeout or response
while(1)
{
    // Checks if recording aborted
    if((error=check_recording())!=0) return error;
```

```
// check for program termination or ALT-F4 or CTRL-C keys
if(break_pressed())
return ABORT_EXPT;

// check for local ESC key to abort trial (useful in debugging)
if(escape_pressed())
return SKIP_TRIAL;

...
// Other code for display update, trial terminating, etc.
}
```

### See Also

[echo\\_key\(\)](#), [escape\\_pressed\(\)](#) and [getkey\(\)](#)

#### 25.5.3.2 UINT16 echo\_key( void )

Checks for Windows keystroke events and dispatches messages; similar to [getkey\(\)](#), but also sends keystroke to tracker.

### Returns

0 if no key pressed, else key code.

TERMINATE\_KEY if CTRL-C held down or program has been terminated.

### Example:

```
// This program illustrates the use of echo_key(), if you want to write your
// own code for do_tracker_setup routine
#include <eyelink.h>

// Resets keys and buttons from tracker
eyelink_flush_keybutton();
// dump any accumulated key presses
while(getkey());

// If we make sure that we are in set-up mode
while(eyelink_current_mode() & IN_SETUP_MODE)
{
    int i = eyelink_current_mode();

    // calibrate, validate, etc: show targets
    if(i & IN_TARGET_MODE)
    {
        ...
        // Code here for displaying and updating calibration target
        // If using Windows library, call target_mode_display();
    }
    else if(i & IN_IMAGE_MODE)
    {
        ...
        // Code here for showing the camera image
        // If using Windows library, call target_mode_display();
    }

    // If we allow local tracker control, echo to tracker for remote control
    echo_key();
}
```

**See Also**

[eyelink\\_read\\_keybutton\(\)](#), [eyelink\\_send\\_keybutton\(\)](#) and [getkey\(\)](#)

**25.5.3.3 INT16 escape\_pressed ( void )**

This function tests if the 'ESC' key is held down, and is usually used to break out of nested loops. This does not allow processing of Windows messages, unlike [getkey\(\)](#).

**Returns**

1 if 'ESC' key held down; 0 if not.

**Example:** See [break\\_pressed\(\)](#)

**See Also**

[break\\_pressed\(\)](#), [getkey\(\)](#) and [echo\\_key\(\)](#)

**25.5.3.4 void flush\_getkey\_queue ( void )**

Initializes the key queue used by [getkey\(\)](#). This should be called at the start of your program. It may be called at any time to get rid any of old keys from the queue.

**Example:**

```
// This program illustrates the use of flush_getkey_queue()

#include <eyelink.h>

// Sets the EyeLink host address, if tracker IP address is different
// from the default "100.1.1.1"
if (set_eyelink_address("100.1.1.7"))
    return -1;

// Initializes EyeLink library, and opens connection to the tracker
if(open_eyelink_connection(0))
    return -1;

flush_getkey_queue(); // initialize getkey() system

...
// Code for the setup, recording, and cleanups
close_eyelink_connection(); // disconnect from tracker
```

**See Also**

[read\\_getkey\\_queue\(\)](#)

25.5.3.5 UINT16 `getkey ( void )`

A routine for checking for Windows keystroke events, and dispatching Windows messages. If no key is pressed or waiting, it returns 0. For a standard ASCII key, a value from 31 to 127 is returned. For extended keys, a special key value is returned. If the program has been terminated by ALT-F4 or a call to `terminal_break()`, or the "Ctrl" and "C" keys are held down, the value `TERMINATE_KEY` is returned. The value `JUNK_KEY` (1) is returned if a non-translatable key is pressed.

## Remarks

Warning: This function processes and dispatches any waiting messages. This will allow Windows to perform disk access and negates the purpose of realtime mode. Usually these delays will be only a few milliseconds, but delays over 20 milliseconds have been observed. You may wish to call `escape_pressed()` or `break_pressed()` in recording loops instead of `getkey()` if timing is critical, for example in a gaze-contingent display. Some useful keys are defined in `core_expt.h`, as:

- `CURS_UP` 0x4800
- `CURS_DOWN` 0x5000
- `CURS_LEFT` 0x4B00
- `CURS_RIGHT` 0x4D00
- `ESC_KEY` 0x001B
- `ENTER_KEY` 0x000D
- `TERMINATE_KEY` 0x7FFF
- `JUNK_KEY` 0x0001

## Returns

0 if no key pressed, else key code.  
`TERMINATE_KEY` if CTRL-C held down or program has been terminated.

## Example:

```
// This program illustrates the use of getkey()

#include <eyelink.h>
UINT32 delay_time = 5000L; // Set the maximum wait time

// flushes any waiting keys or buttons
eyelink_flush_keybuttons(0);

delay_time += current_msec();
while(1)
{
    // Waitkey times out
    if(current_time() > delay_time)
    {
        eyemsg_printf("WAITKEY TIMEOUT");
        break;
    }
    key = getkey();
    if(key) // If key press occurs
    {
        // Is this printable key?
        if(key < 256 && isprint(key))
            eyemsg_printf("WAITKEY '%c'", key);
        else
            eyemsg_printf("WAITKEY 0x%04X", key);
        break;
    }
}
```

**See Also**

[break\\_pressed\(\)](#), [echo\\_key\(\)](#), [escape\\_pressed\(\)](#), [eyelink\\_flush\\_keybuttons\(\)](#) and [eyelink\\_send\\_keybutton\(\)](#)

**25.5.3.6 UINT32 [getkey\\_with\\_mod](#) ( UINT16 \* *unicode* )**

Same as [getkey](#) except it returns the modifier and the key pressed. It returns a 32 bit unsigned integer. The first 16 bits are reserved for the modifier and the last 16 bits are reserved for the key values. If there are no modifiers present, the return value of this is the same as [getkey\(\)](#). If non null pointer passed in for unicode, the translated key value will be set if a key is present.

**25.5.3.7 UINT16 [read\\_getkey\\_queue](#) ( void )**

Reads keys from the key queue. It is similar to [getkey\(\)](#), but does not process Windows messages. This can be used to build key-message handlers in languages other than C.

**Remarks**

These functions are intended to support languages other than C or C++.

**Returns**

0 if no key pressed.  
 JUNK\_KEY (1) if untranslatable key.  
 TERMINATE\_KEY (0x7FFF) if CTRL-C is pressed, [terminal\\_break\(\)](#) was called, or the program has been terminated with ALT-F4.  
 else, code of key if any key pressed.

**See Also**

[flush\\_getkey\\_queue\(\)](#)

**25.5.3.8 void [terminal\\_break](#) ( INT16 *assert* )**

This function can be called in an event handler to signal that the program is terminating. Calling this function with an argument of 1 will cause [break\\_pressed\(\)](#) to return 1, and [getkey\(\)](#) to return TERMINATE\_KEY. These functions can be re-enabled by calling [terminal\\_break\(\)](#) with an argument of 0.

**Parameters**

<i>assert</i>	1 to signal a program break, 0 to reset break.
---------------	--

**Example:**



```
// The following code illustrates the use of terminal_break(). This would
// usually be called
// from a message or event handler (see the w32_demo_window.c module) for a
// complete example.

#include <eyelink.h>

switch (message)
{
case WM_CLOSE:          // If ALT-F4 pressed, force program to close
    PostQuitMessage(0);
    terminal_break(1); // break out of loops
    break;

case WM_DESTROY:        // Window being closed by ALT-F4
    PostQuitMessage( 0 );
    ...
    // Code here for graphics cleaning up
    terminal_break(1); // break out of loops
    break;

case WM_QUIT:           // Needs to break out of any loops
    terminal_break(1);
    break;
    ...
    // Other windows messages and events
}
```

#### See Also

[break\\_pressed\(\)](#) and [getkey\(\)](#)

## 25.6 Data file utilities

### Macros

- `#define BAD_FILENAME -2222`
- `#define BAD_ARGUMENT -2223`
- `#define receive_data_file receive_data_file_dialog`

### Functions

- INT16 `eyelink_request_file_read` (const char FARTYPE \*src)
- INT16 `eyelink_get_file_block` (void FARTYPE \*buf, INT32 FARTYPE \*offset)
- INT16 `eyelink_request_file_block` (UINT32 offset)
- INT16 `eyelink_end_file_transfer` (void)
- INT32 `receive_data_file` (const char \*src, const char \*dest, INT16 dest\_is\_path)
- INT32 `receive_data_file_feedback` (const char \*src, const char \*dest, INT16 dest\_is\_path, void(\*progress)(unsigned int size, unsigned int received))
- INT32 `send_data_file_feedback` (char \*src, char \*dest, INT16 dest\_is\_path, void(\*progress)(unsigned int size, unsigned int received))
- INT16 `open_data_file` (char \*name)
- INT16 `close_data_file` (void)
- void `splice_fname` (const char \*fname, const char \*path, char \*ffname)
- int `check_filename_characters` (const char \*name)
- int `file_exists` (const char \*path)
- int `create_path` (const char \*path, INT16 create, INT16 is\_dir)
- INT32 `receive_data_file_dialog` (char \*src, char \*dest, INT16 dest\_is\_path)

#### 25.6.1 Detailed Description

#### 25.6.2 Macro Definition Documentation

##### 25.6.2.1 `#define BAD_ARGUMENT -2223`

Invalid argument

##### 25.6.2.2 `#define BAD_FILENAME -2222`

Bad file name

##### 25.6.2.3 `#define receive_data_file receive_data_file_dialog`

This macro is introduced so that the old eyelink projects compiled against new libraries, the file transfer behaves the same as the old `receive_data_file` in win32 platform See `receive_data_file_dialog()`

### 25.6.3 Function Documentation

#### 25.6.3.1 `int check_filename_characters ( const char * name )`

Checks file name for legality.

Attempts to ensure cross-platform for viewer. No spaces allowed as this interferes with messages. Assume viewer will translate forward/backward slash. Windows: don't allow <>:"/| Also, device names, such as aux, con, lpt1, and prn are not allowed in windows. forward slashes is missed.

#### 25.6.3.2 `INT16 close_data_file ( void )`

Closes any open EDF file.

##### Returns

Returns 0 if success, else error code.

#### 25.6.3.3 `int create_path ( const char * path, INT16 create, INT16 is_dir )`

Checks if path exists. Will create directory if 'create'. Creates directory from last name in 'path', unless ends with '\ ' or 'is\_dir' nonzero. Otherwise, last item is assumed to be filename and is dropped.

##### Returns

0 if exists, 1 if created, -1 if failed.

#### 25.6.3.4 `INT16 eyelink_end_file_transfer ( void )`

Aborts send of file.

##### Returns

0 if OK, else send error.

##### Remarks

Internal function. use [receive\\_data\\_file\(\)](#)

#### 25.6.3.5 `INT16 eyelink_get_file_block ( void FARTYPE * buf, INT32 FARTYPE * offset )`

Get next block of file. If <offset> is not NULL, will be filled with block-start offset in file.

##### Returns

negative if error, NO\_REPLY if waiting for packet, else block size (0..512). size is < 512 (can be 0) if at EOF.

##### Remarks

Internal function. use [receive\\_data\\_file\(\)](#)

**25.6.3.6 INT16 eyelink\_request\_file\_block ( UINT32 offset )**

Ask for next block of file, reads from <offset>.

**Remarks**

Internal function. use [receive\\_data\\_file\(\)](#)

**25.6.3.7 INT16 eyelink\_request\_file\_read ( const char FARTYPE \* src )**

Request send of file "src". If "", gets last data file.

**Returns**

0 if OK, else send error.

**Remarks**

Internal function. use [receive\\_data\\_file\(\)](#)

**25.6.3.8 int file\_exists ( const char \* path )**

Checks if file and/or path exists.

**Returns**

0 if does not exist, 1 if exists, -1 if cannot overwrite.

**25.6.3.9 INT16 open\_data\_file ( char \* name )**

Opens an EDF file, closes any existing file.

**Parameters**

<i>name</i>	Name of data file, which can only use letters (uppercase and lowercase), numbers (0-9), and underscore (appears from 2nd place). The base file name should not exceed 8 characters; the name extension can only be .edf.
-------------	--

**Returns**

Returns 0 if success, else error code.

**25.6.3.10 INT32 receive\_data\_file ( const char \* src, const char \* dest, INT16 dest\_is\_path )**

This receives a data file from the EyeLink tracker PC.

**Parameters**

in	<i>src</i>	Name of eye tracker file (including extension). If "" (empty string), asks tracker for name of last opened data file.
in	<i>dest</i>	Name of local file to write to (including extension). This must be a valid file name or directory name.
in	<i>dest_is_path</i>	If nonzero, appends file name to <dest> as a directory path.

**Returns**

0 if file transfer was cancelled.  
 Size of file in bytes, if successful.  
 -1 if file size is negative.  
 -2 if cannot create local file.  
 -3 if file transfer was cancelled.  
 -4 if file transfer was aborted.  
 -5 if error occurred while writing file.  
 -6 if link was terminated.

**Example:** See `open_data_file()`

**See Also**

`close_data_file()` and `open_data_file()`

**Remarks**

If linked against `eyelink_exptkit20.lib` or `w32_dialogs.h` is included, the behaviour of this function is `receive_data_file_dialog()`.

The return value cannot exceed  $2^{32} - 1$  (see `INT_MAX` in `limits.h`). Data files that are larger than that can still be transferred successfully, although the return value will be capped. If the return value is  $2^{32} - 1$  then it is necessary to manually check the size of the transferred data file.

**25.6.3.11 INT32 receive\_data\_file\_dialog ( char \* src, char \* dest, INT16 dest\_is\_path )**

This receives a data file from the EyeLink tracker PC with graphical progressbar. This function only available in Win32 platform.

**Parameters**

in	<i>src</i>	Name of eye tracker file (including extension). If "" (empty string), asks tracker for name of last opened data file.
in	<i>dest</i>	Name of local file to write to (including extension). If "" (empty string), prompts for file name.
in	<i>dest_is_path</i>	If nonzero, appends file name to <dest> as a directory path.

**Returns**

0 if file transfer was cancelled.  
 Size of file if successful.  
`FILE_CANT_OPEN` if no such file.  
`FILE_XFER_ABORTED` if data error.

**See Also**

`receive_data_file()`

### 25.6.3.12 INT32 `receive_data_file_feedback` ( `const char * src`, `const char * dest`, INT16 `dest_is_path`, `void(*)`(unsigned int size, unsigned int received) `progress` )

This receives a data file from the EyeLink tracker PC. Exact same as `receive_data_file()`. except the feedback parameters can be used for showing what is the full size of the edf file and how much is received so far. This function is currently used internally only.

#### Parameters

in	<i>src</i>	Name of eye tracker file (including extension). If "" (empty string), asks tracker for name of last opened data file.
in	<i>dest</i>	Name of local file to write to (including extension). This must be a valid file name or directory name.
in	<i>dest_is_path</i>	If nonzero, appends file name to <dest> as a directory path.
in	<i>progress</i>	A function pointer, that takes size and received size integers. This allows, one to display progress bar on edf file transfer.

#### Returns

0 if file transfer was cancelled.  
 Size of file if successful.  
 -1 if file size is negative.  
 -2 if cannot create local file. -3 if file transfer was cancelled -4 if file transfer was aborted -5 if error occurred while writing file -6 if link was terminated

#### See Also

`receive_data_file`, `close_data_file()` and `open_data_file()`

### 25.6.3.13 INT32 `send_data_file_feedback` ( `char * src`, `char * dest`, INT16 `dest_is_path`, `void(*)`(unsigned int size, unsigned int received) `progress` )

This function sends a file to the Eyelink tracker. Source destination file name should be given. Using this function, an image or video can be uploaded from the display PC to the host Tracker PC. The image can later be used as a Gaze Cursor Backdrop via a call to `eyelink_send_command()`.

#### Parameters

<i>src</i>	Name of local file (including extension).
<i>dest</i>	Name of eye tracker file to write to (including extension).
<i>dest_is_path</i>	If nonzero, appends file name to <dest> as a directory path.
<i>progress</i>	A function pointer, that takes size and received size integers. This allows, one to display progress bar on file transfer.

#### Returns

Returns size of file if transferred file size is equal to the real file size.  
 -1 if fail to connect tracker ftpd.  
 -2 if fail to open file.  
 -4 if fail to receive reply from tracker ftpd.  
 -5 if transferred file size is unequal to the real file size.

**25.6.3.14 void splice\_fname ( const char \* *fname*, const char \* *path*, char \* *ffname* )**

Splice 'path' to 'fname', store in 'ffname'. Tries to create valid concatenation. If 'fname' starts with '\', just adds drive from 'path'. If 'fname' contains drive specifier, it is not changed.

## 25.7 Application/Thread priority control

### Functions

- INT32 [set\\_application\\_priority](#) (INT32 priority)
- void [begin\\_realtime\\_mode](#) (UINT32 delay)
- void [end\\_realtime\\_mode](#) (void)
- void [set\\_high\\_priority](#) (void)
- void [set\\_normal\\_priority](#) (void)
- INT32 [in\\_realtime\\_mode](#) (void)

### 25.7.1 Detailed Description

### 25.7.2 Function Documentation

#### 25.7.2.1 void [begin\\_realtime\\_mode](#) ( *UINT32 delay* )

Sets the application priority and cleans up pending Windows activity to place the application in realtime mode. This could take up to 100 milliseconds, depending on the operation system, to set the application priority. Use the `\c <delay>` value to set the minimum time this function takes, so that this function can act as a useful delay.

### Remarks

Under Windows Vista and later, the application need to be run as "Run as Administrator" to get realtime priorities.

Under Linux, the application need to be run as root to get realtime priorities.

@param delay Minimum delay in milliseconds (should be about 100).

\b Example:

```
<pre>
```

```
@code
```

```
// This program shows the use of begin_realtime_mode() and end_realtime_mode()
#include <eyelink.h>
```

```
int error;
```

```
// Start data recording to EDF file, BEFORE DISPLAYING STIMULUS
error = start_recording(1,1,1,1);
if(error != 0) return error;    // return error code if failed
```

```
// Records for 100 msec before displaying stimulus
// Sets up for realtime execution (minimum delays)
begin_realtime_mode(100);
```

```
...
// Code for drawing, updating display and process trial loop
// including timing, key or button response handling
```

```
// Exits realtime execution mode
end_realtime_mode();
```

```
...
// Code for trial clean up and exiting
\endcode
</pre>
```

```
\sa \c end_realtime_mode()
```



### 25.7.2.2 void end\_realtime\_mode ( void )

Returns the application to a priority slightly above normal, to end realtime mode. This function should execute rapidly, but there is the possibility that Windows will allow other tasks to run after this call, causing delays of 1-20 milliseconds.

#### Remarks

Warning: This function has little or no effect under Windows 95/98/Me.

**Example:** See `begin_realtime_mode()`

#### See Also

`begin_realtime_mode()`

### 25.7.2.3 INT32 in\_realtime\_mode ( void )

returns whether the current mode is real-time.

#### Returns

1 if in realtime mode, else 0.

### 25.7.2.4 INT32 set\_application\_priority ( INT32 priority )

Changes the multitasking priority of current application Using `THREAD_PRIORITY_ABOVE_NORMAL` may reduce latency Reset priority with `THREAD_PRIORITY_NORMAL` Too high priority will stop the link from functioning!

### 25.7.2.5 void set\_high\_priority ( void )

Raise application priority. May interfere with other applications.

### 25.7.2.6 void set\_normal\_priority ( void )

Sets application priority to system normal

## 25.8 Graphics display options

### Data Structures

- struct [EYECOLOR](#)  
*Represents an RGB color.*
- struct [EYEPALETTE](#)  
*Represents a palette index.*
- struct [EYEPIXELFORMAT](#)  
*Represents pixel format of an image or surface.*
- struct [EYEBITMAP](#)  
*Represents a bitmap image.*
- struct [KeyInput](#)  
*Keyboard input event structure.*
- struct [MouseMotionEvent](#)  
*Mouse motion event structure (For future)*
- struct [MouseButtonEvent](#)  
*Mouse button event structure (For future)*
- union [InputEvent](#)  
*Union of all input types.*
- struct [HOOKFCNS](#)  
*Structure used set and get callback functions.*
- struct [HOOKFCNS2](#)  
*Structure used set and get callback functions.*
- struct [\\_CrossHairInfo](#)  
*Structure to hold cross hair information.*

### Macros

- #define [KEYINPUT\\_EVENT](#) 0x1
- #define [MOUSE\\_INPUT\\_EVENT](#) 0x4
- #define [MOUSE\\_MOTION\\_INPUT\\_EVENT](#) 0x5
- #define [MOUSE\\_BUTTON\\_INPUT\\_EVENT](#) 0x6
- #define [ELKMOD\\_NONE](#) 0x0000
- #define [ELKMOD\\_LSHIFT](#) 0x0001
- #define [ELKMOD\\_RSHIFT](#) 0x0002
- #define [ELKMOD\\_LCTRL](#) 0x0040
- #define [ELKMOD\\_RCTRL](#) 0x0080
- #define [ELKMOD\\_LALT](#) 0x0100
- #define [ELKMOD\\_RALT](#) 0x0200
- #define [ELKMOD\\_LMETA](#) 0x0400
- #define [ELKMOD\\_RMETA](#) 0x0800
- #define [ELKMOD\\_NUM](#) 0x1000
- #define [ELKMOD\\_CAPS](#) 0x2000
- #define [ELKMOD\\_MODE](#) 0x4000
- #define [CR\\_HAIR\\_COLOR](#) 1
- #define [PUPIL\\_HAIR\\_COLOR](#) 2
- #define [PUPIL\\_BOX\\_COLOR](#) 3
- #define [SEARCH\\_LIMIT\\_BOX\\_COLOR](#) 4
- #define [MOUSE\\_CURSOR\\_COLOR](#) 5

## Typedefs

- typedef enum [\\_EL\\_CAL\\_BEEP](#) [EL\\_CAL\\_BEEP](#)

*Enum used for calibration beeps.*

## Enumerations

- enum **IMAGETYPE** {  
    **JPEG, PNG, GIF, BMP,**  
    **XPM }**
- enum [\\_EL\\_CAL\\_BEEP](#) {  
    [EL\\_DC\\_DONE\\_ERR\\_BEEP](#) = -2, [EL\\_CAL\\_DONE\\_ERR\\_BEEP](#) = -1, [EL\\_CAL\\_DONE\\_GOOD\\_-](#)  
    [BEEP](#) = 0, [EL\\_CAL\\_TARG\\_BEEP](#) = 1,  
    [EL\\_DC\\_DONE\\_GOOD\\_BEEP](#) = 2, [EL\\_DC\\_TARG\\_BEEP](#) = 3 }

*Enum used for calibration beeps.*

## Functions

- INT16 [target\\_mode\\_display](#) (void)
- INT16 [image\\_mode\\_display](#) (void)
- void [setup\\_graphic\\_hook\\_functions](#) ([HOOKFCNS](#) \*hooks)
- [HOOKFCNS](#) \* [get\\_all\\_hook\\_functions](#) (void)
- INT16 [setup\\_graphic\\_hook\\_functions\\_V2](#) ([HOOKFCNS2](#) \*hooks)
- [HOOKFCNS2](#) \* [get\\_all\\_hook\\_functions\\_V2](#) (void)
- int [get\\_image\\_xhair\\_data](#) (INT16 x[4], INT16 y[4], INT16 \*xhairs\_on)
- INT32 [eyelink\\_draw\\_cross\\_hair](#) ([CrossHairInfo](#) \*chi)

### 25.8.1 Detailed Description

### 25.8.2 Macro Definition Documentation

#### 25.8.2.1 #define ELKMOD\_CAPS 0x2000

Modifier for [KeyInput.modifier](#); Cap lock key

#### 25.8.2.2 #define ELKMOD\_LALT 0x0100

Modifier for [KeyInput.modifier](#); Left Alt

#### 25.8.2.3 #define ELKMOD\_LCTRL 0x0040

Modifier for [KeyInput.modifier](#); left control

#### 25.8.2.4 #define ELKMOD\_LMETA 0x0400

Modifier for [KeyInput.modifier](#); Left Meta

**25.8.2.5 #define ELKMOD\_LSHIFT 0x0001**

Modifier for [KeyInput.modifier](#); Left shift

**25.8.2.6 #define ELKMOD\_MODE 0x4000**

Modifier for [KeyInput.modifier](#); Mode key

**25.8.2.7 #define ELKMOD\_NONE 0x0000**

Modifier for [KeyInput.modifier](#); No modifier present

**25.8.2.8 #define ELKMOD\_NUM 0x1000**

Modifier for [KeyInput.modifier](#); Number lock key

**25.8.2.9 #define ELKMOD\_RALT 0x0200**

Modifier for [KeyInput.modifier](#); Right alt

**25.8.2.10 #define ELKMOD\_RCTRL 0x0080**

Modifier for [KeyInput.modifier](#); Right control

**25.8.2.11 #define ELKMOD\_RMETA 0x0800**

Modifier for [KeyInput.modifier](#); Right Meta

**25.8.2.12 #define ELKMOD\_RSHIFT 0x0002**

Modifier for [KeyInput.modifier](#); Right shift

**25.8.2.13 #define KEYINPUT\_EVENT 0x1**

set to [InputEvent.type](#) to notify keyboard input event

**25.8.2.14 #define MOUSE\_BUTTON\_INPUT\_EVENT 0x6**

set [InputEvent.type](#) to notify mouse button input event.

**Remarks**

For future use.

**25.8.2.15 #define MOUSE\_INPUT\_EVENT 0x4**

set InputEvent.type to notify mouse input event

**Remarks**

For future use.

**25.8.2.16 #define MOUSE\_MOTION\_INPUT\_EVENT 0x5**

set InputEvent.type to notify mouse motion input event

**Remarks**

For future use.

**25.8.3 Enumeration Type Documentation****25.8.3.1 enum \_EL\_CAL\_BEEP**

Enum used for calibration beeps.

**Enumerator:**

***EL\_DC\_DONE\_ERR\_BEEP*** Drift Correct Done error beep  
***EL\_CAL\_DONE\_ERR\_BEEP*** Calibration Done error beep  
***EL\_CAL\_DONE\_GOOD\_BEEP*** Calibration Done correct beep  
***EL\_CAL\_TARG\_BEEP*** Calibration target present beep  
***EL\_DC\_DONE\_GOOD\_BEEP*** Drift Correct Done correct beep  
***EL\_DC\_TARG\_BEEP*** Drift Correct target present beep

**25.8.4 Function Documentation****25.8.4.1 INT32 eyelink\_draw\_cross\_hair ( CrossHairInfo \* *chi* )**

Convenient function to draw cross hair on camera image. It is very tedious to draw and maintain cross hair drawing. This is due to evolving eyelink camera image protocol and the introduction of newer trackers and still single library handle all eyelink trackers. `eyelink_draw_cross_hair` fixes this issue by allowing the drawing function to draw to the device contexts and does all magic of extracting cursor info from the tracker.

`eyelink_draw_cross_hair` calls `drawLine()`, `drawEllipse()` and `getMouseState()` to draw the cross hair. `eyelink_draw_cross_hair` expects both width(w) and height(h) are correct and the function pointers to `drawLine`, `drawEllipse` and `getMouseState` are not NULL.

**Parameters**

<i>in</i>	<i>chi</i>	initialized CrossHairInfo structure.
-----------	------------	--------------------------------------

#### 25.8.4.2 HOOKFCNS\* `get_all_hook_functions ( void )`

Returns a pointer to [HOOKFCNS](#), with values that are set by [setup\\_graphic\\_hook\\_functions\(\)](#).

This function with combination of [setup\\_graphic\\_hook\\_functions](#) can be used to over-ride an existing hook function.

#### 25.8.4.3 HOOKFCNS2\* `get_all_hook_functions_V2 ( void )`

Returns a pointer to [HOOKFCNS2](#), with values that are set by [setup\\_graphic\\_hook\\_functions\\_V2\(\)](#).

This function with combination of [setup\\_graphic\\_hook\\_functions](#) can be used to over-ride an existing hook function.

#### 25.8.4.4 `int get_image_xhair_data ( INT16 x[4], INT16 y[4], INT16 * xhairs_on )`

Value is image coord scaled so l,t=0, r,b=8192 Values may be negative or beyond image limits Value is 0x8000 in X (or L) field if crosshair is not to be drawn Head camera: indexes 0..3 are markers Eye camera: Index 0 is pupil center Index 1 is CR center Index 2 is pupil-limit box left, top Index 3 is pupil-limit box right, bottom

##### Parameters

<i>xhairs_on</i>	Set to indicate if xhairs enabled on display (may be NULL).
<i>x</i>	array of 4 to be filled to return x data
<i>y</i>	array of 4 to be filled to return y data

##### Returns

Channel number (1 = left, 2 = head, 3 = right).

#### 25.8.4.5 `INT16 image_mode_display ( void )`

This handles display of the EyeLink camera images. While in imaging mode, it continuously requests and displays the current camera image. It also displays the camera name and threshold setting. Keys on the subject PC keyboard are sent to the tracker, so the experimenter can use it during setup. It will exit when the tracker leaves imaging mode or disconnects.

##### Returns

0 if OK, `TERMINATE_KEY` if pressed, -1 if disconnect.

##### Remarks

This function not normally used externally. If you need camera setup use [do\\_tracker\\_setup\(\)](#) or if you need drift correction use [do\\_drift\\_correct\(\)](#)

**25.8.4.6 void setup\_graphic\_hook\_functions ( HOOKFCNS \* hooks )**

Primary function to setup display graphics hook functions.

**Example:**

```
INT16 ELCALLTYPE init_expt_graphics(HWND hwnd, DISPLAYINFO
    *info)
{
    HOOKFCNS fcns;
    memset(&fcns,0,sizeof(fcns));
    fcns.setup_cal_display_hook = setup_cal_display
    ;
    fcns.exit_cal_display_hook = exit_cal_display
    ;
    fcns.record_abort_hide_hook = record_abort_hide;
    fcns.setup_image_display_hook = setup_image_display
    ;
    fcns.image_title_hook      = image_title;
    fcns.draw_image_line_hook  = draw_image_line
    ;
    fcns.set_image_palette_hook = set_image_palette
    ;
    fcns.exit_image_display_hook= exit_image_display
    ;
    fcns.clear_cal_display_hook = clear_cal_display
    ;
    fcns.erase_cal_target_hook = erase_cal_target
    ;
    fcns.draw_cal_target_hook  = draw_cal_target
    ;
    fcns.cal_target_beep_hook  = cal_target_beep
    ;
    fcns.cal_done_beep_hook    = cal_done_beep;
    fcns.dc_done_beep_hook     = dc_done_beep;
    fcns.dc_target_beep_hook   = dc_target_beep
    ;
    fcns.get_input_key_hook    = get_input_key;
    fcns.alert_printf_hook     = alert_printf_hook;

    setup_graphic_hook_functions(&fcns);

    return 0;
}
```

**25.8.4.7 INT16 setup\_graphic\_hook\_functions\_V2 ( HOOKFCNS2 \* hooks )**

Primary function to setup display graphics hook functions of the second revision of the interface. One of the major difference between this and setup\_graphic\_hook\_functions is, this has fewer functions to implement also, takes extra parameters like the major and minor versions for future enhancements.

**Example:**

```
INT16 ELCALLTYPE init_expt_graphics(HWND hwnd, DISPLAYINFO
    *info)
{
    HOOKFCNS2 fcns;
    memset(&fcns,0,sizeof(fcns));
    fcns.major = 1;
```

```
fcns.minor = 0;
fcns.userData = ts;

// cam image
fcns.draw_image = draw_image;
fcns.exit_image_display_hook= exit_image_display
;
fcns.setup_image_display_hook = setup_image_display
;

fcns.setup_cal_display_hook = setup_cal_display
;
fcns.clear_cal_display_hook = clear_display;
fcns.erase_cal_target_hook = clear_display;
fcns.draw_cal_target_hook = draw_cal_target
;
fcns.image_title_hook = image_title;

fcns.get_input_key_hook = get_input_key;
fcns.alert_printf_hook = alert_printf_hook;
return setup_graphic_hook_functions_V2 (&fcns);
}
```

#### 25.8.4.8 INT16 target\_mode\_display ( void )

This function needs some "helper" graphics to clear the screen and draw the fixation targets. Since C graphics are compiler-dependent, these are found in other C source files.

While tracker is in any mode with fixation targets. Reproduce targets tracker needs. (if local\_trigger) Local Spacebar acts as trigger. (if local\_control) Local keys echoes to tracker.

#### Returns

0 if OK, 27 if aborted, TERMINATE\_KEY if pressed.



## 25.9 Extract extended data from samples and events

### Functions

- INT32 [eyelink\\_initialize\\_mapping](#) (float left, float top, float right, float bottom)
- INT32 [eyelink\\_href\\_to\\_gaze](#) (float \*xp, float \*yp, FSAMPLE \*sample)
- INT32 [eyelink\\_gaze\\_to\\_href](#) (float \*xp, float \*yp, FSAMPLE \*sample)
- float [eyelink\\_href\\_angle](#) (float x1, float y1, float x2, float y2)
- void [eyelink\\_href\\_resolution](#) (float x, float y, float \*xres, float \*yres)

### 25.9.1 Detailed Description

### 25.9.2 Function Documentation

#### 25.9.2.1 INT32 [eyelink\\_gaze\\_to\\_href](#) ( float \* xp, float \* yp, FSAMPLE \* sample )

Apply gaze->href to point (xp, yp). This function requires HREFPT data in [FSAMPLE](#). The function [eyelink\\_initialize\\_mapping\(\)](#) should be called before calling this function.

#### Parameters

<i>xp</i>	X point to apply gaze->href.
<i>yp</i>	Y point to apply gaze->href.
<i>sample</i>	Sample.

#### Returns

0 if OK, -1 if there is a math error, -2 if the tracker does not support this operation.

#### 25.9.2.2 float [eyelink\\_href\\_angle](#) ( float x1, float y1, float x2, float y2 )

Convenient function to calculate the href angle.

#### Parameters

<i>x1</i>	Point 1 x.
<i>y1</i>	Point 1 y.
<i>x2</i>	Point 2 x.
<i>y2</i>	Point 2 y.

#### 25.9.2.3 void [eyelink\\_href\\_resolution](#) ( float x, float y, float \* xres, float \* yres )

Convenient function to calculate the href resolution.

**Parameters**

<i>x</i>	X value of point.
<i>y</i>	Y value of point.
<i>xres</i>	Pointer to return the x resolution.
<i>yres</i>	Pointer to return the y resolution.

**25.9.2.4 INT32 `eyelink_href_to_gaze` ( float \* *xp*, float \* *yp*, FSAMPLE \* *sample* )**

Apply href->gaze to point (xp, yp). This function requires HREFPT data in [FSAMPLE](#). The function [eyelink\\_initialize\\_mapping\(\)](#) should be called before calling this function.

**Parameters**

<i>xp</i>	X point to apply href->gaze.
<i>yp</i>	Y point to apply href->gaze.
<i>sample</i>	Sample.

**Returns**

0 if OK, -1 if there is a math error, -2 if the tracker does not support this operation.

**25.9.2.5 INT32 `eyelink_initialize_mapping` ( float *left*, float *top*, float *right*, float *bottom* )**

Function to initialize the gaze to href and href to gaze mapping. This function should be called before calling [eyelink\\_href\\_to\\_gaze\(\)](#) or [eyelink\\_gaze\\_to\\_href\(\)](#).

**Parameters**

<i>left</i>	Left pixel value (normally 0).
<i>top</i>	Top pixel value (normally 0).
<i>right</i>	Right pixel value (width of the display).
<i>bottom</i>	Bottom pixel value (height of the display).

**Returns**

-1 if the tracker does not support the commands, href\_point\_eye set\_href\_point

## 25.10 Time stamped messages to log file

### Functions

- INT16 [timemsg\\_printf](#) (UINT32 t, char \*fmt,...)
- int [open\\_message\\_file](#) (char \*fname)
- void [close\\_message\\_file](#) (void)

### 25.10.1 Detailed Description

### 25.10.2 Function Documentation

#### 25.10.2.1 void close\_message\_file ( void )

Flush and close message file, opened by [open\\_message\\_file](#).

#### 25.10.2.2 int open\_message\_file ( char \* fname )

Creates message file, once open call to [timemsg\\_printf\(\)](#), will not send messages to tracker. Messages are kept in a queue if the application is in realtime mode, and written to disk on non real-time mode except when [close\\_message\\_file\(\)](#) is called while in real-time mode.

#### Parameters

<i>in</i>	<i>fname</i>	Message file name
-----------	--------------	-------------------

#### 25.10.2.3 INT16 timemsg\_printf ( UINT32 t, char \* fmt, ... )

Very similar to [eyemsg\\_printf](#), with the following features:

- Optionally write the timestamped message to file instead of sending over the link to tracker.
- Optional time of event.

#### Parameters

<i>t</i>	optional time of event (0 = NOW)
<i>fmt</i>	format messages

## 25.11 Online velocity and acceleration calculation

### Macros

- #define **FIVE\_SAMPLE\_MODEL** 1
- #define **NINE\_SAMPLE\_MODEL** 2
- #define **SEVENTEEN\_SAMPLE\_MODEL** 3
- #define **EL1000\_TRACKER\_MODEL** 4

### Functions

- int [eyelink\\_calculate\\_velocity\\_x\\_y](#) (int slen, float xvel[2], float yvel[2], [FSAMPLE](#) \*vel\_sample)
- int [eyelink\\_calculate\\_velocity](#) (int slen, float vel[2], [FSAMPLE](#) \*vel\_sample)
- int [eyelink\\_calculate\\_overallvelocity\\_and\\_acceleration](#) (int slen, float vel[2], float acc[2], [FSAMPLE](#) \*vel\_sample)

#### 25.11.1 Detailed Description

#### 25.11.2 Function Documentation

##### 25.11.2.1 int [eyelink\\_calculate\\_overallvelocity\\_and\\_acceleration](#) ( int slen, float vel[2], float acc[2], [FSAMPLE](#) \* vel\_sample )

Calculates overall velocity and acceleration for left and right eyes separately.

#### Parameters

in	<i>slen</i>	Sample model to use for velocity calculation. Acceptable models are <a href="#">FIVE_SAMPLE_MODEL</a> , <a href="#">NINE_SAMPLE_MODEL</a> , <a href="#">SEVENTEEN_SAMPLE_MODEL</a> and <a href="#">EL1000_TRACKER_MODEL</a> .
out	<i>vel</i>	A float array of 2 to fill in the calculated velocity results. Upon return of this function, vel[0] will contain overall velocity for left eye and vel[1] will contain overall velocity for right eye. If velocity cannot be calculated for any reason(eg. insufficient samples, no data) <a href="#">MISSING_DATA</a> is filled for the given velocity.
out	<i>acc</i>	A float array of 2 to fill in the calculated acceleration results. Upon return of this function, acc[0] will contain overall acceleration for left eye and acc[1] will contain overall acceleration for right eye. If acceleration cannot be calculated for any reason(eg. insufficient samples, no data) <a href="#">MISSING_DATA</a> is filled for the given acceleration.
out	<i>vel_sample</i>	Velocity for sample. Expects a <a href="#">FSAMPLE</a> structure to fill in the sample, the velocity is calculated for.

##### 25.11.2.2 int [eyelink\\_calculate\\_velocity](#) ( int slen, float vel[2], [FSAMPLE](#) \* vel\_sample )

Calculates overall velocity for left and right eyes separately.

**Parameters**

in	<i>slen</i>	Sample model to use for velocity calculation. Acceptable models are FIVE_SAMPLE_MODEL, NINE_SAMPLE_MODEL, SEVENTEEN_SAMPLE_MODEL and EL1000_TRACKER_MODEL.
out	<i>vel</i>	A float array of 2 to fill in the calculated results. Upon return of this function, vel[0] will contain overall velocity for left eye and vel[1] will contain overall velocity for right eye. If velocity cannot be calculated for any reason(eg. insufficient samples, no data) MISSING_DATA is filled for the given velocity.
out	<i>vel_sample</i>	Velocity for sample. Expects a <a href="#">FSAMPLE</a> structure to fill in the sample, the velocity is calculated for.

**25.11.2.3** `int eyelink_calculate_velocity_x_y ( int slen, float xvel[2], float yvel[2], FSAMPLE * vel_sample )`

Calculates left x velocity, left y velocity, right x velocity and right y velocity from queue of samples.

**Parameters**

in	<i>slen</i>	Sample model to use for velocity calculation. Acceptable models are FIVE_SAMPLE_MODEL, NINE_SAMPLE_MODEL, SEVENTEEN_SAMPLE_MODEL and EL1000_TRACKER_MODEL.
out	<i>xvel</i>	Left and right x velocity. Expects an array of 2 elements of floats. The array is filled with left and right velocity values. Upon return of this function xvel[0] contains the left x velocity data and xvel[1] contains right x velocity data. If velocity cannot be calculated for any reason(eg. insufficient samples, no data) MISSING_DATA is filled for the given velocity.
out	<i>yvel</i>	Left and right y velocity. Expects an array of 2 elements of floats. The array is filled with left and right velocity values. Upon return of this function yvel[0] contains the left y velocity data and xvel[1] contains right y velocity data. If velocity cannot be calculated for any reason(eg. insufficient samples, no data) MISSING_DATA is filled for the given velocity.
out	<i>vel_sample</i>	Velocity for sample. Expects a <a href="#">FSAMPLE</a> structure to fill in the sample, the velocity is calculated for.

**Example:**

```
#include <stdio.h>
#include <core_expt.h>

int main(int argc, char ** argv)
{
    if(open_eyelink_connection(0)) // connect to tracker
    {
        return -1;
    }

    eyecmd_printf("link_sample_data =
LEFT,RIGHT,GAZE,GAZERES,AREA,STATUS"); // tell the tracker to stuff the sample with
    if(start_recording(0,0,1,0)) // start recording failed.
    {
```

```
        close_eyelink_connection();
        return -1;
    }

    if(!eyelink_wait_for_block_start(100, 1, 0)) //
        wait for block start
    {
        stop_recording();
        close_eyelink_connection();
        return -1;
    }
    else
    {
        UINT32 st = current_time();
        while(current_time()-st<10000) // record for 10 seconds
        {
            FSAMPLE fs;
            float xvel[2];
            float yvel[2];
            if(check_recording()!=0)
            {
                close_eyelink_connection();
                return -4; // recording aborted.
            }
            eyelink_calculate_velocity_x_y(
                FIVE_SAMPLE_MODEL, xvel, yvel, &fs);
            printf("%lu %f %f %f %f\n", fs.time, xvel[0], yvel[0], xvel[1], yvel[1]);
            pump_delay(100); // we check the velocity every 100
            ms.
        }
        stop_recording();
        close_eyelink_connection();
        return 0;
    }
}
```

## 25.12 Utility function to save bitmaps

### Macros

- `#define BX_AVERAGE 0`
- `#define BX_DARKEN 1`
- `#define BX_LIGHTEN 2`
- `#define BX_MAXCONTRAST 4`
- `#define BX_NODITHER 8`
- `#define BX_GRAYSCALE 16`
- `#define BX_TXFILE 32`
- `#define BX_DOTTRANSFER 256`
- `#define SV_NOREPLACE 1`
- `#define SV_MAKEPATH 2`

### Functions

- `int el_bitmap_save_and_backdrop (EYEBITMAP *hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, const char *fname, const char *path, INT16 sv_options, INT16 xd, INT16 yd, UINT16 xferoptions)`
- `int el_bitmap_to_backdrop (EYEBITMAP *hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, INT16 xd, INT16 yd, UINT16 xferoptions)`
- `int el_bitmap_save (EYEBITMAP *hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, char *fname, char *path, INT16 sv_options)`
- `int set_write_image_hook (int(*hookfn)(char *outfilename, int format, EYEBITMAP *bitmap), int options)`

#### 25.12.1 Detailed Description

#### 25.12.2 Macro Definition Documentation

##### 25.12.2.1 `#define BX_AVERAGE 0`

Average combined pixels

##### 25.12.2.2 `#define BX_DARKEN 1`

Choose darkest (keep thin dark lines)

##### 25.12.2.3 `#define BX_DOTTRANSFER 256`

Send bitmap to host

##### 25.12.2.4 `#define BX_GRAYSCALE 16`

Gray scale

**25.12.2.5 #define BX\_LIGHTEN 2**

Choose darkest (keep thin white lines)

**25.12.2.6 #define BX\_MAXCONTRAST 4**

Stretch contrast to black->white

**25.12.2.7 #define BX\_NODITHER 8**

No dither, just quantize

**25.12.2.8 #define BX\_TXFILE 32**

Transfer and draw to host using tcp

**25.12.2.9 #define SV\_MAKEPATH 2**

make destination path if does not already exists

**25.12.2.10 #define SV\_NOREPLACE 1**

do not replace if the file already exists

**25.12.3 Function Documentation****25.12.3.1 int el\_bitmap\_save ( EYEBITMAP \* *hbm*, INT16 *xs*, INT16 *ys*, INT16 *width*, INT16 *height*, char \* *fname*, char \* *path*, INT16 *sv\_options* )**

This function saves the entire bitmap or selected part of a bitmap in an image file (with an extension of .png, .bmp, .jpg, or .tif). It creates the specified file if this file does not exist.

**Parameters**

<i>hbm</i>	Bitmap to save or transfer or both.
<i>xs</i>	X position.
<i>ys</i>	Y position.
<i>width</i>	Width.
<i>height</i>	Height.
<i>fname</i>	File name to save as. The extension decides the format of the file.
<i>path</i>	The directory to which the file will be written.
<i>sv_options</i>	If the file exists, it replaces the file unless SV_NOREPLACE is specified.



**Remarks**

This function relies on the writeImageHook set by call to [set\\_write\\_image\\_hook\(\)](#) to write the images in different formats. By default, if eyelink\_core\_graphics library is used, gd library is used to write the images and if eyelink\_gdi\_graphics is used FreeImage library is used to write the images. If neither one of them is used, call to this function does not write the images unless, [set\\_write\\_image\\_hook\(\)](#) is used to set the writeImageHook.

This function should not be called when timing is critical, as this might take very long to return.

**25.12.3.2** `int el_bitmap_save_and_backdrop ( EYEBITMAP * hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, const char * fname, const char * path, INT16 sv_options, INT16 xd, INT16 yd, UINT16 xferoptions )`

This function saves the entire bitmap as a .BMP, .JPG, .PNG, or .TIF file, and transfers the image to tracker as backdrop for gaze cursors.

**Parameters**

<i>hbm</i>	Bitmap to save or transfer or both.
<i>xs</i>	X position.
<i>ys</i>	Y position.
<i>width</i>	Width.
<i>height</i>	Height.
<i>fname</i>	File name to save as. The extension decides the format of the file.
<i>path</i>	The directory to which the file will be written.
<i>sv_options</i>	If the file exists, it replaces the file unless SV_NOREPLACE is specified.
<i>xd</i>	X position.
<i>yd</i>	Y position.
<i>xferoptions</i>	Transfer options set with bitwise OR of the following constants, determines how bitmap is processed: <ul style="list-style-type: none"> <li>• BX_AVERAGE Averaging combined pixels</li> <li>• BX_DARKEN Choosing darkest and keep thin dark lines.</li> <li>• BX_LIGHTEN Choosing darkest and keep thin white lines and control how bitmap size is reduced to fit tracker display.</li> <li>• BX_MAXCONTRAST Maximizes contrast for clearest image.</li> <li>• BX_NODITHER Disables the dithering of the image.</li> <li>• BX_GREYSCALE Converts the image to grayscale (grayscale works best for Eye-Link I, text, etc.).</li> </ul>

**See Also**

[el\\_bitmap\\_to\\_backdrop\(\)](#), [el\\_bitmap\\_save\(\)](#), [sdl\\_bitmap\\_to\\_backdrop\(\)](#), [sdl\\_bitmap\\_save\(\)](#), [sdl\\_bitmap\\_save\\_and\\_backdrop\(\)](#), [gdi\\_bitmap\\_to\\_backdrop\(\)](#), [gdi\\_bitmap\\_save\(\)](#), [gdi\\_bitmap\\_save\\_and\\_backdrop\(\)](#), [bitmap\\_save\(\)](#), and [bitmap\\_to\\_backdrop\(\)](#) for more information.

**Remarks**

This function relies on the writeImageHook set by call to [set\\_write\\_image\\_hook\(\)](#) to write the images in different formats. By default, if eyelink\_core\_graphics library is used, gd library is used to write the images and if eyelink\_gdi\_graphics is used FreeImage library is used to write the images. If neither one of them is used, call to this function does not write the images unless, [set\\_write\\_image\\_hook\(\)](#) is used to set the writeImageHook.

This function should not be called when timing is critical, as this might take very long to return.

### 25.12.3.3 `int el_bitmap_to_backdrop ( EYEBITMAP * hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, INT16 xd, INT16 yd, UINT16 xferoptions )`

This function transfers the bitmap to the tracker PC as backdrop for gaze cursors.

**Parameters**

<i>hbm</i>	Bitmap to save or transfer or both.
<i>xs</i>	X position.
<i>ys</i>	Y position.
<i>width</i>	Width.
<i>height</i>	Height.
<i>xd</i>	X position.
<i>yd</i>	Y position.
<i>xferoptions</i>	Transfer options set with bitwise OR of the following constants, determines how bitmap is processed: <ul style="list-style-type: none"> <li>• BX_AVERAGE Averaging combined pixels</li> <li>• BX_DARKEN Choosing darkest and keep thin dark lines.</li> <li>• BX_LIGHTEN Choosing darkest and keep thin white lines and control how bitmap size is reduced to fit tracker display.</li> <li>• BX_MAXCONTRAST Maximizes contrast for clearest image.</li> <li>• BX_NODITHER Disables the dithering of the image.</li> <li>• BX_GREYSCALE Converts the image to grayscale (grayscale works best for Eye-Link I, text, etc.).</li> </ul>

**See Also**

[sdl\\_bitmap\\_to\\_backdrop\(\)](#), [el\\_bitmap\\_save\\_and\\_backdrop\(\)](#), [sdl\\_bitmap\\_save\\_and\\_backdrop\(\)](#), [gdi\\_bitmap\\_to\\_backdrop\(\)](#), [gdi\\_bitmap\\_save\\_and\\_backdrop\(\)](#), and [bitmap\\_to\\_backdrop\(\)](#) for more information.

**Remarks**

This function should not be called when timing is critical, as this might take very long to return.

### 25.12.3.4 `int set_write_image_hook ( int(*)(char *outfilename, int format, EYEBITMAP *bitmap) hookfn, int options )`

Use this function to set function pointer, so that the call to `el_bitmap_save` and `el_bitmap_save_and_backdrop` will use the passed in function to write the image to disk.

## 25.13 Record control and data collection

### Macros

- `#define RECORD_FILE_SAMPLES 1`
- `#define RECORD_FILE_EVENTS 2`
- `#define RECORD_LINK_SAMPLES 4`
- `#define RECORD_LINK_EVENTS 8`
- `#define DONE_TRIAL 0`
- `#define TRIAL_OK 0`
- `#define REPEAT_TRIAL 1`
- `#define SKIP_TRIAL 2`
- `#define ABORT_EXPT 3`
- `#define TRIAL_ERROR -1`

### Functions

- INT16 `eyelink_in_data_block` (INT16 samples, INT16 events)
- INT16 `eyelink_wait_for_block_start` (UINT32 maxwait, INT16 samples, INT16 events)
- INT16 `eyelink2_mode_data` (INT16 \*sample\_rate, INT16 \*crmode, INT16 \*file\_filter, INT16 \*link\_filter)
- INT16 `eyelink_mode_data` (INT16 \*sample\_rate, INT16 \*crmode, INT16 \*file\_filter, INT16 \*link\_filter)
- INT16 `start_recording` (INT16 file\_samples, INT16 file\_events, INT16 link\_samples, INT16 link\_events)
- INT16 `check_recording` (void)
- void `stop_recording` (void)
- INT16 `check_record_exit` (void)

#### 25.13.1 Detailed Description

Functions and constants to control recording and data collection.

#### 25.13.2 Macro Definition Documentation

##### 25.13.2.1 `#define ABORT_EXPT 3`

return codes for trial result

##### 25.13.2.2 `#define DONE_TRIAL 0`

return codes for trial result

##### 25.13.2.3 `#define RECORD_FILE_EVENTS 2`

only active if file open

**25.13.2.4 #define RECORD\_FILE\_SAMPLES 1**

only active if file open

**25.13.2.5 #define RECORD\_LINK\_EVENTS 8**

accept events from link

**25.13.2.6 #define RECORD\_LINK\_SAMPLES 4**

accept samples from link

**25.13.2.7 #define REPEAT\_TRIAL 1**

return codes for trial result

**25.13.2.8 #define SKIP\_TRIAL 2**

return codes for trial result

**25.13.2.9 #define TRIAL\_ERROR -1**

Bad trial: no data, etc.

**25.13.2.10 #define TRIAL\_OK 0**

return codes for trial result

**25.13.3 Function Documentation****25.13.3.1 INT16 check\_record\_exit ( void )**

Checks if we are in Abort menu after recording stopped and returns trial exit code. Call this function on leaving a trial. It checks if the EyeLink tracker is displaying the Abort menu, and handles it if required. The return value from this function should be returned as the trial result code.

**Returns**

TRIAL\_OK if no error.

REPEAT\_TRIAL, SKIP\_TRIAL, ABORT\_EXPT if Abort menu activated.

**Example:** See [start\\_recording\(\)](#)

**See Also**

[check\\_recording\(\)](#), [eyelink\\_abort\(\)](#), [start\\_recording\(\)](#) and [stop\\_recording\(\)](#)

### 25.13.3.2 INT16 check\_recording ( void )

Check if we are recording: if not, report an error. Call this function while recording. It will return 0 if recording is still in progress, or an error code if not. It will also handle the EyeLink Abort menu by calling `record_abort_handler()`. Any errors returned by this function should be returned by the trial function. On error, this will disable realtime mode and restore the heuristic.

#### Returns

TRIAL\_OK (0) if no error.  
REPEAT\_TRIAL, SKIP\_TRIAL, ABORT\_EXPT, TRIAL\_ERROR if recording aborted.

**Example:** See `start_recording()`

#### See Also

`check_record_exit()`, `eyelink_abort()`, `start_recording()` and `stop_recording()`

### 25.13.3.3 INT16 eyelink2\_mode\_data ( INT16 \* sample\_rate, INT16 \* crmode, INT16 \* file\_filter, INT16 \* link\_filter )

### 25.13.3.4 INT16 eyelink\_in\_data\_block ( INT16 samples, INT16 events )

Checks to see if framing events read from queue indicate that the data is in a block containing samples, events, or both.

#### Remarks

The first item in queue may not be a block start even, so this should be used in a loop while discarding items using `eyelink_get_next_data(NULL)`. NOTE: this function did not work reliably in versions of the SLL before v2.0 (did not detect end of blocks).

#### Parameters

<i>samples</i>	If non-zero, check if in a block with samples.
<i>events</i>	If non-zero, check if in a block with events.

#### Returns

0 if no data of either masked type is being sent.

#### Example:

```
// This program illustrates the use of eyelink_in_data_block in a broadcast
// connection.
// First a broadcast connection is opened and data reception from the tracker
// is reset.
// Following that, checks whether the block contains samples or events and make
// use of this information.

#include <eyelink.h>
#include <stdio.h>
```

```

// Initializes the link
if(open_eyelink_connection(-1))
    return -1;

...
// Extra code here to check for the tracker status or
// wait for the go-signal from the other application

// Starts the broadcast connection to the tracker
if(eyelink_broadcast_open())
{
    printf("Cannot open broadcast connection to tracker");
    return -1;
}
// Enables link data reception by EyeLink DLL
eyelink_reset_data(1);

// NOTE: this function can discard some link data
eyelink_data_switch(RECORD_LINK_SAMPLES |
    RECORD_LINK_EVENTS);

// Makes use of the link data
while(eyelink_is_connected())
{
    if(escape_pressed() || break_pressed()) return;

    // check for new data item
    i = eyelink_get_next_data(NULL);
    if(i == 0) continue;

    // link data block available?
    if(eyelink_in_data_block(1, 1))
    {
        ...
        // Code to read the link data, etc.
    }
}

```

### See Also

[eyelink\\_data\\_status\(\)](#) and [eyelink\\_wait\\_for\\_block\\_start\(\)](#)

#### 25.13.3.5 INT16 eyelink\_mode\_data ( INT16 \* *sample\_rate*, INT16 \* *crmode*, INT16 \* *file\_filter*, INT16 \* *link\_filter* )

After calling [eyelink\\_wait\\_for\\_block\\_start\(\)](#), or after at least one sample or eye event has been read, returns EyeLink II extended mode data.

#### Parameters

<i>sample_rate</i>	NULL, or pointer to variable to be filled with samples per second.
<i>crmode</i>	NULL, or pointer to variable to be filled with CR mode flag (0 if pupil-only mode, else pupil-CR mode).
<i>file_filter</i>	NULL, or pointer to variable to be filled with filter level to be applied to file samples (0 = off, 1 = std, 2 = double filter).
<i>link_filter</i>	NULL, or pointer to variable to be filled with filter level to be applied to link and analog output samples (0 = off, 1 = std, 2 = double filter).

**Returns**

If no data available -1 else 0.

**Example:**

```
// This program illustrates the use of eyelink2_mode_data to check the sample
// rate and tracking
// mode of the application

#include <eyelink.h>
#include <stdio.h>

int is_eyelink2;

// waits till a block of samples, events, or both is begun
if(!eyelink_wait_for_block_start(2000, 1, 1))
{
    printf("ERROR: No sample or event been detected!");
    return -1;
}

// Gets tracker version
is_eyelink2 = (2 == eyelink_get_tracker_version(NULL));

// For EyeLink II, determine sample rate and tracking mode
if(is_eyelink2 && !eyelink2_mode_data(&sample_rate, &crmode,
    NULL, NULL))
{
    eyemsg_printf("Sample rate: %d", sample_rate);
    eyemsg_printf("Tracking mode: %s", crmode?"CR":"Pupil only");
}
```

**Output:**

```
MSG      1151024 Sample rate: 250
MSG      1151024 Tracking mode: CR
```

**25.13.3.6 INT16 eyelink\_wait\_for\_block\_start ( UINT32 *maxwait*, INT16 *samples*, INT16 *events* )**

Reads and discards events in data queue until in a recording block. Waits for up to <timeout> milliseconds for a block containing samples, events, or both to be opened. Items in the queue are discarded until the block start events are found and processed. This function will fail if both samples and events are selected but only one of link samples and events were enabled by `start_recording()`.

**Remarks**

This function did not work in versions previous to 2.0.

**Parameters**

<i>maxwait</i>	Time in milliseconds to wait.
<i>samples</i>	If non-zero, check if in a block with samples.
<i>events</i>	If non-zero, check if in a block with events.

**Returns**

0 if time expired without any data of masked types available.

**Example:**

```
// This program illustrates the use of eyelink_wait_for_block_start

#include <eyelink.h>
#include <stdio.h>

// Starts recording with both sample and events to the file and link
if(start_recording(1,1,1,1) != 0)
    return -1; // ERROR: couldn't start recording

// record for 100 msec before displaying stimulus
begin_realtime_mode(100);

// wait for link sample data
if(!eyelink_wait_for_block_start(100, 1, 0))
{
    printf("ERROR: No link samples received!");
    return TRIAL_ERROR;
}

// determine which eye(s) are available
eye_used = eyelink_eye_available();
switch(eye_used) // select eye, add annotation to EDF file
{
    case RIGHT_EYE:
        eyemsg_printf("EYE_USED 1 RIGHT");
        break;
    case BINOCULAR: // both eye's data present: use left eye only
        eye_used = LEFT_EYE;
    case LEFT_EYE:
        eyemsg_printf("EYE_USED 0 LEFT");
        break;
}
```

### 25.13.3.7 INT16 start\_recording ( INT16 file\_samples, INT16 file\_events, INT16 link\_samples, INT16 link\_events )

Starts the EyeLink tracker recording, sets up link for data reception if enabled.

**Remarks**

Recording may take 10 to 30 milliseconds to begin from this command. The function also waits until at least one of all requested link data types have been received. If the return value is not zero, return the result as the trial result code.



**Parameters**

<i>file_samples</i>	If 1, writes samples to EDF file. If 0, disables sample recording.
<i>file_events</i>	If 1, writes events to EDF file. If 0, disables event recording.
<i>link_samples</i>	If 1, sends samples through link. If 0, disables link sample access.
<i>link_events</i>	If 1, sends events through link. If 0, disables link event access.

**Returns**

0 if successful, else trial return code.

**Example:**

```
// This program illustrates the use of start_recording(), stop_recording(),
// checking_recording(),
// and check_record_exit()

#include <eyelink.h>

// Starts data recording to EDF file
// Records samples and events to EDF file only in this example
// Returns error code if failed
error = start_recording(1,1,0,0);
if(error != 0) return error;

// Sets up for realtime execution
begin_realtime_mode(100);

...
// Display drawing code here

// Trial loop
while(1)
{
    // Checks if recording aborted
    if((error=check_recording())!=0) return error;
    ...
    // Other code for display updates, timing, key or button
    // response handling
}

// Ensures we release realtime lock
end_realtime_mode();
// Records additional 100 msec of data
pump_delay(100);
// halt recording, return when tracker finished mode switch
stop_recording();

while(getkey()); // dump any accumulated key presses

// Call this at the end of the trial, to handle special conditions
return check_record_exit();
```

**See Also**

[check\\_record\\_exit\(\)](#), [check\\_recording\(\)](#), [eyelink\\_data\\_start\(\)](#) and [stop\\_recording\(\)](#)

**25.13.3.8 void stop\_recording ( void )**

Stops recording, resets EyeLink data mode.

**Remarks**

Call 50 to 100 msec after an event occurs that ends the trial. This function waits for mode switch before returning.

**Example:** See `start_recording()`

**See Also**

`eyelink_data_stop()`, `set_offline_mode()` and `start_recording()`

## 25.14 Accessing and reporting error messages

### Functions

- void `alert_printf` (char \*fmt,...)
- char \* `eyelink_get_error` (int id, char \*function\_name)

#### 25.14.1 Detailed Description

#### 25.14.2 Function Documentation

##### 25.14.2.1 void `alert_printf` ( char \* *fmt*, ... )

When an error occurs, a notification must be given to the user. If no `alert_printf_hook` is set, this function uses the Windows `MessageBox()` function in windows. On other platforms `printf` is called.

#### Parameters

<i>fmt</i>	A <code>printf()</code> formatting string<...>: any arguments required.
------------	---

#### Remarks

The error message may no showup in certain display environment eg. SDL with `SDL_FULLSCREEN` | `SDL_HWSURFACE` | `SDL_DOUBLEBUF`

##### 25.14.2.2 char\* `eyelink_get_error` ( int *id*, char \* *function\_name* )

Returns error description for given function with error id.

#### Example:

```
int rv = open_eyelink_connection(0);
if(rv)
{
    char *errmsg = eyelink_get_error(rv, "
    open_eyelink_connection");
    printf("Error: %s \n", errmsg); // report the error
    return -1;
}
```

#### Parameters

in	<i>id</i>	Error id
in	<i>function_name</i>	Name of the function that generated the error id.

## 25.15 Playback and data acquisition.

### Functions

- INT16 [eyelink\\_playback\\_start](#) (void)
- INT16 [eyelink\\_playback\\_stop](#) (void)

### 25.15.1 Detailed Description

### 25.15.2 Function Documentation

#### 25.15.2.1 INT16 [eyelink\\_playback\\_start](#) ( void )

Flushes data from queue and starts data playback. An EDF file must be open and have at least one recorded trial. Use [eyelink\\_wait\\_for\\_data\(\)](#) to wait for data: this will time out if the playback failed. Playback begins from start of file or from just after the end of the next-but-last recording block. Link data is determined by file contents, not by link sample and event settings.

### Returns

0 if command sent OK, else link error.

### Example:

```
// This program illustrates the use of eyelink_playback_start() and
// eyelink_playback_stop()
// functions for trial data playback. See EYEDATA template for a complete
// example

#include <eyelink.h>
#include <stdio.h>

set_offline_mode();          // set up eye tracker for
    playback
eyelink_playback_start();    // start data playback

// wait for first data to arrive
if(!eyelink_wait_for_block_start(2000, 1, 1))
{
    printf("ERROR: playback data did not start!");
    return -1;
}

while(1)    // Loop while data available
{
    // Exit if ESC, ALT-F4, CTRL-C, or tracker button pressed
    if(escape_pressed() || break_pressed() ||
    eyelink_last_button_press(NULL))
    {
        eyelink_playback_stop(); // stop playback
        return 0;
    }

    // Process playback data from the link
    i = eyelink_get_next_data(NULL); // check for new
        data item
    if(i==0) // 0: no new data
    {
        // Checks if playback has completed
        if((eyelink_current_mode() & IN_PLAYBACK_MODE)
        )==0) break;
    }
}
```

```
    ...  
    // Code for processing data and delay handling here  
    ...  
}  
  
// End of playback loop  
eyelink_playback_stop();
```

**See Also**

[eyelink\\_playback\\_stop\(\)](#) and [eyelink\\_wait\\_for\\_block\\_start\(\)](#)

**25.15.2.2 INT16 eyelink\_playback\_stop ( void )**

Stops playback if in progress. Flushes any data in queue.

**Returns**

0 if mode switched, else link error.

**Example:** See [eyelink\\_playback\\_start\(\)](#)

**See Also**

[eyelink\\_playback\\_start\(\)](#) and [eyelink\\_wait\\_for\\_block\\_start\(\)](#)

## 25.16 Message and Command Sending/Receiving

### Modules

- [General Data Constants](#)
- [Sample Data Flags](#)
- [Eyelink Sample and Event Type Identifiers](#)
- [Read Data Flags](#)
- [Data Type Flags](#)
- [Event Data Flags](#)
- [Eyelink II/Eyelink I Marker flags](#)
- [Eyelink II specific flags](#)
- [Eyelink 1000 Remote specific target status flags](#)

### Data Structures

- struct [ISAMPLE](#)  
*Integer sample data.*
- struct [FSAMPLE](#)  
*Floating-point sample.*
- struct [DSAMPLE](#)  
*Floating-point sample with floating point time.*
- struct [IEVENT](#)  
*Integer eye-movement events.*
- struct [FEVENT](#)  
*Floating-point eye event.*
- struct [DEVENT](#)  
*Floating-point eye event with floating point time.*
- struct [IMESSAGE](#)  
*Message events: usually text but may contain binary data.*
- struct [DMESSAGE](#)  
*Message events: usually text but may contain binary data with floating point time.*
- struct [IOEVENT](#)  
*Button, input, other simple events.*
- struct [DIOEVENT](#)  
*Button, input, other simple events with floating point time.*
- union [ALLF\\_DATA](#)  
*Union of message, io event and float sample and float event.*
- union [ALLD\\_DATA](#)  
*Union of message, io event and double sample and double event.*

### Macros

- #define [ALLDATADEF](#)  
*Union of message, io event and integer sample and integer event.*

## Functions

- INT16 [eyelink\\_node\\_send](#) (ELINKADDR node, void FARTYPE \*data, UINT16 dsize)
- INT16 [eyelink\\_node\\_receive](#) (ELINKADDR node, void FARTYPE \*data)
- INT16 [eyelink\\_send\\_command](#) (char FARTYPE \*text)
- INT16 [eyelink\\_command\\_result](#) (void)
- INT16 [eyelink\\_timed\\_command](#) (UINT32 msec, char FARTYPE \*text)
- INT16 [eyelink\\_last\\_message](#) (char FARTYPE \*buf)
- INT16 [eyelink\\_send\\_message](#) (char FARTYPE \*msg)
- INT16 [eyelink\\_node\\_send\\_message](#) (ELINKADDR node, char FARTYPE \*msg)
- INT16 [eyelink\\_send\\_message\\_ex](#) (UINT32 exectime, char FARTYPE \*msg)
- INT16 [eyelink\\_node\\_send\\_message\\_ex](#) (UINT32 exectime, ELINKADDR node, char FARTYPE \*msg)
- INT16 [eyelink\\_read\\_request](#) (char FARTYPE \*text)
- INT16 [eyelink\\_read\\_reply](#) (char FARTYPE \*buf)
- INT16 [eyelink\\_position\\_prescaler](#) (void)
- INT16 [eyelink\\_reset\\_data](#) (INT16 clear)
- void FARTYPE \* [eyelink\\_data\\_status](#) (void)
- INT16 [eyelink\\_get\\_next\\_data](#) (ALL\_DATA \*buf)
- INT16 [eyelink\\_get\\_last\\_data](#) (ALL\_DATA \*buf)
- INT16 [eyelink\\_newest\\_sample](#) (ISAMPLE \*buf)
- INT16 [eyelink\\_get\\_float\\_data](#) (ALLF\_DATA \*buf)
- INT16 [eyelink\\_get\\_all\\_float\\_data](#) (ALLF\_DATA \*buf, int bufferlen)
- INT16 [eyelink\\_get\\_double\\_data](#) (ALLD\_DATA \*buf)
- INT16 [eyelink\\_newest\\_float\\_sample](#) (void FARTYPE \*buf)
- INT16 [eyelink\\_newest\\_double\\_sample](#) (void FARTYPE \*buf)
- INT16 [eyelink\\_eye\\_available](#) (void)
- UINT16 [eyelink\\_sample\\_data\\_flags](#) (void)
- UINT16 [eyelink\\_event\\_data\\_flags](#) (void)
- UINT16 [eyelink\\_event\\_type\\_flags](#) (void)
- INT16 [eyelink\\_data\\_count](#) (INT16 samples, INT16 events)
- INT16 [eyelink\\_wait\\_for\\_data](#) (UINT32 maxwait, INT16 samples, INT16 events)
- INT16 [eyelink\\_get\\_sample](#) (ISAMPLE \*sample)
- INT16 [eyelink\\_data\\_switch](#) (UINT16 flags)
- INT16 [eyelink\\_data\\_start](#) (UINT16 flags, INT16 lock)
- INT16 [eyelink\\_data\\_stop](#) (void)
- INT16 [eyelink\\_wait\\_for\\_next\\_data](#) (ALLF\_DATA \*buf, int bufferlen, UINT32 timeout)
- INT16 [eyelink\\_wait\\_for\\_new\\_sample](#) (ISAMPLE \*buf, UINT32 timeout)
- INT16 [eyelink\\_wait\\_for\\_new\\_float\\_sample](#) (FSAMPLE \*buf, UINT32 timeout)
- INT16 [eyelink\\_wait\\_for\\_new\\_double\\_sample](#) (DSAMPLE \*buf, UINT32 timeout)
- INT16 [eyelink\\_wait\\_for\\_command\\_result](#) (UINT32 timeout)
- INT16 [eyelink\\_set\\_data\\_ready\\_notify](#) (EYELINK\_DATA\_READY\_NOTIFY notify\_function)
- EYELINK\_DATA\_READY\_NOTIFY [eyelink\\_get\\_data\\_ready\\_notify](#) (void)
- INT16 [eyecmd\\_printf](#) (const char \*fmt,...)
- INT16 [eyemsg\\_printf](#) (const char \*fmt,...)
- INT16 [eyemsg\\_printf\\_ex](#) (UINT32 exectime, const char \*fmt,...)

## 25.16.1 Detailed Description

## 25.16.2 Function Documentation

### 25.16.2.1 INT16 eyecmd\_printf ( const char \* *fmt*, ... )

The EyeLink tracker accepts text commands through the link. These commands may be used to configure the system, open data files, and so on.

#### Remarks

The function waits up to 500 msec. for a success or failure code to be returned from the tracker, then returns the error code NO\_REPLY. If you need more time, use [eyelink\\_timed\\_command\(\)](#) instead. Similar to [eyemsg\\_printf\(\)](#) function, command string longer than 243 characters will be trimmed and thus command sending may fail.

#### Parameters

<i>fmt</i>	Similar to printf(), format string plus arguments.
------------	--

#### Returns

0 if successfully executed, else error code.

#### Example:

```
// This program illustrates the use of eyecmd_printf()

#include <eyelink.h>

UINT32 t = current_msec();
int i, j;

// Draws a box on the tracker screen
eyecmd_printf("draw_box %d %d %d %d 7", 100, 100, 300, 400);

// Waits for a maximum of 1000 msec
while(current_msec()-t < 1000)
{
    // Checks for result from command execution
    i = eyelink_command_result();
    // Used to get more information on tracker result
    j = eyelink_last_message(buf);

    if (i == OK_RESULT)
    {
        eyemsg_printf("Command executed successfully: %s", j?buf:"");
        break;
    }
    else if (i!=NO_REPLY)
    {
        eyemsg_printf("Error in executing command: %s", j?buf:"");
        break;
    }
}
```

#### Output:



```
MSG      5312110 Command executed successfully: OK
```

### See Also

[eyemsg\\_printf\(\)](#), [eyelink\\_send\\_command\(\)](#) and [eyelink\\_timed\\_command\(\)](#)

#### 25.16.2.2 INT16 `eyelink_command_result ( void )`

Check for and retrieves the numeric result code sent by the tracker from the last command.

### Returns

NO\_REPLY if no reply to last command.  
OK\_RESULT (0) if OK.  
Other error codes represent tracker execution error.

**Example:** See [eyelink\\_send\\_command\(\)](#)

### See Also

[eyelink\\_wait\\_for\\_command\\_result\(\)](#) [eyelink\\_last\\_message\(\)](#), [eyelink\\_send\\_command\(\)](#) and [eyelink\\_timed\\_command\(\)](#)

#### 25.16.2.3 INT16 `eyelink_data_count ( INT16 samples, INT16 events )`

Counts total items in queue: samples, events, or both.

### Parameters

<i>samples</i>	If non-zero count the samples.
<i>events</i>	If non-zero count the events.

### Returns

Total number of samples and events is in the queue.

### Example:

```
// This program uses eyelink_data_count() to check whether the desired
// sample/event data
// have arrived after the start_recording()

// Check whether the desired sample/event data have arrived. This function
// should be
// called after start_recording()
```

```

// link_samples: Whether samples should be sent over the link
// link_events: Whether events should be sent over the link

int check_sample_event_status(int link_samples, int link_events)
{
    UINT32 t = current_time();
    int i;

    // Checks the sample and event availability in 300 msec
    while(current_time() < t + 300)
    {
        int arrived = 1;
        // check that recording still OK
        if((i=check_recording())!=0) return i;

        // Checks whether the samples, if set, have arrived
        if(link_samples)
            if(eyelink_data_count(1,0)==0)
                arrived = 0;

        // Checks whether the samples, if set, have arrived
        if(link_events)
            if(eyelink_data_count(0,1)==0)
                arrived = 0;

        // Exit if desired data type(s) have arrived
        if(arrived) return 0;
    }

    // If the desired data type(s) didn't arrive within 300 msec
    return -1;
}

```

#### 25.16.2.4 INT16 eyelink\_data\_start ( UINT16 flags, INT16 lock )

Switches tracker to Record mode, enables data types for recording to EDF file or sending to link. These types are set with a bitwise OR of these flags:

- RECORD\_FILE\_SAMPLES (1) - only active if file open.
- RECORD\_FILE\_EVENTS (2) - only active if file open.
- RECORD\_LINK\_SAMPLES (4) - accept samples from link.
- RECORD\_LINK\_EVENTS (8) - accept events from link.

#### Remarks

If <lock> is nonzero, the recording may only be terminated through `stop_recording()` or `eyelink_data_stop()`, or by the Abort menu (\91Ctrl\92 \92Alt\92 \92A\92 keys on the eye tracker). If zero, the tracker 'ESC' key may be used to halt recording.

#### Parameters

<i>flags</i>	Bitwise OR of flags to control what data is recorded. If 0, recording will be stopped.
<i>lock</i>	If nonzero, prevents 'ESC' key from ending recording.

**Returns**

0 if command sent OK, else link error.

**Example:**

```
// This program illustrates the use of eyelink_data_start() and
// eyelink_data_stop()
// functions for trial recording

#include <eyelink.h>

// data types requested for the EDF file and link data
INT16 file_samples, file_events, link_samples, link_events;

...
// Functions to set the file and link data type
// f(file_samples, file_events, link_samples, link_events);
...

// Checks whether we still have the connection
if(eyelink_is_connected()) return ABORT_EXPT
    ;

i = eyelink_data_start((file_samples?RECORD_FILE_SAMPLES
    :0) |
    (file_events?RECORD_FILE_EVENTS:0) |
    (link_samples?RECORD_LINK_SAMPLES:0)
    |
    (link_events?RECORD_LINK_EVENTS:0) , 1
    );

if(i) return i;

// wait for mode change completion
i = eyelink_wait_for_mode_ready(500);
if(i==0) return TRIAL_ERROR;

// Checks that recording started OK
if((i = check_recording())!=0)
    return i;
...
// Recording code here
...

// Stops data flow and ends recording
eyelink_data_stop();
// wait for mode change completion
eyelink_wait_for_mode_ready(500);
```

**See Also**

[eyelink\\_data\\_stop\(\)](#), [start\\_recording\(\)](#) and [stop\\_recording\(\)](#)

**25.16.2.5 void FARTYPE\* eyelink\_data\_status ( void )**

Updates buffer status (data count, etc), returns pointer to internal [ILINKDATA](#) structure.

## Returns

Pointer to [ILINKDATA](#) structure.

## Example:

Example 1:

```
// This program illustrates the use of eyelink_data_status to retrieve the name
// of the current application

ILINKDATA* current_data; // Stores the link state data

// Sets up the EyeLink system and connect to tracker
if(open_eyelink_connection(0)) return -1;

// Updates the link data
current_data = eyelink_data_status();
eyemsg_printf("the subject PC name %s ", current_data->our_name)
;
```

Example 2:

```
// Checks link state of tracker
int preview_tracker_connection(void)
{
    UINT32 t, tt;
    ILINKDATA *idata = eyelink_data_status();
    // Accesses link status info

    // Forces tracker to send status and time
    eyelink_request_time();
    t = current_msec();
    while(current_msec()- t < 500) // Waits for response
    {
        tt = eyelink_read_time(); // Will be nonzero if
        reply

        if(tt != 0)
        { // Retrieves the current connection state
            if(idata->link_flags & LINK_BROADCAST)
                return LINK_BROADCAST;
            if(idata->link_flags & LINK_CONNECTED)
                return LINK_CONNECTED;
            else
                return 0;
        }

        message_pump(NULL); // Keeps Windows happy
        if(break_pressed())
            return 1; // Stops if program terminated
    }
    return -1; // Failed (timed out)
}
```

## Output:

```
MSG      15252571 the subject PC name GOLDBERG
```

**See Also**

`eyelink_in_data_block()` and `eyelink_reset_data()`

**25.16.2.6 INT16 eyelink\_data\_stop ( void )**

Places tracker in idle (off-line) mode, does not flush data from queue.

**Remarks**

Should be followed by a call to `eyelink_wait_for_mode_ready()`.

**Returns**

0 if command sent OK, else link error.

**Example:** See `eyelink_data_start()`

**See Also**

`eyelink_data_start()` and `eyelink_wait_for_mode_ready()`

**25.16.2.7 INT16 eyelink\_data\_switch ( UINT16 flags )**

Sets what data from tracker will be accepted and placed in queue.

**Remarks**

This does not start the tracker recording, and so can be used with `eyelink_broadcast_open()`. It also does not clear old data from the queue. The data is set with a bitwise OR of these flags: `RECORD_LINK_SAMPLES` - send samples on link. `RECORD_LINK_EVENTS` - send events on link.

**Parameters**

<i>flags</i>	Bitwise OR flags.
--------------	-------------------

**Returns**

0 if OK else link error.

**Example:** See `eyelink_in_data_block()`

**See Also**

`eyelink_in_data_block()`

### 25.16.2.8 UINT16 eyelink\_event\_data\_flags ( void )

Returns the event data content flags.

#### Remarks

This will be 0 if the data being read from queue is not in a block with events.

#### Returns

Event data content flags: EVENT\_VELOCITY if has velocity data. EVENT\_PUPILSIZE if has pupil size data. EVENT\_GAZERES if has gaze resolution. EVENT\_STATUS if has status flags. EVENT\_GAZEXY if has gaze xy position. EVENT\_HREFXY if has head-ref xy position. EVENT\_PUPILXY if has pupil xy position. FIX\_AVG\_ONLY if only avg. data to fixation events. START\_TIME\_ONLY if only start-time in start events. PARSEDBY\_GAZE if how events were generated. PARSEDBY\_HREF. PARSEDBY\_PUPIL.

#### Example:

```
// This program illustrates the use of eyelink_get_sample()

#include <eyelink.h>
#include <stdio.h>
int error;

// Recording with link data enabled
error = start_recording(1,1,1,0);
if(error != 0) return error; // ERROR: couldn't start recording

// Wait for link sample data
if(!eyelink_wait_for_data(100, 1, 0))
{
    printf("ERROR: No link samples received!");
    return -1;
}

// gets event data/type content flag
emsg_printf("Event data%d Event type %d",
    eyelink_event_data_flags(),
    eyelink_event_type_flags());
```

#### Output:

```
MSG      2689937 Event data 26316 Event type 29760
```

#### See Also

[eyelink\\_event\\_type\\_flags\(\)](#)

### 25.16.2.9 UINT16 `eyelink_event_type_flags ( void )`

After at least one button or eye event has been read, can be used to check what type of events will be available.

#### Returns

A set of bit flags: `LEFTEYE_EVENTS` if has left eye events. `RIGHT_EYE_EVENTS` if has right eye events. `BLINK_EVENTS` if has blink events. `FIXATION_EVENTS` if has fixation events. `FIXUPDATE_EVENTS` if has fixation updates. `SACCADE_EVENTS` if has saccade events. `MESSAGE_EVENTS` if has message events. `BUTTON_EVENTS` if has button events. `INPUT_EVENTS` if has input port events.

**Example:** See `eyelink_event_data_flags()`

#### See Also

`eyelink_event_data_flags()`

### 25.16.2.10 INT16 `eyelink_eye_available ( void )`

After calling `eyelink_wait_for_block_start()`, or after at least one sample or eye event has been read, can be used to check which eyes data is available for.

#### Returns

One of these constants, defined in `EYE_DATA.H`: `LEFT_EYE` if left eye data. `RIGHT_EYE` if right eye data. `BINOCULAR` if both left and right eye data. `-1` if no eye data is available.

#### Example:

```
// This program illustrates the use of eyelink_eye_available()

#include <eyelink.h>

int eye_used = 0;      // indicates which eye's data to display

// Determines which eye(s) are available
eye_used = eyelink_eye_available();

// Selects eye, add annotation to EDF file
switch(eye_used)
{
    case RIGHT_EYE:
        eyemsg_printf("EYE_USED 1 RIGHT");
        break;
    case BINOCULAR:    // both eye's data present: use left eye only
        eye_used = LEFT_EYE;
    case LEFT_EYE:
        eyemsg_printf("EYE_USED 0 LEFT");
        break;
}
```

#### Output:

MSG 22157314 EYE\_USED 0 LEFT

### See Also

`eyelink_wait_for_block_start()`

#### 25.16.2.11 INT16 `eyelink_get_all_float_data ( ALLF_DATA * buf, int buflen )`

Reads all the item in the queue and fetch them into a buffer. The events are converted to a floating-point format (`FSAMPLE` or `FEVENT`). This can handle both samples and events. The buffer type can be `ALLF_DATA` for both samples and events, `FSAMPLE` for a sample, or a specific event buffer.

#### Parameters

<i>buf</i>	Pointer to an array buffer for floating-point data: type is <code>ALLF_DATA</code>
<i>buflen</i>	Length of the buffer.

#### Returns

Number of items filled.

#### Example:

```
#define BSIZE 200
ALLF_DATA evnts[BSIZE];
int count =eyelink_get_all_float_data (evnts,BSIZE);
printf("Got items:%d\n", count);
```

### See Also

`eyelink_get_last_data()`, `eyelink_get_next_data()`, `eyelink_newest_float_sample()` `eyelink_newest_double_sample()` `eyelink_get_double_data()` and `eyelink_newest_sample()`

#### 25.16.2.12 EYELINK\_DATA\_READY\_NOTIFY `eyelink_get_data_ready_notify ( void )`

Returns the current notification callback function.

#### Returns

Pointer to the last set callback function.

### See Also

`eyelink_set_data_ready_notify()`, `eyelink_get_float_data()`, `eyelink_get_last_data()`, `eyelink_get_next_data()`, `eyelink_get_sample()` `eyelink_newest_double_sample()` `eyelink_wait_for_new_double_sample()` `eyelink_wait_for_new_float_sample()` and `eyelink_newest_sample()`



**25.16.2.13 INT16 eyelink\_get\_double\_data ( ALLD\_DATA \* buf )**

Reads the last item fetched by `eyelink_get_next_data()` into a buffer. The event is converted to a floating-point format with floating point time (`DSAMPLE` or `DEVENT`). This can handle both samples and events. The buffer type can be `ALLD_DATA` for both samples and events, `DSAMPLE` for a sample, or a specific event buffer.

**Parameters**

<i>buf</i>	Pointer to buffer for floating-point data: type is <code>ALLD_DATA</code> or <code>DSAMPLE</code> .
------------	---

**Returns**

0 if no data, `SAMPLE_TYPE` if sample, else event type code.

**Example:** See `eyelink_get_next_data()`

**See Also**

`eyelink_get_last_data()`, `eyelink_get_next_data()`, `eyelink_newest_float_sample()`, `eyelink_newest_double_sample()`, `eyelink_get_float_data()` and `eyelink_newest_sample()`

**25.16.2.14 INT16 eyelink\_get\_float\_data ( ALLF\_DATA \* buf )**

Reads the last item fetched by `eyelink_get_next_data()` into a buffer. The event is converted to a floating-point format (`FSAMPLE` or `FEVENT`). This can handle both samples and events. The buffer type can be `ALLF_DATA` for both samples and events, `FSAMPLE` for a sample, or a specific event buffer.

**Parameters**

<i>buf</i>	Pointer to buffer for floating-point data: type is <code>ALLF_DATA</code> or <code>FSAMPLE</code> .
------------	---

**Returns**

0 if no data, `SAMPLE_TYPE` if sample, else event type code.

**Example:** See `eyelink_get_next_data()`

**See Also**

`eyelink_get_last_data()`, `eyelink_get_next_data()`, `eyelink_newest_float_sample()`, `eyelink_newest_double_sample()`, `eyelink_get_double_data()` and `eyelink_newest_sample()`

**25.16.2.15 INT16 eyelink\_get\_last\_data ( ALL\_DATA \* buf )**

Gets an integer (unconverted) copy of the last/newest link data (sample or event) seen by `eyelink_get_next_data()`.

**Parameters**

<i>buf</i>	Pointer to buffer ( <a href="#">ISAMPLE</a> , <a href="#">IEVENT</a> , or <a href="#">ALL_DATA</a> type).
------------	---

**Returns**

0 if no data, `SAMPLE_TYPE` if sample, else event type code.

**Example:**

```

ALLF_DATA evt;          // buffer to hold sample and event data
int eye_used = -1;      // indicates which eye's data to display
int i;
UINT32 prev_event_time = -1;

i = eyelink_get_next_data(NULL); // Checks for data from
    link
if(i == ENDFIX)          // only process ENDFIX events
{
    eyelink_get_float_data(&evt); // get a copy of the
        ENDFIX event
    if(evt.fe.eye == eye_used)    // only process data from desired eye?
        eyemsg_printf("NEXT Event: %ld %ld", evt.fe.sttime,
            evt.fe.etime);
}

// makes copy of last item from eyelink_get_next_data
i = eyelink_get_last_data(&evt);
if (i == ENDFIX && evt.fe.eye == eye_used
    && evt.fe.etime != prev_event_time)
{
    eyemsg_printf("LAST Event: %ld %ld", evt.fe.sttime, evt.
        fe.etime);
    // Makes sure that we do not write out redundant information
    prev_event_time = evt.fe.etime;
}

```

**Output:**

```

SFIX L   7812616
SFIX R   7812616
EFIX L   7812616 7813232 620      124.7   274.0      50
EFIX R   7812616 7813232 620      118.2   262.4      50
SSACC L   7813236
SSACC R   7813236
MSG      7813254 NEXT Event: 7812616 7813232
MSG      7813254 LAST Event: 7812616 7813232

```

**See Also**

[eyelink\\_get\\_float\\_data\(\)](#), [eyelink\\_get\\_next\\_data\(\)](#) and [eyelink\\_newest\\_float\\_sample\(\)](#)

**25.16.2.16 INT16 eyelink\_get\_next\_data ( ALL\_DATA \* buf )**

Fetches next data item from link buffer. Usually called with `<buf> = NULL`, and returns the data item type. If the item is not wanted, simply ignore it. Otherwise, call `eyelink_get_float_data()` to read it into a buffer.

**Parameters**

<i>buf</i>	If NULL, saves data, else copies integer data into buffer.
------------	--

**Returns**

0 if no data, `SAMPLE_TYPE` if sample, else event type.

**Example:**

```
// This program illustrates the use of eyelink_get_next_data() and
    eyelink_get_float_data()

#include <eyelink.h>

ALL_DATA evt;          // buffer to hold sample and event data
int eye_used = -1;      // indicates which eye's data to display
int i;

// Determines which eye(s) are available
eye_used = eyelink_eye_available();

// Selects eye, add annotation to EDF file
switch(eye_used)
{
    case RIGHT_EYE:
        eyemsg_printf("EYE_USED 1 RIGHT");
        break;
    case BINOCULAR:    // both eye's data present: use left eye only
        eye_used = LEFT_EYE;
    case LEFT_EYE:
        eyemsg_printf("EYE_USED 0 LEFT");
        break;
}

while(1)
{
    // Check for data from link and process fixation update events
    i = eyelink_get_next_data(NULL);
    if(i == FIXUPDATE)
    {
        // get a copy of the FIXUPDATE event
        eyelink_get_float_data(&evt);
        // only process if it's from the desired eye?
        if(evt.fe.eyeye == eye_used)
        {
            // Records the average position and duration of update
            eyemsg_printf("Fixupdate: avg_x %8.2f, y %8.2f, dur %d",
                evt.fe.gavx, evt.fe.gavy, evt.fe.etime-evt.fe.
                sttime);
        }
    }
    ...
    // Other code for drawing and exiting
}
```

**Output:**

```
MSG      30244970 Fixupdate: avg_x   863.10, y   244.10, dur 48
MSG      30245018 Fixupdate: avg_x   863.10, y   245.60, dur 48
MSG      30245070 Fixupdate: avg_x   863.10, y   247.30, dur 48
```

### See Also

[eyelink\\_get\\_float\\_data\(\)](#), [eyelink\\_get\\_last\\_data\(\)](#), [eyelink\\_newest\\_float\\_sample\(\)](#) and [eyelink\\_newest\\_sample\(\)](#)

### 25.16.2.17 INT16 `eyelink_get_sample ( ISAMPLE * sample )`

Gets an integer (unconverted) sample from end of queue, discards any events encountered.

#### Parameters

<i>sample</i>	Pointer to buffer ( <a href="#">ISAMPLE</a> or <a href="#">ALL_DATA</a> type).
---------------	--

#### Returns

0 if no data. 1 if data retrieved.

#### Example:

```
// This program illustrates the use of eyelink_get_sample()

#include <eyelink.h>

ISAMPLE  isample; // INTEGER SAMPLE DATA
int eye_used = 0; // indicates which eye's data to display
float x, y;      // gaze position
int i;

// wait for link sample data
if(!eyelink_wait_for_block_start(100, 1, 0))
{
    end_trial();
    return TRIAL_ERROR;
}

// determine which eye(s) are available
eye_used = eyelink_eye_available();
switch(eye_used) // select eye, add annotation to EDF file
{
case RIGHT_EYE:
    eyemsg_printf("EYE_USED 1 RIGHT");
    break;
case BINOCULAR: // both eye's data present: use left eye only
    eye_used = LEFT_EYE;
case LEFT_EYE:
    eyemsg_printf("EYE_USED 0 LEFT");
    break;
}

while(1)
{
```

```

// get an integer copy of sample: skips any events
i = eyelink_get_sample(&isample);
if(i)
{
    // convert the integer eye data to float data
    // eyelink_position_prescaler() is used as a divisor
    if (x!=MISSING_DATA)
        x = ((float) isample.gx[eye_used])/
            ((float) eyelink_position_prescaler());
};
else
    x = (float) MISSING_DATA;

    if (y!=MISSING_DATA)
        y = ((float) isample.gy[eye_used])/
            ((float) eyelink_position_prescaler());
};
else
    y = (float) MISSING_DATA;

    eyemsg_printf("Sample: %ld %6.2f %6.2f", isample.time,
x, y);
}

...
// Code for exiting, display drawing etc.
}

```

### Output:

```

MSG      14839670 Sample: 14839666 539.20 372.60
MSG      14839670 Sample: 14839668 539.20 372.60
MSG      14839674 Sample: 14839670 539.20 372.60
MSG      14839674 Sample: 14839672 539.20 372.60
MSG      14839678 Sample: 14839674 547.90 367.60
MSG      14839678 Sample: 14839676 556.60 362.50
MSG      14839682 Sample: 14839678 565.30 357.40
MSG      14839682 Sample: 14839680 574.10 352.30
MSG      14839686 Sample: 14839682 582.80 347.20
MSG      14839686 Sample: 14839684 591.50 342.00
MSG      14839690 Sample: 14839686 600.30 336.80
MSG      14839690 Sample: 14839688 609.00 331.60
MSG      14839694 Sample: 14839690 617.80 326.40
MSG      14839694 Sample: 14839692 626.60 321.20
MSG      14839698 Sample: 14839694 635.30 315.90
MSG      14839698 Sample: 14839696 644.10 310.70
MSG      14839702 Sample: 14839698 652.90 305.40
MSG      14839702 Sample: 14839700 661.70 300.00
MSG      14839706 Sample: 14839702 670.50 294.70
MSG      14839706 Sample: 14839704 679.30 289.40
MSG      14839710 Sample: 14839706 688.10 284.00
MSG      14839710 Sample: 14839708 696.90 278.60
MSG      14839714 Sample: 14839710 705.80 273.20
MSG      14839714 Sample: 14839712 714.60 267.70
MSG      14839718 Sample: 14839714 723.40 262.30
MSG      14839718 Sample: 14839716 732.30 256.80
MSG      14839722 Sample: 14839718 741.20 251.30
MSG      14839722 Sample: 14839720 750.00 245.80

```

### See Also

[eyelink\\_get\\_float\\_data\(\)](#), [eyelink\\_get\\_last\\_data\(\)](#), [eyelink\\_get\\_next\\_data\(\)](#), [eyelink\\_newest\\_float\\_sample\(\)](#) and [eyelink\\_newest\\_sample\(\)](#)

**25.16.2.18 INT16 `eyelink_last_message ( char FARTYPE * buf )`**

Checks for and gets the last packet received, stores the data and the node address sent from.

**Parameters**

<i>buf</i>	String buffer to return text message.
------------	---------------------------------------

**Returns**

0 if no message since last command sent, otherwise length of string.

**Example:** See `eyelink_timed_command()`

**See Also**

`eyelink_send_command()` and `eyelink_timed_command()`

**25.16.2.19 INT16 `eyelink_newest_double_sample ( void FARTYPE * buf )`**

Check if a new sample has arrived from the link. This is the latest sample, not the oldest sample that is read by `eyelink_get_next_data()`, and is intended to drive gaze cursors and gaze-contingent displays. Typically the function is called with a `NULL` buffer pointer, to test if new data has arrived. If a value of 1 is returned, the function is called with a `DSAMPLE` buffer to get the new sample.

**Parameters**

<i>buf</i>	Pointer to sample buffer type <code>DSAMPLE</code> . If <code>NULL</code> , just checks new-sample status.
------------	--

**Returns**

-1 if no samples, 0 if no new data, 1 if new sample.

**See Also**

`eyelink_get_float_data()`, `eyelink_get_last_data()`, `eyelink_get_next_data()`, `eyelink_get_sample()`, `eyelink_newest_float_sample()` and `eyelink_newest_sample()`

**25.16.2.20 INT16 `eyelink_newest_float_sample ( void FARTYPE * buf )`**

Check if a new sample has arrived from the link. This is the latest sample, not the oldest sample that is read by `eyelink_get_next_data()`, and is intended to drive gaze cursors and gaze-contingent displays. Typically the function is called with a `NULL` buffer pointer, to test if new data has arrived. If a value of 1 is returned, the function is called with a `FSAMPLE` buffer to get the new sample.

**Parameters**

<i>buf</i>	Pointer to sample buffer type <code>FSAMPLE</code> . If <code>NULL</code> , just checks new-sample status.
------------	--

**Returns**

-1 if no samples, 0 if no new data, 1 if new sample.

**Example:**

```

Example 1:
// This program illustrates the use of eyelink_newest_float_sample
#include <eyelink.h>

ALLF_DATA evt;          // buffer to hold sample and event data
int eye_used = 0;        // indicates which eye's data to display
float x, y;              // gaze position

// Recording with link data enabled
error = start_recording(1,1,1,0);
if(error != 0) return error; // ERROR: couldn't start recording

// Determines which eye(s) are available
eye_used = eyelink_eye_available();

// Selects eye, add annotation to EDF file
switch(eye_used)
{
    case RIGHT_EYE:
        eyemsg_printf("EYE_USED 1 RIGHT");
        break;
    case BINOCULAR: // both eye's data present: use left eye
        only
            eye_used = LEFT_EYE;
    case LEFT_EYE:
        eyemsg_printf("EYE_USED 0 LEFT");
        break;
}
while (1)
{
    // check for new sample update
    if(eyelink_newest_float_sample(NULL)>0)
    {
        // get the sample
        eyelink_newest_float_sample(&evt);

        x = evt.fs.gx[eye_used];
        y = evt.fs.gy[eye_used];

        // make sure pupil is present
        if(x!=MISSING_DATA && y!=MISSING_DATA
        && evt.fs.pa[eye_used]>0)
            eyemsg_printf("Sample: %ld %8.2f %8.2f",
                evt.fs.time, x, y);
    }
    ...
    // Code for exiting, display drawing etc.
}

```

**Output:**

```

MSG      23701980 EYE_USED 0 LEFT
MSG      23703426 Sample: 23703424 412.90 217.90
MSG      23703430 Sample: 23703426 433.20 216.20
MSG      23703430 Sample: 23703428 453.40 214.40
MSG      23703434 Sample: 23703430 473.60 212.60
MSG      23703434 Sample: 23703432 493.80 210.80
MSG      23703438 Sample: 23703434 514.00 209.00
MSG      23703438 Sample: 23703436 534.20 207.10
MSG      23703442 Sample: 23703438 554.30 205.20
MSG      23703442 Sample: 23703440 574.40 203.30

```

```
MSG      23703446 Sample: 23703442   594.50   201.30
MSG      23703446 Sample: 23703444   614.60   199.30
MSG      23703450 Sample: 23703446   634.70   197.20
MSG      23703450 Sample: 23703448   634.70   197.20
```

**This** program illustrates the use of `eyelink_newest_float_sample` to get remote data online

Example 2:

```
// "HTARGET" should be included in the data list
eyecmd_printf("file_sample_data =
LEFT,RIGHT,GAZE,AREA,HTARGET,GAZERES,STATUS,INPUT");
eyecmd_printf("link_sample_data =
LEFT,RIGHT,GAZE,GAZERES,AREA,HTARGET,STATUS,INPUT");

// The remote data is accessed through the hdata member of the sample
data structure.
// The first 4 values of evt.hdata structure are: target x, target y,
target distance in mm*10.0, and target flags.

// check for new samples
if(eyelink_newest_float_sample(NULL)>0)
{
    eyelink_newest_float_sample(&evt);
// get the sample

    eyemsg_printf("remote data %d %d %d %x", evt.fs.
hdata[0], evt.fs.hdata[1], evt.fs.hdata[2], evt.fs.hdata[3]
);
}
```

See Also

`eyelink_get_float_data()`, `eyelink_get_last_data()`, `eyelink_get_next_data()`, `eyelink-_get_sample()` `eyelink_newest_double_sample()` and `eyelink_newest_sample()`

#### 25.16.2.21 INT16 eyelink\_newest\_sample ( ISAMPLE \* buf )

Gets an integer (unconverted) copy of the last/newest link data (sample or event) seen by `eyelink_get-_next_data()`.

Parameters

<i>buf</i>	Pointer to buffer ( <code>ISAMPLE</code> , <code>ALL_DATA</code> type).
------------	---

Returns

0 if no data, else `SAMPLE__TYPE`.

Example:



```

ISAMPLE isample;
float x, y;                // gaze position

if(eyelink_newest_sample(NULL)>0) // check for new sample
    update
{
    eyelink_newest_sample(&isample);

    if (x!=MISSING_DATA)
        x = ((float) isample.gx[eye_used])/((float)
            eyelink_position_prescaler()); // yes: get gaze position from sample
    else
        x = (float) MISSING_DATA;

    if (y!=MISSING_DATA)
        y = ((float) isample.gy[eye_used])/((float)
            eyelink_position_prescaler());
    else
        y = (float) MISSING_DATA;

    ...
    // code for processing the sample
    ...
}

```

**See Also**

[eyelink\\_get\\_float\\_data\(\)](#), [eyelink\\_get\\_last\\_data\(\)](#), [eyelink\\_get\\_next\\_data\(\)](#),  
[eyelink\\_get\\_sample\(\)](#) and [eyelink\\_newest\\_float\\_sample\(\)](#)

**25.16.2.22 INT16 eyelink\_node\_receive ( ELINKADDR *node*, void FARTYPE \* *data* )**

Checks for and gets the last packet received, stores the data and the node address sent from.

**Remarks**

Data can only be read once, and is overwritten if a new packet arrives before the last packet has been read.

**Parameters**

<i>node</i>	Address of the sender.
<i>data</i>	Pointer to a buffer to hold the data.

**Returns**

0 if successful, otherwise link error.

**Example:** See [eyelink\\_node\\_send\(\)](#)

**See Also**

[eyelink\\_get\\_float\\_data\(\)](#), [eyelink\\_open\\_node\(\)](#) and [eyelink\\_node\\_send\(\)](#)

**25.16.2.23 INT16 eyelink\_node\_send ( ELINKADDR node, void FARTYPE \* data, UINT16 dsize )**

Sends a given data to the given node.

**Parameters**

<i>node</i>	ELINKADDR node address.
<i>data</i>	Pointer to buffer containing data to send.
<i>dsize</i>	Number of bytes of data. Maximum ELREMBUFSIZE bytes.

**Returns**

0 if successful, otherwise link error.

**Example:**

```
// The following two code pieces show the exchanges of messaging between two
// remote applications (SENDER and LISTENER). In the first program, the SENDER
// sends
// a "START_RECORD" message to the LISTENER application and wait for an "echo"
// message.
// The second program shows the LISTENER application receives the
// "START_RECORD" message
// and sends an "echo" message

#include <eyelink.h>

ELINKADDR listener_address; // Address of the listener application
char text_message[256], echo_message[256];

...
// Code for retrieving the listener's address; See COMM_SIMPLE
...

sprintf(text_message, "START_RECORD");
eyelink_node_send(listener_address, text_message, 40);

// Now checks for the echo response from the listener
while (1)
{
    // get the message from the listener application
    k = eyelink_node_receive(listener_address, echo_message);
    if (k > 0 && strstr(echo_message, text_message))
        break;
    ...
    // Other code for error handling
    ...
}

// This program shows the LISTENER application receives the "START_RECORD"
// message and sends an "echo" message

#include <eyelink.h>

ELINKADDR sender_address; // Address of the sender application
char text_message[256], echo_message[256];

// get the message from the sender application
```

```

k = eyelink_node_receive(sender_address, text_message);

if(k > 0 && !_strnicmp(text_message, "START_RECORD", 12))
{
    eyemsg_printf(text_message);
    error = start_recording(1,1,1,1); // Starts recording
    if(error != 0)
        return error; // Return error code if failed

    sprintf(echo_message, "ECHO %s", text_message);
    // Sends the echo message to the sender application
    eyelink_node_send(sender_address, echo_message, 60);
}

```

**See Also**

[eyelink\\_get\\_node\(\)](#), [eyelink\\_node\\_receive\(\)](#) and [eyelink\\_open\\_node\(\)](#)

**25.16.2.24 INT16 eyelink\_node\_send\_message ( ELINKADDR node, char FARTYPE \* msg )**

Sends a text message the connected eye tracker. The text will be added to the EDF file.

**Remarks**

NEW (v2.1): If the link is initialized but not connected to a tracker, the message will be sent to the tracker set by [set\\_eyelink\\_address\(\)](#).

**Parameters**

<i>msg</i>	Text to send to the tracker.
<i>node</i>	Address of the tracker.

**Returns**

0 if no error, else link error code.

**Example:** See [eyelink\\_quiet\\_mode\(\)](#)

**See Also**

[eyelink\\_send\\_message\(\)](#), [eyelink\\_quiet\\_mode\(\)](#) and [set\\_eyelink\\_address\(\)](#)

**25.16.2.25 INT16 eyelink\_node\_send\_message\_ex ( UINT32 exectime, ELINKADDR node, char FARTYPE \* msg )**

Sends a data file message to any or all trackers with time offset.

**Parameters**

<i>exectime</i>	time offset. If the offset is 0, this function is the same as <a href="#">eyelink_node_send_message()</a>
<i>node</i>	Node address
<i>msg</i>	Message to be sent

**Returns**

OK\_RESULT or LINK\_TERMINATED\_RESULT.

**See Also**

[eyelink\\_node\\_send\\_message\(\)](#)

**25.16.2.26 INT16 eyelink\_position\_prescaler ( void )**

Returns the divisor used to convert integer eye data to floating point data.

**Returns**

Divisor (usually 10).

**Example:**

```
// This program uses the eyecmd_printf() and eyelink_position_prescaler() to
// set
// and retrieve the screen_write_prescale value. See eyelink_get_sample() for
// another example of using eyelink_position_prescaler()

#include <eyelink.h>
UINT32 start_time;

// Sets the value by which gaze position data is multiplied before writing to
// EDF file or link as integer
eyecmd_printf("screen_write_prescale = 10");

if (eyelink_wait_for_command_result() ==
    OK_RESULT)
{
    // Checks out the value set
    eyemsg_printf("Position scalar %d",
        eyelink_position_prescaler());
}
```

**25.16.2.27 INT16 eyelink\_read\_reply ( char FARTYPE \* buf )**

Returns text with reply to last read request.

**Parameters**

<i>buf</i>	String to contain text.
------------	-------------------------

**Returns**

OK\_RESULT (0) if response received.  
NO\_REPLY if no response yet.

**Example:** See [eyelink\\_read\\_request\(\)](#)

**See Also**

[eyelink\\_read\\_request\(\)](#)

**25.16.2.28 INT16 eyelink\_read\_request ( char FARTYPE \* text )**

Sends a text variable name whose value is to be read and returned by the tracker as a text string.

**Remarks**

NEW (v2.1): If the link is initialized but not connected to a tracker, the message will be sent to the tracker set by `set_eyelink_address()`. However, these requests will be ignored by tracker versions older than EyeLink I v2.1 and EyeLink II v1.1.

**Parameters**

<i>text</i>	String with message to send.
-------------	------------------------------

**Returns**

0 if success, otherwise link error code.

**Example:**

```
// This code illustrates the use of eyelink_read_request() to get the
// coordinate information of the screen coordinate

int read_tracker_pixel_coords(void)
{
    char buf[100] = "";
    UINT32 t;

    // Checks whether we are still connected
    if(!eyelink_is_connected() || break_pressed())
        return 1;

    // Tries to retrieve the info about screen_pixel_coords
    eyelink_read_request("screen_pixel_coords");

    t = current_msec();
    // Waits for a maximum of 500 msec
    while(current_msec()-t < 500)
    {
        if(eyelink_read_reply(buf) == OK_RESULT)
        {
            eyemsg_printf("%s", buf);
            return 0;
        }
        message_pump(NULL); // Keeps Windows happy
        if(!eyelink_is_connected) return 1;
        if(break_pressed()) return 1;
    }
    return -1; // Timed out
}
```

**Output:**

```
MSG      374986 0.000000,0.000000,1023.000000,767.000000
```

**See Also**

[eyelink\\_read\\_reply\(\)](#)

**25.16.2.29 INT16 eyelink\_reset\_data ( INT16 *clear* )**

Prepares link buffers to receive new data. If `<clear>` is nonzero, removes old data from buffer.

**Parameters**

<i>clear</i>	If clear is non-zero, any buffer data is discarded.
--------------	---

**Returns**

Always returns 0.

**Example:** See [eyelink\\_in\\_data\\_block\(\)](#)

**See Also**

[eyelink\\_data\\_status\(\)](#) and [eyelink\\_in\\_data\\_block\(\)](#)

**25.16.2.30 UINT16 eyelink\_sample\_data\_flags ( void )**

Gets sample data content flag (0 if not in sample block).

**25.16.2.31 INT16 eyelink\_send\_command ( char FARTYPE \* *text* )**

Sends a command to the connected eye tracker.

**Remarks**

If `eyelink_send_commd()` is used, the text command will be executed, and a result code returned that can be read with [eyelink\\_command\\_result\(\)](#) or [eyelink\\_wait\\_for\\_command\\_result\(\)](#).

**Parameters**

<i>text</i>	String command to send.
-------------	-------------------------

**Returns**

0 if successful, otherwise link error.

**Example:**

```
// This program illustrates the use of eyelink_send_command

#include <eyelink.h>

UINT32 t;
int i, j;
char buf[256];

// Change the assignment of the button functions so that pressing
// button 1 will accept target fixation
i=eyelink_send_command("button_function 1
    'accept_target_fixation'");
// Used to get more information on tracker result
j = eyelink_last_message(buf);

if (i == OK_RESULT)
{
    eyemsg_printf("Command executed successfully: %s", j?buf:"");
    break;
}
else if (i!=NO_REPLY)
{
    eyemsg_printf("Error in executing command: %s", j?buf:"");
    break;
}
}
```

**Output:**

```
MSG      4608038 Command executed successfully: OK
```

**See Also**

[eyelink\\_command\\_result\(\)](#), [eyelink\\_wait\\_for\\_command\\_result\(\)](#) and [eyelink-\\_timed\\_command\(\)](#)

**25.16.2.32 INT16 eyelink\_send\_message ( char FARTYPE \* msg )**

Sends a text message the connected eye tracker. The text will be added to the EDF file.

**Parameters**

<i>msg</i>	Text to send to the tracker.
------------	------------------------------

**Returns**

0 if no error, else link error code.

**Example:** See [eyelink\\_quiet\\_mode\(\)](#)

**See Also**

[eyelink\\_node\\_send\\_message\(\)](#), [eyelink\\_quiet\\_mode\(\)](#) and [set\\_eyelink\\_address\(\)](#)

**25.16.2.33 INT16 eyelink\_send\_message\_ex ( UINT32 exectime, char FARTYPE \* msg )**

Send a data file message string to connected tracker with time offset.

**Parameters**

<i>exectime</i>	time offset. If the offset is 0, this function is the same as <a href="#">eyelink_send_message()</a>
<i>msg</i>	Message to be sent

**Returns**

OK\_RESULT or LINK\_TERMINATED\_RESULT.

**See Also**

[eyemsg\\_printf\\_ex\(\)](#), [eyelink\\_send\\_message\(\)](#)

**25.16.2.34 INT16 eyelink\_set\_data\_ready\_notify ( EYELINK\_DATA\_READY\_NOTIFY notify\_function )**

The api can be configured, so that it is not necessary to keep looping and checking for when the data is available. This function allows to set the notification callback function. The callback will be called as soon as an event or sample is available.

**Parameters**

<i>notify_function</i>	pointer to the callback function
------------------------	----------------------------------

The callback function takes in an argument and returns nothing. Callback function should return very quickly. If this takes too long, then the data receive packets may be dropped. The argument value of 1 means event is available and the argument value of 2 means sample is available on the link

```
\b Example:
<pre>
@code
    void notify_when_sample_is_ready(int type)
    {
        // This function will be called when a sample or event is availbe.
        if(type ==1) printf("Event is ready \n");
        else if(type ==2) printf("Sample is ready \n");
    }

    {
        ... // some other implementation
        eyelink_set_data_ready_notify(notify_when_sample_is_ready);
        ... // some more implementation.
    }
\endcode
</pre>
```

**See Also**

[eyelink\\_get\\_data\\_ready\\_notify\(\)](#), [eyelink\\_get\\_float\\_data\(\)](#), [eyelink\\_get\\_last\\_data\(\)](#), [eyelink\\_get\\_next\\_data\(\)](#), [eyelink\\_get\\_sample\(\)](#) [eyelink\\_newest\\_double\\_sample\(\)](#) [eyelink\\_wait\\_for\\_new\\_double\\_sample\(\)](#) [eyelink\\_wait\\_for\\_new\\_float\\_sample\(\)](#) and [eyelink\\_newest\\_sample\(\)](#)



**25.16.2.35 INT16 eyelink\_timed\_command ( UINT32 msec, char FARTYPE \* text )**

Sends a command to the connected eye tracker, wait for reply.

**Remarks**

If `eyelink_send_command()` is used, the text command will be executed, and a result code returned that can be read with `eyelink_command_result()` or `eyelink_wait_for_command_result()`.

**Parameters**

<i>text</i>	String command to send.
<i>msec</i>	Maximum milliseconds to wait for reply.

**Returns**

OK\_RESULT (0) if OK.  
 NO\_REPLY if timed out.  
 LINK\_TERMINATED\_RESULT if cannot send.  
 other error codes represent tracker execution error.

**Example:**

```
// This program illustrates the use of eyelink_timed_command

#include <eyelink.h>

INT16 error;
char buf[256];

// send command string to tracker, wait for reply
error = eyelink_timed_command(1000, "button_function 5
    'accept_target_fixation'");

// Checks for the command result
if (error)
{
    eyelink_last_message(buf);
    eyemsg_printf("Error in executing the command: %s", buf);
}
```

**See Also**

`eyelink_wait_for_command_result()`, `eyelink_command_result()` and `eyelink_send_command()`

**25.16.2.36 INT16 eyelink\_wait\_for\_command\_result ( UINT32 timeout )**

Waits for and retrieves the numeric result code sent by the tracker from the last command.

**Returns**

NO\_REPLY if no reply to last command.  
 OK\_RESULT (0) if OK.  
 Other error codes represent tracker execution error.

**Example:**

```
// This program uses the eyecmd_printf() and eyelink_position_prescaler() to
// set
// and retrieve the screen_write_prescale value. See eyelink_get_sample() for
// another example of using eyelink_position_prescaler()

#include <eyelink.h>
UINT32 start_time;

// Sets the value by which gaze position data is multiplied before writing to
// EDF file or link as integer
eyecmd_printf("screen_write_prescale = 10");

if (eyelink_wait_for_command_result() ==
    OK_RESULT)
{
    // Checks out the value set
    eyemsg_printf("Position scalar %d",
        eyelink_position_prescaler());
}
```

**See Also**

[eyelink\\_last\\_message\(\)](#), [eyelink\\_send\\_command\(\)](#) and [eyelink\\_timed\\_command\(\)](#)

**25.16.2.37 INT16 eyelink\_wait\_for\_data ( UINT32 maxwait, INT16 samples, INT16 events )**

Waits for data to be received from the eye tracker. Can wait for an event, a sample, or either. Typically used after record start to check if data is being sent.

**Parameters**

<i>maxwait</i>	Time in milliseconds to wait for data.
<i>samples</i>	If 1, return when first sample available.
<i>events</i>	If 1, return when first event available.

**Returns**

1 if data is available. 0 if timed out.

**Example:**

```
// This program illustrates the use of eyelink_wait_for_data()

#include <eyelink.h>
#include <stdio.h>
int error;

// Recording with link data enabled
error = start_recording(1,1,1,0);
if(error != 0) return error; // ERROR: couldn't start recording

// Wait for link sample data
if(!eyelink_wait_for_data(100, 1, 0))
{
    printf("ERROR: No link samples received!");
    return -1;
}
```

**See Also**

[eyelink\\_wait\\_for\\_block\\_start\(\)](#)

**25.16.2.38 INT16 eyelink\_wait\_for\_new\_double\_sample ( DSAMPLE \* buf, UINT32 timeout )**

Waits for a new sample to arrive on the link. Exactly the same as [eyelink\\_wait\\_for\\_new\\_float\\_sample\(\)](#) except the data type is [DSAMPLE](#)

**Parameters**

<i>buf</i>	Pointer to sample buffer type <a href="#">DSAMPLE</a> . If NULL, just checks new-sample status.
------------	---

**Returns**

-1 if no samples, 0 if no new data, 1 if new sample.

**See Also**

[eyelink\\_get\\_float\\_data\(\)](#), [eyelink\\_get\\_last\\_data\(\)](#), [eyelink\\_get\\_next\\_data\(\)](#), [eyelink\\_get\\_sample\(\)](#) [eyelink\\_newest\\_double\\_sample\(\)](#) [eyelink\\_wait\\_for\\_new\\_sample\(\)](#) [eyelink\\_wait\\_for\\_new\\_float\\_sample\(\)](#) and [eyelink\\_newest\\_sample\(\)](#)

**25.16.2.39 INT16 eyelink\_wait\_for\_new\_float\_sample ( FSAMPLE \* buf, UINT32 timeout )**

Waits for a new sample to arrive on the link. This is the latest sample, not the oldest sample that is read by [eyelink\\_get\\_next\\_data\(\)](#), and is intended to drive gaze cursors and gaze-contingent displays.

If the function is called with NULL buffer pointer, then the behaviour is exactly the same as [eyelink\\_newest\\_float\\_sample\(\)](#). If a [FSAMPLE](#) buffer is given then, the function call will block till the next sample is available and then return. If sample cannot be gathered, the function will timeout. If it times out the return value will be -1.

**Parameters**

<i>buf</i>	Pointer to sample buffer type <a href="#">FSAMPLE</a> . If NULL, just checks new-sample status.
------------	---

## Returns

-1 if no samples, 0 if no new data, 1 if new sample.

## Example:

Example 1:

```
// This program illustrates the use of eyelink_newest_float_sample
#include <eyelink.h>

FSAMPLE sample;          // buffer to hold sample and event data
int eye_used = 0;         // indicates which eye's data to display
float x, y;               // gaze position

// Recording with link data enabled
error = start_recording(1,1,1,0);
if(error != 0) return error; // ERROR: couldn't start recording

// Determines which eye(s) are available
eye_used = eyelink_eye_available();

// Selects eye, add annotation to EDF file
switch(eye_used)
{
    case RIGHT_EYE:
        eyemsg_printf("EYE_USED 1 RIGHT");
        break;
    case BINOCULAR: // both eye's data present: use left eye
        only
            eye_used = LEFT_EYE;
    case LEFT_EYE:
        eyemsg_printf("EYE_USED 0 LEFT");
        break;
}
while (1)
{
    // check for new sample update
    if(eyelink_wait_for_new_float_sample
(&sample)>0)
    {

        x = sample.gx[eye_used];
        y = sample.gy[eye_used];

        // make sure pupil is present
        if(x!=MISSING_DATA && y!=MISSING_DATA
&& evt.fs.pa[eye_used]>0)
            eyemsg_printf("Sample: %ld %8.2f %8.2f",
                evt.fs.time, x, y);
    }
    ...
    // Code for exiting, display drawing etc.
}
```

## Output:

```
MSG      23701980 EYE_USED 0 LEFT
MSG      23703426 Sample: 23703424 412.90 217.90
MSG      23703430 Sample: 23703426 433.20 216.20
MSG      23703430 Sample: 23703428 453.40 214.40
MSG      23703434 Sample: 23703430 473.60 212.60
MSG      23703434 Sample: 23703432 493.80 210.80
MSG      23703438 Sample: 23703434 514.00 209.00
MSG      23703438 Sample: 23703436 534.20 207.10
MSG      23703442 Sample: 23703438 554.30 205.20
MSG      23703442 Sample: 23703440 574.40 203.30
```

```
MSG      23703446 Sample: 23703442   594.50   201.30
MSG      23703446 Sample: 23703444   614.60   199.30
MSG      23703450 Sample: 23703446   634.70   197.20
MSG      23703450 Sample: 23703448   634.70   197.20
```

**This** program illustrates the use of `eyelink_newest_float_sample` to get remote data online

```
Example 2:
// "HTARGET" should be included in the data list
eyecmd_printf("file_sample_data =
LEFT,RIGHT,GAZE,AREA,HTARGET,GAZERES,STATUS,INPUT");
eyecmd_printf("link_sample_data =
LEFT,RIGHT,GAZE,GAZERES,AREA,HTARGET,STATUS,INPUT");

// The remote data is accessed through the hdata member of the sample
data structure.
// The first 4 values of evt.hdata structure are: target x, target y,
target distance in mm*10.0, and target flags.

// check for new samples
if(eyelink_wait_for_new_float_sample(&
sample)>0)
{
    eyemsg_printf("remote data %d %d %d %x", sample.
hdata[0], sample.hdata[1], sample.hdata[2], sample.hdata[3]
);
}
```

#### See Also

`eyelink_get_float_data()`, `eyelink_get_last_data()`, `eyelink_get_next_data()`, `eyelink_get_sample()`, `eyelink_newest_double_sample()`, `eyelink_wait_for_new_double_sample()`, `eyelink_wait_for_new_sample()` and `eyelink_newest_sample()`

#### 25.16.2.40 INT16 eyelink\_wait\_for\_new\_sample ( ISAMPLE \* buf, UINT32 timeout )

Waits for a new sample to arrive on the link. Exactly the same as `eyelink_wait_for_new_float_sample()` except the data type is **ISAMPLE**

#### Parameters

<i>buf</i>	Pointer to sample buffer type <b>ISAMPLE</b> . If NULL, just checks new-sample status.
------------	--

#### Returns

-1 if no samples, 0 if no new data, 1 if new sample.

#### See Also

`eyelink_get_float_data()`, `eyelink_get_last_data()`, `eyelink_get_next_data()`, `eyelink_get_sample()`, `eyelink_newest_double_sample()`, `eyelink_wait_for_new_double_sample()`, `eyelink_wait_for_new_float_sample()` and `eyelink_newest_sample()`

### 25.16.2.41 INT16 eyelink\_wait\_for\_next\_data ( ALLF\_DATA \* buf, int bufferlen, UINT32 timeout )

Waits for the data till timeout or any data available and fetches next n number of data items from link buffer. Returns the number of items fetched if buffer given. If no return buffer is given returns the last item's type. The returned items are already converted to float data and can be used directly.

#### Parameters

<i>buf</i>	If NULL, saves data, else copies float data into buffer. Buffer should be of bufferlen times <a href="#">ALLF_DATA</a> .
<i>bufferlen</i>	length of <a href="#">ALLF_DATA</a> array. eg. 5 would mean, array of 5 elements of type <a href="#">ALLF_DATA</a>
<i>timeout</i>	0 means to use default time out. At the moment, default time out is set to 20ms. If longer timeout is required use units of 20 ms. eg. if 2 is given, the function will wait for up to 40ms for data. If NULL buffer is given, the function assumes no timeout.
<i>buf</i>	

#### Returns

0 if no data, SAMPLE\_TYPE or else event type if NULL buffer is given. n number of items copied if buffer is given.

#### Remarks

If eyelink\_wait\_for\_next\_data(NULL,0,0) then it the same as calling eyelink\_get\_next\_data(NULL)

#### Example:

```
// This program illustrates the use of eyelink_wait_for_next_data()

#include <eyelink.h>

int len = 5;
int returned_dataalen=0;
ALLF_DATA evt[5];          // buffer to hold sample and event data
int eye_used = -1;         // indicates which eye's data to display
int i;

// Determines which eye(s) are available
eye_used = eyelink_eye_available();

// Selects eye, add annotation to EDF file
switch(eye_used)
{
    case RIGHT_EYE:
        eyemsg_printf("EYE_USED 1 RIGHT");
        break;
    case BINOCULAR: // both eye's data present: use left eye only
        eye_used = LEFT_EYE;
    case LEFT_EYE:
        eyemsg_printf("EYE_USED 0 LEFT");
        break;
}

// Makes sure that the tracker connection is still alive
while(eyelink_is_connected())
{
    // handle the error or abort situations
    if(getkey()==27 || !eyelink_is_connected())
        break;
}
```

```

returned_dataalen = eyelink_wait_for_next_data(evt,
    len, 0);
for( i =0; i < returned_dataalen; i++)
{
    // Check for data from link and process fixation update events
    if(evt[i].fe.type == FIXUPDATE)
    {
        //We have a FIXUPDATE event.
        // only process if it's from the desired eye?
        if(evt[i].fe.eye == eye_used)
        {
            // Records the average position and duration of update
            eyemsg_printf("Fixupdate: avg_x %8.2f, y
                %8.2f, dur %d",
                evt[i].fe.gavx, evt[i].fe.gavy, evt[i].fe.
                entime-evt[i].fe.sttime);
        }
        ...
        // Other code for drawing and exiting
    }
}

```

### Output:

```

MSG      30244970 Fixupdate: avg_x   863.10, y   244.10, dur 48
MSG      30245018 Fixupdate: avg_x   863.10, y   245.60, dur 48
MSG      30245070 Fixupdate: avg_x   863.10, y   247.30, dur 48

```

### See Also

[eyelink\\_get\\_float\\_data\(\)](#), [eyelink\\_get\\_last\\_data\(\)](#), [eyelink\\_newest\\_float-sample\(\)](#) [eyelink\\_get\\_next\\_data\(\)](#) and [eyelink\\_newest\\_sample\(\)](#)

#### 25.16.2.42 INT16 eyemsg\_printf ( const char \* *fmt*, ... )

This sends a text message to the EyeLink tracker, which timestamps it and writes it to the EDF data file. Messages are useful for recording trial conditions, subject responses, or the time of important events. This function is used with the same formatting methods as `printf()`, allowing numbers to be included. Avoid end-of-line characters ("`\n`") at end of messages. Please note that texts longer than 243 characters will be trimmed.

#### Parameters

<i>fmt</i>	Similar to <code>printf()</code> , format string plus arguments.
------------	--

#### Returns

0 if successfully sent to tracker, else error code.

#### Example:

```
// This program illustrates the use of eyemsg_printf()

#include <eyelink.h>
char program_name[100] = "Windows Sample Experiment 2.0";

// Add a message to the EDF file
eyemsg_printf("RECORDED BY %s", program_name);
```

### Output:

```
MSG      2248248 RECORDED BY Windows Sample Experiment 2.0
```

### See Also

[eyecmd\\_printf\(\)](#)

#### 25.16.2.43 INT16 eyemsg\_printf\_ex ( UINT32 *exectime*, const char \* *fmt*, ... )

This allows us to send messages to the Eyelink tracker to be logged into the data file with a time offset. Use it just like printf() to format the message text. Similar to [eyemsg\\_printf\(\)](#) function, texts longer than 243 characters will be trimmed.

#### Parameters

<i>exectime</i>	time offset that reflects in the message's time stamp
<i>fmt</i>	printf format string

#### Returns

0 if OK, else error code.

### Example:

```
if(open_eyelink_connection(0) !=0)
    return 0;
open_data_file("msgtest.edf");

eyemsg_printf("hello");
msec_delay(100);
eyemsg_printf_ex(-100,"hello1");
msec_delay(100);

eyemsg_printf_ex(100,"hello2");
msec_delay(100);
eyemsg_printf("hello3");
msec_delay(100);
close_data_file();
receive_data_file(".", ".", 1);
```



As you can see in the edf file data generated by the above code, both Message1 and Message2 has the same time stamp and message3 and message4 has the same time stamp.

```
MSG      8004932 Message1
MSG      8004932 Message2
MSG      8005232 Message3
MSG      8005232 Message4
```

## 25.17 Message Pump functions

### Functions

- INT16 `message_pump` (void)
- INT16 `key_message_pump` (void)
- void `pump_delay` (UINT32 delay)

### 25.17.1 Detailed Description

### 25.17.2 Function Documentation

#### 25.17.2.1 INT16 `key_message_pump` ( void )

Similar to `message_pump()`, but only processes keypresses. This may help reduce latency.

#### 25.17.2.2 INT16 `message_pump` ( void )

Almost all experiments must run in a deterministic fashion, executing sequentially and in loops instead of the traditional Windows event-processing model. However, Windows messages must still be dispatched for keyboard input and other events. Calling `getkey()` will dispatch messages and return keys. The `message_pump()` function also dispatches messages, but does not read the keys. It can also handle messages for a modeless dialog box.

### Returns

0 normally, 1 if ALT-F4 or CTRL-C pressed, or if `terminal_break()` called. Any loops should exit in this case.

**Example:** The following two programs works together to show the use of `message_pump()` function. In this case, writes a message to EDF file when the left mouse button is pressed.

```
// Program 1. The typical trial loop plus the message_pump()
#include <eyelink.h>

// Trial loop: till timeout or response
while(1)
{
    ...
    // Other code for display update, trial terminating, etc.

    // Allows messages to operate in loops
    message_pump(NULL);
}

// Program 2. Revised code in the full_screen_window_proc() function of the
// w32_demo_window.c module. In this case, a WM_LBUTTONDOWN message is recorded in the EDF file.
#include <eyelink.h>
switch (message)
```

```

{
case WM_KEYDOWN:
case WM_CHAR:
    // Processes key messages: these can be accessed by getkey()
    process_key_messages(hwnd, message, wparam, lparam);
    break;

case WM_LBUTTONDOWN:
    eyemsg_printf("Left button is down");
    break;
    ...
    // Other windows messages and events
}

```

**Output:**

```

MSG      11662745 left button is down
MSG      11663048 left button is down
BUTTON   11665520      4      1
MSG      11665521 ENDBUTTON 4

```

**See Also**

[pump\\_delay\(\)](#)

**25.17.2.3 void pump\_delay ( UINT32 delay )**

During calls to [msec\\_delay\(\)](#), Windows is not able to handle messages. One result of this is that windows may not appear. This is the preferred delay function when accurate timing is not needed. It calls [message\\_pump\(\)](#) until the last 20 milliseconds of the delay, allowing Windows to function properly. In rare cases, the delay may be longer than expected. It does not process modeless dialog box messages.

**Parameters**

<i>delay</i>	Number of milliseconds to delay.
--------------	----------------------------------

**Example:**

```

// This program illustrates the use of pump_delay() at the end of trial
#include <eyelink.h>

// End recording: adds 100 msec of data to catch final events
static void end_trial(void)
{
    ...
    // Add code here to clean the display

    // Ensure we release realtime lock
    end_realtime_mode();
    // Delay for 100 msec, allow Windows to clean up
    pump_delay(100);

    // halt recording, return when tracker finished mode switch
    stop_recording();
}

```

**See Also**

`msec_delay()` and `message_pump()`

## 25.18 Tracker Mode functions

### Macros

- `#define OK_RESULT 0`
- `#define NO_REPLY 1000`
- `#define LINK_TERMINATED_RESULT -100`
- `#define ABORT_RESULT 27`
- `#define UNEXPECTED_EOL_RESULT -1`
- `#define SYNTAX_ERROR_RESULT -2`
- `#define BAD_VALUE_RESULT -3`
- `#define EXTRA_CHARACTERS_RESULT -4`
- `#define IN_DISCONNECT_MODE 16384`
- `#define IN_UNKNOWN_MODE 0`
- `#define IN_IDLE_MODE 1`
- `#define IN_SETUP_MODE 2`
- `#define IN_RECORD_MODE 4`
- `#define IN_TARGET_MODE 8`
- `#define IN_DRIFTCORR_MODE 16`
- `#define IN_IMAGE_MODE 32`
- `#define IN_USER_MENU 64`
- `#define IN_PLAYBACK_MODE 256`

### Functions

- `INT16 eyelink_current_mode` (void)
- `INT16 eyelink_tracker_mode` (void)
- `INT16 eyelink_wait_for_mode_ready` (UINT32 maxwait)
- `INT16 eyelink_user_menu_selection` (void)
- `void set_offline_mode` (void)

#### 25.18.1 Detailed Description

#### 25.18.2 Macro Definition Documentation

##### 25.18.2.1 `#define ABORT_RESULT 27`

EyeLink TRACKER RETURN CODES: operation aborted (calibration)

##### 25.18.2.2 `#define BAD_VALUE_RESULT -3`

COMMAND PARSE ERRORS: value is not right for command or tracker state

##### 25.18.2.3 `#define EXTRA_CHARACTERS_RESULT -4`

COMMAND PARSE ERRORS: bad format or too many values

**25.18.2.4 #define IN\_DISCONNECT\_MODE 16384**

Tracker state bit: disconnected.

**25.18.2.5 #define IN\_DRIFTCORR\_MODE 16**

Tracker state bit: drift correction

**25.18.2.6 #define IN\_IDLE\_MODE 1**

Tracker state bit: off-line

**25.18.2.7 #define IN\_IMAGE\_MODE 32**

Tracker state bit: image-display mode

**25.18.2.8 #define IN\_PLAYBACK\_MODE 256**

Tracker state bit: tracker sending playback data

**25.18.2.9 #define IN\_RECORD\_MODE 4**

Tracker state bit: data flowing

**25.18.2.10 #define IN\_SETUP\_MODE 2**

Tracker state bit: setup or cal/val/dcorr

**25.18.2.11 #define IN\_TARGET\_MODE 8**

Tracker state bit: some mode that needs fixation targets

**25.18.2.12 #define IN\_UNKNOWN\_MODE 0**

Tracker state bit: mode fits no class (i.e setup menu)

**25.18.2.13 #define IN\_USER\_MENU 64**

Tracker state bit: user menu

**25.18.2.14 #define LINK\_TERMINATED\_RESULT -100**

LINK RETURN CODES: can't send or link closed

**25.18.2.15** `#define NO_REPLY 1000`

LINK RETURN CODES: no reply yet (for polling test)

**25.18.2.16** `#define OK_RESULT 0`

LINK RETURN CODES: OK

**25.18.2.17** `#define SYNTAX_ERROR_RESULT -2`

COMMAND PARSE ERRORS: unknown command, unknown variable etc.

**25.18.2.18** `#define UNEXPECTED_EOL_RESULT -1`

COMMAND PARSE ERRORS: not enough data

**25.18.3 Function Documentation****25.18.3.1** `INT16 eyelink_current_mode ( void )`

This function tests the current tracker mode, and returns a set of flags based of what the mode is doing. The most useful flag using the EXPTSPT toolkit is `IN_USER_MENU` to test if the EyeLink Abort menu has been activated.

**Returns**

Set of bitflags that mark mode function: `IN_DISCONNECT_MODE` if disconnected. `IN_IDLE_MODE` if off-line (Idle mode). `IN_SETUP_MODE` if in Setup-menu related mode. `IN_RECORD_MODE` if tracking is in progress. `IN_PLAYBACK_MODE` if currently playing back data. `IN_TARGET_MODE` if in mode that requires a fixation target. `IN_DRIFTCORR_MODE` if in drift-correction. `IN_IMAGE_MODE` if displaying grayscale camera image. `IN_USER_MENU` if displaying Abort or user-defined menu.

**Example:** See `echo_key()`

**See Also**

`echo_key()`, `eyelink_tracker_mode()` and `eyelink_user_menu_selection()`

**25.18.3.2** `INT16 eyelink_tracker_mode ( void )`

Returns raw EyeLink mode numbers, defined in `eyelink.h` as `EL_xxxx` definitions.

**Returns**

Raw EyeLink mode, -1 if link disconnected

**Example:**

```

// This programs illustrates the use of track_mode_loop() function. See
// BROADCAST for the complete program code

#include <eyelink.h>

// Follow and process tracker modes
// Displays calibration and drift correction targets
// Also detects start of recording
// Black backgrounds would be transparent as video overlay
void track_mode_loop(void)
{
    int oldmode = -1;

    while(eyelink_is_connected())
    {
        int mode = eyelink_tracker_mode();
        unsigned key = getkey();

        if(key==27 || break_pressed() || !eyelink_is_connected()
        ())
            return;
        else if(key) // Echo to tracker
            eyelink_send_keybutton(key,0,KB_PRESS);

        if(mode == oldmode)
            continue;
        switch(mode)
        {
            case EL_RECORD_MODE: // Recording mode
                // Code for processing recording mode ;
                break;
            case EL_IMAGE_MODE: // Image mode
                // Code for processing image mode ;
                break;
            case EL_SETUP_MENU_MODE: // Setup menu mode
                // Code for processing setup menu mode ;
                break;
            case EL_CALIBRATE_MODE: // Calibration, validation, DC mode
            case EL_VALIDATE_MODE:
            case EL_DRIFT_CORR_MODE:
                // Code for processing calibration, validation, dc mode ;
                break;
            case EL_OPTIONS_MENU_MODE: // Option menu mode
                // Code for processing calibration mode ;
                break;
            default:
                // Code for processing default case ;
                break;
        }
        oldmode = mode;
    }
}

```

## See Also

[eyelink\\_current\\_mode\(\)](#) and [eyelink\\_is\\_connected\(\)](#)

### 25.18.3.3 INT16 eyelink\_user\_menu\_selection ( void )

Checks for a user-menu selection, clears response for next call.



**Returns**

0 if no selection made since last call, else code of selection.

**Example:**

```
// This programs illustrates the use of eyelink_user_menu_selection

#include <eyelink.h>
int i;

i = eyelink_current_mode();
if(i & IN_USER_MENU)      // handle user menu selections
{
    switch(eyelink_user_menu_selection())
    {
        case 1:      // SETUP selected
            break;
        case 2:      // REPEAT trial
            return REPEAT_TRIAL;
        case 3:      // SKIP trial
            return SKIP_TRIAL;
        case 4:      // Abort experiment
            eyelink_abort(); // this cleans up by erasing menu
            return ABORT_EXPT;
        default:      // no selection: continue
            break;
    }
}
```

**See Also**

[eyelink\\_current\\_mode\(\)](#)

**25.18.3.4 INT16 eyelink\_wait\_for\_mode\_ready ( UINT32 maxwait )**

After a mode-change command is given to the EyeLink tracker, an additional 5 to 30 milliseconds may be needed to complete mode setup. Call this function after mode change functions.

**Remarks**

If it does not return 0, assume a tracker error has occurred.

**Parameters**

<i>maxwait</i>	Maximum milliseconds to wait for the mode to change.
----------------	--

**Returns**

0 if mode switching is done, else still waiting.

**Example:** See [eyelink\\_data\\_start\(\)](#)

**See Also**

[eyelink\\_data\\_start\(\)](#) and [set\\_offline\\_mode\(\)](#)

### 25.18.3.5 void set\_offline\_mode ( void )

Places EyeLink tracker in off-line (idle) mode. Wait till the tracker has finished the mode transition.

**Example:**

```
// This program illustrates the use of set_offline_mode() function when doing
// cleaning up
// at the end of data recording

// Checks whether we still have the connection to the tracker
if(eyelink_is_connected())
{
    // Places EyeLink tracker in off-line (idle) mode
    set_offline_mode();
    eyecmd_printf("close_data_file");    // close data file
    eyelink_close(1);                    // disconnect from tracker
}

// shut down system (MUST do before exiting)
close_eyelink_system();
```

**See Also**

[eyelink\\_abort\(\)](#)

## 25.19 Eyelink Button Functions

### Functions

- UINT16 [eyelink\\_read\\_keybutton](#) (INT16 FARTYPE \*mods, INT16 FARTYPE \*state, UINT16 \*kcode, UINT32 FARTYPE \*time)
- INT16 [eyelink\\_send\\_keybutton](#) (UINT16 code, UINT16 mods, INT16 state)
- UINT16 [eyelink\\_button\\_states](#) (void)
- UINT16 [eyelink\\_last\\_button\\_states](#) (UINT32 FARTYPE \*time)
- UINT16 [eyelink\\_last\\_button\\_press](#) (UINT32 FARTYPE \*time)
- INT16 [eyelink\\_flush\\_keybuttons](#) (INT16 enable\_buttons)

### 25.19.1 Detailed Description

### 25.19.2 Function Documentation

#### 25.19.2.1 UINT16 eyelink\_button\_states ( void )

Returns a flag word with bits set to indicate which tracker buttons are currently pressed. This is button 1 for the LSB, up to button 16 for the MSB.

#### Remarks

Buttons above 8 are not realized on the EyeLink tracker.

#### Returns

Flag bits for buttons currently pressed.

#### Example:

```
// This program illustrates the use of eyelink_button_states

#include <eyelink.h>
int state = 0;
int prev_state = 0;
UINT32 start_time = current_time();

// Exits when the tracker is not connected or times out
while(eyelink_is_connected()
    && current_time() > start_time + 5000)
{
    // reads the currently-known state of all buttons
    state = eyelink_button_states();
    if (state != prev_state)
    {
        eyemsg_printf("Button 1:%s 2:%s 3:%s 4:%s 5:%s",
            state & 0x01 ? "Pressed" : "Released",
            (state & 0x02) >> 1 ? "Pressed" : "Released",
            (state & 0x04) >> 2 ? "Pressed" : "Released",
            (state & 0x08) >> 3 ? "Pressed" : "Released",
            (state & 0x10) >> 4 ? "Pressed" : "Released");

        prev_state = state;
    }
}
```

**Output:**

```

BUTTON 4144034 1 1
MSG 4144035 Button 1:Pressed 2:Released 3:Released 4:Released 5:Released
BUTTON 4144266 1 0
MSG 4144267 Button 1:Released 2:Released 3:Released 4:Released 5:Released
BUTTON 4144650 2 1
MSG 4144651 Button 1:Released 2:Pressed 3:Released 4:Released 5:Released
BUTTON 4144898 2 0
MSG 4144899 Button 1:Released 2:Released 3:Released 4:Released 5:Released
BUTTON 4145260 3 1
MSG 4145261 Button 1:Released 2:Released 3:Pressed 4:Released 5:Released
BUTTON 4145492 3 0
MSG 4145493 Button 1:Released 2:Released 3:Released 4:Released 5:Released
BUTTON 4145834 4 1
MSG 4145835 Button 1:Released 2:Released 3:Released 4:Pressed 5:Released
BUTTON 4146106 4 0
MSG 4146107 Button 1:Released 2:Released 3:Released 4:Released 5:Released
BUTTON 4146498 5 1
MSG 4146499 Button 1:Released 2:Released 3:Released 4:Released 5:Pressed
BUTTON 4146778 5 0
MSG 4146779 Button 1:Released 2:Released 3:Released 4:Released 5:Released

```

**See Also**

[eyelink\\_last\\_button\\_press\(\)](#)

**25.19.2.2 INT16 eyelink\_flush\_keybuttons ( INT16 enable\_buttons )**

Causes the EyeLink tracker and the EyeLink library to flush any stored button or key events. This should be used before a trial to get rid of old button responses. The `<enable_buttons>` argument controls whether the EyeLink library will store button press and release events. It always stores tracker key events. Even if disabled, the last button pressed and button flag bits are updated.

**Parameters**

<i>enable_buttons</i>	Set to 0 to monitor last button press only, 1 to queue button events.
-----------------------	---

**Returns**

Always 0.

**Example:**

```

// This program illustrates the use of eyelink_flush_keybuttons.

UINT32 wait_time = 5000;
int i;

// Flushes any waiting keys or buttons

```

```

eyelink_flush_keybuttons(0);

// Sets the time-out duration
wait_time += current_msec();

// Makes sure that the tracker connection is still alive
while(eyelink_is_connected())
{
    // handle the error or abort situations
    if(getkey()==27 || !eyelink_is_connected())
        break;

    // Checks the button response
    i = eyelink_last_button_press(NULL);
    if(i)
    {
        eyemsg_printf("WAITBUTTON %d", i);
        break;
    }

    // Times out if no button is pressed
    if(current_time() > wait_time)
    {
        eyemsg_printf("WAITBUTTON TIMEOUT");
        break;
    }
}

```

**Output:**

```

BUTTON 19585661      5      1
MSG     19585662 WAITBUTTON 5
BUTTON 19586005      5      0

```

**See Also**

`eyelink_button_states()`, `eyelink_last_button_press()`, `eyelink_read_keybutton()`  
and `eyelink_send_keybutton()`

**25.19.2.3** `UINT16 eyelink_last_button_press ( UINT32 FARTYPE * time )`

Reads the number of the last button detected by the EyeLink tracker. This is 0 if no buttons were pressed since the last call, or since the buttons were flushed. If a pointer to a variable is supplied the eye-tracker timestamp of the button may be read. This could be used to see if a new button has been pressed since the last read. If multiple buttons were pressed since the last call, only the last button is reported.

**Parameters**

<i>time</i>	Far pointer to a variable to hold tracker time of last button press. Usually left as NULL to ignore time.
-------------	---

**Returns**

Button last pressed, 0 if no button pressed since last read, or call to `eyelink_flush_keybuttons()`.

**Example:**

```
// This program illustrates the use of eyelink_flush_keybuttons

#include <eyelink.h>
int  button;

// reset keys and buttons from tracker
eyelink_flush_keybuttons(0);

while(1)
{
    // Check for eye-tracker buttons pressed
    button = eyelink_last_button_press(NULL);

    // Disables button 6 and 7 and process all other button events
    if(button != 0 && button != 6 && button != 7)
    {
        // Presses button 5 to break the loop
        if (button == 5)
        {
            eyemsg_printf("ENDBUTTON %d", button);
            break;
        }
        // Records all other button press messages
        else
            eyemsg_printf("BUTTON PRESSED %d", button);
    }
}
```

**Output:**

```
BUTTON 19753748      2      1
MSG 19753749 BUTTON PRESSED 2
BUTTON 19754018      2      0
BUTTON 19755595      5      1
MSG 19755595 ENDBUTTON 5
BUTTON 19755808      5      0
```

**See Also**

`eyelink_flush_keybuttons()`, `eyelink_button_states()`, `eyelink_read_keybutton()` and `eyelink_send_keybutton()`

**25.19.2.4 UINT16 eyelink\_last\_button\_states ( UINT32 FARTYPE \* time )**

Returns a flag word with bits set to indicate which tracker buttons are currently pressed. This is button 1 for the LSB, up to button 16 for the MSB. Same as `eyelink_button_states()` except, optionally time of the button states can be acquired.

**Parameters**

<code>out</code>	<code>time</code>	pointer to return time of the button states.
------------------	-------------------	--

**Returns**

Flag bits for buttons currently pressed.

**See Also**

`eyelink_send_keybutton()`

### 25.19.2.5 `UINT16 eyelink_read_keybutton ( INT16 FARTYPE * mods, INT16 FARTYPE * state, UINT16 * kcode, UINT32 FARTYPE * time )`

Reads any queued key or button events from tracker.

**Remarks**

Any of the parameters(mods/state/kcode/time) can be null to ignore.

**Parameters**

<code>mods</code>	Pointer to variable to hold button number or key modifier (Shift, Alt and Ctrl key states).
<code>state</code>	Pointer to variable to hold key or button change (KB_PRESS, KB_RELEASE, or KB_REPEAT).
<code>kcode</code>	Pointer to variable to hold key scan code.
<code>time</code>	Pointer to a variable to hold tracker time of the key or button change.

**Returns**

Key character is key press/release/repeat, KB\_BUTTON (0xFF00) if button press or release. 0 if none.

**Example:**

```
// This program illustrates the use of eyelink_read_keybutton to read key press
// events from the tracker keyboard

#include <eyelink.h>

UINT16 key;
INT16 state;

// Reads any queued key or button events from the tracker keyboard
key = eyelink_read_keybutton(NULL, &state, NULL, NULL);

// Makes sure that we checks only the key press
if (key && state == KB_PRESS && key != KB_BUTTON)
{
    // Writes out the pressed key id
    if (key < 256 && isprint(key))
        eyemsg_printf("KEY '%c'", key);
    else
        eyemsg_printf("WAITKEY 0x%04X", key);
}
```

**See Also**

[eyelink\\_send\\_keybutton\(\)](#)

**25.19.2.6 INT16 eyelink\_send\_keybutton ( UINT16 *code*, UINT16 *mods*, INT16 *state* )**

Sends a key or button event to tracker. Only key events are handled for remote control.

**Parameters**

<i>code</i>	Key character, or KB_BUTTON (0xFF00) if sending button event.
<i>mods</i>	Button number, or key modifier (Shift, Alt and Ctrl key states).
<i>state</i>	Key or button change (KB_PRESS or KB_RELEASE).

**Returns**

0 if OK, else send link error.

**Example:**

```
// This program illustrates the implementation of echo_key() function using the
// eyelink_send_keybutton()

// ECHO_KEY() function is similar to getkey() but also echoes key to tracker
UINT16 echo_key(void)
{
    UINT16 k = getkey();

    if(k!=0 && k!=1)
        eyelink_send_keybutton(k, 0, KB_PRESS);
    return k;
}
```

**See Also**

[eyelink\\_read\\_keybutton\(\)](#)



## 25.20 Calibration Camera Image Presentation Example

### Functions

- INT16 `setup_image_display` (INT16 width, INT16 height)
- void `exit_image_display` (void)
- void `image_title` (INT16 threshold, char \*title)
- void `set_image_palette` (INT16 ncolors, byte r[ ], byte g[ ], byte b[ ])
- void `draw_image_line` (INT16 width, INT16 line, INT16 totlines, byte \*pixels)

### 25.20.1 Detailed Description

### 25.20.2 Function Documentation

#### 25.20.2.1 void `draw_image_line` ( INT16 *width*, INT16 *line*, INT16 *totlines*, byte \* *pixels* )

This function is called to supply the image line by line from top to bottom.

#### Parameters

<i>width</i>	width of the picture. Essentially, number of bytes in <code>pixels</code> .
<i>line</i>	current line of the image
<i>totlines</i>	total number of lines in the image. This will always equal the height of the image.
<i>pixels</i>	pixel data.

Eg. Say we want to extract pixel at position (20,20) and print it out as rgb values.

```
if(line == 19) // y = 20
{
    byte pix = pixels[19];
    // Note the r,g,b arrays come from the call to set_image_palette
    printf("RGB %d %d %d\n",r[pix],g[pix],b[pix]);
}
```

#### Remarks

certain display draw the image up side down. eg. GDI.

#### 25.20.2.2 void `exit_image_display` ( void )

This is called to notify that all camera setup things are complete. Any resources that are allocated in `setup_image_display` can be released in this function.

#### 25.20.2.3 void `image_title` ( INT16 *threshold*, char \* *title* )

This function is called to update any image title change.

**Parameters**

<i>threshold</i>	if -1 the entire tile is in the title string otherwise, the threshold of the current image.
<i>title</i>	if threshold is -1, the title contains the whole title for the image. Otherwise only the camera name is given.

**25.20.2.4 void set\_image\_palette ( INT16 *ncolors*, byte *r*[], byte *g*[], byte *b*[] )**

This function is called after setup\_image\_display and before the first call to draw\_image\_line. This is responsible to setup the palettes to display the camera image.

**Parameters**

<i>ncolors</i>	number of colors in the palette.
<i>r</i>	red component of rgb.
<i>g</i>	blue component of rgb.
<i>b</i>	green component of rgb.

**25.20.2.5 INT16 setup\_image\_display ( INT16 *width*, INT16 *height* )**

This function is responsible for initializing any resources that are required for camera setup.

**Parameters**

<i>width</i>	width of the source image to expect.
<i>height</i>	height of the source image to expect.

**Returns**

-1 if failed, 0 otherwise.

## 25.21 miscellaneous functions

### Functions

- void [get\\_display\\_information](#) ([DISPLAYINFO](#) \*di)
- INT16 [sdl\\_init\\_expt\\_graphics](#) ()
- void [sdl\\_close\\_expt\\_graphics](#) ()
- INT16 [get\\_input\\_key](#) ([InputEvent](#) \*key\_input)
- int [writeImage](#) (char \*outfilename, IMAGETYPE format, [EYEBITMAP](#) \*bitmap)

### 25.21.1 Detailed Description

### 25.21.2 Function Documentation

#### 25.21.2.1 void [get\\_display\\_information](#) ( [DISPLAYINFO](#) \* *di* )

This is an optional function to get information on video driver and current mode use this to determine if in proper mode for experiment.

#### Parameters

out	<i>di</i>	A valid pointer to <a href="#">DISPLAYINFO</a> is passed in to return values.
-----	-----------	---

#### Remarks

The prototype of this function can be changed to match one's need or if it is not necessary, one can choose not to implement this function also.

#### 25.21.2.2 INT16 [get\\_input\\_key](#) ( [InputEvent](#) \* *key\_input* )

This is called to check for keyboard input. In this function:

- check if there are any input events
- if there are input events, fill *key\_input* and return 1. otherwise return 0. If 1 is returned this will be called again to check for more events.

#### Parameters

out	<i>key_input</i>	fill in the <a href="#">InputEvent</a> structure to return key,modifier values.
-----	------------------	---

#### Returns

if there is a key, return 1 otherwise return 0.

**Remarks**

Special keys and modifiers should match the following code

**Special keys:**

```
#define F1_KEY      0x3B00
#define F2_KEY      0x3C00
#define F3_KEY      0x3D00
#define F4_KEY      0x3E00
#define F5_KEY      0x3F00
#define F6_KEY      0x4000
#define F7_KEY      0x4100
#define F8_KEY      0x4200
#define F9_KEY      0x4300
#define F10_KEY     0x4400

#define PAGE_UP     0x4900
#define PAGE_DOWN   0x5100
#define CURS_UP     0x4800
#define CURS_DOWN   0x5000
#define CURS_LEFT   0x4B00
#define CURS_RIGHT  0x4D00

#define ESC_KEY     0x001B
#define ENTER_KEY   0x000D
```

**Modifier:** If you are using SDL you do not need to modify the modifier value as they match the value.

```
#define ELKMOD_NONE  0x0000
#define ELKMOD_LSHIFT 0x0001
#define ELKMOD_RSHIFT 0x0002
#define ELKMOD_LCTRL 0x0040
#define ELKMOD_RCTRL 0x0080
#define ELKMOD_LALT  0x0100
#define ELKMOD_RALT  0x0200
#define ELKMOD_LMETA 0x0400
#define ELKMOD_RMETA 0x0800,
#define ELKMOD_NUM    0x1000
#define ELKMOD_CAPS    0x2000
#define ELKMOD_MODE    0x4000
```

**25.21.2.3 void sdl\_close\_expt\_graphics ( )**

This is an optional function to properly close and release any resources that are not required beyond calibration needs.

**Remarks**

the prototype of this function can be modified to suit ones need.

**25.21.2.4 INT16 sdl\_init\_expt\_graphics ( )**

This is an optional function to initialize graphics and calibration system. Although, this is optional, one should do the innerds of this function elsewhere in a proper manner.

**Remarks**

The prototype of this function can be modified to suit ones needs. Eg. The `init_expt_graphics` of `eyelink_core_graphics.dll` takes in 2 parameters.

**25.21.2.5 int writelImage ( char \* *outfilename*, IMAGETYPE *format*, EYEBITMAP \* *bitmap* )**

This function provides support to writing images to disk. Upon calls to `el_bitmap_save_and_backdrop` or `el_bitmap_save` this function is requested to do the write operation in the preferred format.

**Parameters**

in	<i>outfilename</i>	Name of the file to be saved.
in	<i>format</i>	format to be saved as.
in	<i>bitmap</i>	bitmap data to be saved.

**Returns**

if successful, return 0.

## 25.22 Calibration Target Presentation Example

### Macros

- `#define TARGET_SIZE 20`
- `#define CAL_TARG_BEEP 1`
- `#define CAL_GOOD_BEEP 0`
- `#define CAL_ERR_BEEP -1`
- `#define DC_TARG_BEEP 3`
- `#define DC_GOOD_BEEP 2`
- `#define DC_ERR_BEEP -2`

### Functions

- `INT16 setup_cal_display (void)`
- `void exit_cal_display (void)`
- `void draw_cal_target (INT16 x, INT16 y)`
- `void erase_cal_target (void)`
- `void clear_cal_display (void)`
- `void cal_sound (INT16 sound)`
- `void cal_target_beep (void)`
- `void cal_done_beep (INT16 error)`
- `void dc_target_beep (void)`
- `void dc_done_beep (INT16 error)`

#### 25.22.1 Detailed Description

#### 25.22.2 Macro Definition Documentation

25.22.2.1 `#define CAL_ERR_BEEP -1`

25.22.2.2 `#define CAL_GOOD_BEEP 0`

25.22.2.3 `#define CAL_TARG_BEEP 1`

25.22.2.4 `#define DC_ERR_BEEP -2`

25.22.2.5 `#define DC_GOOD_BEEP 2`

25.22.2.6 `#define DC_TARG_BEEP 3`

25.22.2.7 `#define TARGET_SIZE 20`

#### 25.22.3 Function Documentation

25.22.3.1 `void cal_done_beep ( INT16 error )`

This function is called to signal end of calibration.

**Parameters**

<i>error</i>	if non zero, then the calibration has error.
--------------	--

**25.22.3.2 void cal\_sound ( INT16 *sound* )**

In most cases on can implement all four (cal\_target\_beep, cal\_done\_beep,dc\_target\_beep,dc\_done\_beep) beep callbacks using just one function.

This function is responsible for selecting and playing the audio clip.

**Parameters**

<i>sound</i>	sound id to play.
--------------	-------------------

**25.22.3.3 void cal\_target\_beep ( void )**

This function is called to signal new target.

**25.22.3.4 void clear\_cal\_display ( void )**

Called to clear the calibration display.

**25.22.3.5 void dc\_done\_beep ( INT16 *error* )**

This function is called to signal the end of drift correct.

**Parameters**

<i>error</i>	if non zero, then the drift correction failed.
--------------	--

**25.22.3.6 void dc\_target\_beep ( void )**

This function is called to signal a new drift correct target.

**25.22.3.7 void draw\_cal\_target ( INT16 *x*, INT16 *y* )**

This function is responsible for the drawing of the target for calibration,validation and drift correct at the given coordinate.

**Parameters**

<i>x</i>	x coordinate of the target.
<i>y</i>	y coordinate of the target.

**Remarks**

The x and y are relative to what is sent to the tracker for the command screen\_pixel\_coords.

**25.22.3.8 void erase\_cal\_target ( void )**

This function is responsible for erasing the target that was drawn by the last call to draw\_cal\_target.

**25.22.3.9 void exit\_cal\_display ( void )**

This is called to release any resources that are not required beyond calibration. Beyond this call, no calibration functions will be called.

**25.22.3.10 INT16 setup\_cal\_display ( void )**

Setup the calibration display. This function called before any calibration routines are called.



## 25.23 SDL Graphics Functions

### Data Structures

- struct [\\_CCDBS](#)

### Macros

- #define **SDLRGB**(x, y) [SDL\\_MapRGB](#)(x->format,(y).r,(y).g,(y).b)
- #define **SCREEN\_LEFT** [dispinfo.left](#)
- #define **SCREEN\_TOP** [dispinfo.top](#)
- #define **SCREEN\_RIGHT** [dispinfo.right](#)
- #define **SCREEN\_BOTTOM** [dispinfo.bottom](#)
- #define **SCRHEIGHT** [dispinfo.height](#)
- #define **SCRWIDTH** [dispinfo.width](#)
- #define [bitmap\\_save\\_and\\_backdrop](#) [sdl\\_bitmap\\_save\\_and\\_backdrop](#)
- #define [bitmap\\_to\\_backdrop](#) [sdl\\_bitmap\\_to\\_backdrop](#)
- #define [bitmap\\_save](#) [sdl\\_bitmap\\_save](#)
- #define **Flip**(x) while([SDL\\_Flip](#)(x)<0)
- #define **EXTERNAL\_DEV\_NONE** (([getExButtonStates](#))0)
- #define **EXTERNAL\_DEV\_CEDRUS** (([getExButtonStates](#))1)
- #define **EXTERNAL\_DEV\_SYS\_KEYBOARD** (([getExButtonStates](#))2)

### Typedefs

- typedef struct [\\_CCDBS](#) [CCDBS](#)
- typedef int(\* [getExButtonStates](#) )([CCDBS](#) \*)

### Functions

- void [set\\_calibration\\_colors](#) ([SDL\\_Color](#) \*fg, [SDL\\_Color](#) \*bg)
- void [set\\_target\\_size](#) (UINT16 diameter, UINT16 holesize)
- void [set\\_cal\\_sounds](#) (char \*ontarget, char \*ongood, char \*onbad)
- void [set\\_dcorr\\_sounds](#) (char \*ontarget, char \*ongood, char \*onbad)
- INT16 [set\\_camera\\_image\\_position](#) (INT16 left, INT16 top, INT16 right, INT16 bottom)
- int [get\\_current\\_display\\_information](#) (int \*csw, int \*csh, int \*ccd)
- void [get\\_display\\_information](#) ([DISPLAYINFO](#) \*di)
- INT16 [init\\_expt\\_graphics](#) ([SDL\\_Surface](#) \*hwnd, [DISPLAYINFO](#) \*info)
- void [close\\_expt\\_graphics](#) (void)
- int [sdl\\_bitmap\\_save\\_and\\_backdrop](#) ([SDL\\_Surface](#) \*hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, const char \*fname, const char \*path, INT16 sv\_options, INT16 xd, INT16 yd, UINT16 bx\_options)
- int [sdl\\_bitmap\\_to\\_backdrop](#) ([SDL\\_Surface](#) \*hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, INT16 xd, INT16 yd, UINT16 bx\_options)
- int [sdl\\_bitmap\\_save](#) ([SDL\\_Surface](#) \*hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, char \*fname, char \*path, INT16 sv\_options)
- void [set\\_cal\\_target\\_surface](#) ([SDL\\_Surface](#) \*surface)
- void [set\\_cal\\_background\\_surface](#) ([SDL\\_Surface](#) \*surface)
- void [reset\\_background\\_surface](#) (void)

- void **disable\_custombackground\_on\_imagemode** (void)
- int **set\_cal\_animation\_target** (const char \*aviName, int playCount, int options)
- void **set\_lerp\_on\_target\_move** (int animateMove)
- int **enable\_external\_calibration\_device** (getExButtonStates buttonStatesfcn, const char \*config, void \*userData)

### 25.23.1 Detailed Description

### 25.23.2 Macro Definition Documentation

#### 25.23.2.1 #define **bitmap\_save** **sdl\_bitmap\_save**

See [sdl\\_bitmap\\_save\(\)](#)

#### 25.23.2.2 #define **bitmap\_save\_and\_backdrop** **sdl\_bitmap\_save\_and\_backdrop**

See [sdl\\_bitmap\\_save\\_and\\_backdrop\(\)](#)

#### 25.23.2.3 #define **bitmap\_to\_backdrop** **sdl\_bitmap\_to\_backdrop**

See [sdl\\_bitmap\\_to\\_backdrop\(\)](#)

### 25.23.3 Function Documentation

#### 25.23.3.1 void **close\_expt\_graphics** ( void )

Call this function at the end of the experiment or before destroying the window registered with [init\\_expt\\_graphics\(\)](#). This call will disable calibration and drift correction until a new window is registered.

#### 25.23.3.2 int **enable\_external\_calibration\_device** ( getExButtonStates *buttonStatesfcn*, const char \* *config*, void \* *userData* )

Enables non keyboard devices to be used for calibration control.

#### Parameters

in	<i>buttonStatesfcn</i>	callback function reads the device and returns appropriate data.
----	------------------------	--

#### Remarks

: Use EXTERNAL\_DEV\_NONE to disable the device. Use EXTERNAL\_DEV\_CEDRUS for built-in cedrus device support.

## Parameters

in	<i>config</i>	- A character string of the config file content or config file name. Whether the config is the content or a file name is determined by looking for a new line character. If there is a new line character the content is assumed. To use the default config, set the parameter to NULL. The default config will be:
----	---------------	---

```
# User mode definition
# [MODE n]
# Defines a 'user' mode, where n is the mode ID
# Valid Commands for user mode:
#     TEXT_LINE "This is a line of text"
#     DISPLAY_IMAGE
#     BUTTON id button_command [command args]
#         Valid BUTTON button_commands:
#             NO_ACTION
#
#             AUTO_THRESH
#             PUPIL_THRESH_UP
#             PUPIL_THRESH_DOWN
#             CR_THRESH_UP
#             CR_THRESH_DOWN
#
#             START_CALIBRATION
#             START_VALIDATION
#             START_DRIFT_CORRECT
#
#             GOTO_MODE
#             EXIT
#
#     NEXT_IMAGE (only makes sense when DISPLAY_IMAGE is set
# for mode)
#     PREV_IMAGE (only makes sense when DISPLAY_IMAGE is set
# for mode)
#
# Predefined modes
# [MODE C]
# Calibration mode
# Valid Commands
#     REDO_LAST_TARGET
#     ACCEPT_TARGET
#
# [MODE V]
# Validation mode
# Valid Commands
#     REDO_LAST_TARGET
#     ACCEPT_TARGET
#
# [MODE D]
# Drift Correction mode
# Valid Commands
#     ACCEPT_TARGET

[MODE 1]
TEXT_LINE "EyeLink Setup:"
TEXT_LINE "1 -> View Camera Images"
TEXT_LINE "2 -> Start Calibration"
TEXT_LINE "3 -> Start Validation"
TEXT_LINE "4 -> Exit EyeLink Setup"

BUTTON 1 GOTO_MODE 2
BUTTON 2 GOTO_MODE C
BUTTON 3 GOTO_MODE V
BUTTON 4 EXIT

[MODE 2]
TEXT_LINE "Camera Views:"
TEXT_LINE "1 -> Next Camera View"
```

```
TEXT_LINE "2 -> Previous Camera View"
TEXT_LINE "3 -> Go To Pupil Threshold Adjustment Mode"
TEXT_LINE "4 -> Exit EyeLink Setup"
```

```
BUTTON 1 NEXT_IMAGE
BUTTON 2 PREV_IMAGE
BUTTON 3 GOTO_MODE 3
BUTTON 4 EXIT
DISPLAY_IMAGE TRUE
```

```
[MODE 3]
TEXT_LINE "Pupil Threshold Adjustment:"
TEXT_LINE "1 -> Increase Threshold"
TEXT_LINE "2 -> Decrease Threshold"
TEXT_LINE "3 -> Auto Threshold"
TEXT_LINE "4 -> Go To CR Threshold Adjustment Mode"
```

```
BUTTON 1 PUPIL_THRESH_UP
BUTTON 2 PUPIL_THRESH_DOWN
BUTTON 3 AUTO_THRESH
BUTTON 4 GOTO_MODE 4
DISPLAY_IMAGE TRUE
```

```
[MODE 4]
TEXT_LINE "CR Threshold Adjustment:"
TEXT_LINE "1 -> Increase Threshold"
TEXT_LINE "2 -> Decrease Threshold"
TEXT_LINE "3 -> Auto Threshold"
TEXT_LINE "4 -> Go To EyeLink Setup Mode"
```

```
BUTTON 1 CR_THRESH_UP
BUTTON 2 CR_THRESH_DOWN
BUTTON 3 AUTO_THRESH
BUTTON 4 GOTO_MODE 1
DISPLAY_IMAGE TRUE
```

```
[MODE C]
BUTTON 1 ACCEPT_TARGET
BUTTON 2 REDO_LAST_TARGET
BUTTON 4 EXIT
```

```
[MODE V]
BUTTON 1 ACCEPT_TARGET
BUTTON 2 REDO_LAST_TARGET
BUTTON 4 EXIT
```

```
[MODE D]
BUTTON 1 ACCEPT_TARGET
BUTTON 4 EXIT
```

## Parameters

<code>in</code>	<i>userData</i>	user data to pass back in the callback.
-----------------	-----------------	---

## Returns

1 upon success, 0 otherwise

### 25.23.3.3 `int get_current_display_information ( int * csw, int * csh, int * ccd )`

Returns screen resolution in pixels and colour depth in bits per pixel of the current display mode, and fills the respective pointers to integer arguments accordingly. The main purpose of this function is to obtain the current resolution of the desktop environment before the call to initialize the main window.

**Parameters**

<i>csw</i>	Current Screen Width in pixels.
<i>csh</i>	Current Screen Height in pixels.
<i>ccd</i>	Current colour depth in bits per pixel.

**Returns**

1 if success, 0 if failure to detect display mode.

**Remarks**

This function utilizes GDI under Windows, Quartz under Mac OS X and SDL under Ubuntu (requires SDL1.2.10 and up). It may fail if none of these combinations are present.

Custom initialization of SDL using current display mode can be done in the following manner:

```
<pre>
@code
int customGraphicsSetup()
{
    int screen_w, screen_h, pixel_d; // screen width, height and pixel depth
    SDL_Surface *mainwindow = NULL;
    if ( SDL_Init(SDL_INIT_VIDEO) < 0 ) // initialize SDL
    {
        printf("Couldn't initialize SDL: %s!",SDL_GetError());
        return -1;
    }
    if (get_current_display_information(&screen_w, &screen_h, &pixel_d)){
        printf("Setting video mode to: %dx%dx%d\n", screen_w, screen_h, pixel_d);
        mainwindow = SDL_SetVideoMode(screen_w,screen_h,pixel_d,SDL_SWSURFACE|SDL_FULLSCREEN); //
    }else{
        printf("Failed to detect current video mode. Setting to default: 800x600x32");
        mainwindow = SDL_SetVideoMode(800,600,32,SDL_SWSURFACE|SDL_FULLSCREEN); // set video mode
    }
    if(!mainwindow)
    {
        printf("Failed to set video mode: %s! ",SDL_GetError());
        return -1;
    }
    if(init_expt_graphics(mainwindow, NULL)) // tell core graphics to use the set video mode.
        return -1;
    return 0;
}
\endcode
</pre>
```

**25.23.3.4 void get\_display\_information ( DISPLAYINFO \* di )**

Measures parameters of the current display mode, and fills a [DISPLAYINFO](#) structure with the data. This process may take over 100 milliseconds, as it measures actual refresh rate. The returned data can be used to compute sizes for drawing, and to check that the current display mode matches the requirements of the experiment. A global [DISPLAYINFO](#) structure called dispinfo should be set up at the start of the program if you wish to use the SCRWIDTH and SCRHEIGHT macros.

**Remarks**

This is the contents of the [DISPLAYINFO](#) structure:

```
typedef struct
{
    INT32 left;        // left of display
    INT32 top;         // top of display
    INT32 right;       // right of display
    INT32 bottom;      // bottom of display
    INT32 width;       // width of display
    INT32 height;      // height of display
    INT32 bits;        // bits per pixel
    INT32 palsize;     // total entries in palette (0 if not indexed)
    INT32 palrsvd;     // number of static entries in palette
    INT32 pages;       // pages supported
    float refresh;     // refresh rate in Hz
    INT32 winnt;       // 0 for 9x/Me, 1 for NT, 2 for 2000, 3 for XP
} DISPLAYINFO;
```

If refresh cannot be measured, the "refresh" field will contain a value less than 40.

#### Parameters

<i>di</i>	Pointer to <a href="#">DISPLAYINFO</a> structure to fill.
-----------	---

This is an optional function to get information on video driver and current mode use this to determine if in proper mode for experiment.

#### Parameters

out	<i>di</i>	A valid pointer to <a href="#">DISPLAYINFO</a> is passed in to return values.
-----	-----------	---

#### Remarks

The prototype of this function can be changed to match one's need or if it is not necessary, one can choose not to implement this function also.

#### 25.23.3.5 INT16 init\_expt\_graphics ( SDL\_Surface \* *hwnd*, DISPLAYINFO \* *info* )

You must always create a borderless, full-screen window for your experiment. This function registers the window with EXPTSPPT so it may be used for calibration and drift correction. The window should not be destroyed until it is released with [close\\_expt\\_graphics\(\)](#). This window will be subclassed (some messages intercepted) during calibration and drift correction.

#### Parameters

<i>hwnd</i>	Handle of window that is to be used for calibration and drift correction. If NULL is passed in, SDL initialized and requested display mode is set.
<i>info</i>	NULL or pointer to a <a href="#">DISPLAYINFO</a> structure to fill with display mode data. If NULL is passed in, current display mode is used.

#### Returns

0 if success, -1 if error occurred internally.

Default initialization of eyelink\_core\_library:

```

int defaultGraphicsSetup()
{
    DISPLAYINFO disp;
    memset(&disp, 0, sizeof(DISPLAYINFO));

    disp.width = 640;
    disp.height = 480;
    disp.bits = 32;
    disp.refresh = 60;
    if (init_expt_graphics(NULL, &disp))
    {
        printf("init_expt_graphics failed \n");
        return -1;
    }
    return 0;
}

```

Custom initialization of SDL can be done in the following manner.

```

int customGraphicsSetup()
{
    SDL_Surface *mainwindow = NULL;
    if ( SDL_Init(SDL_INIT_VIDEO) < 0 ) // initialize SDL
    {
        printf("Couldn't initialize SDL: %s!", SDL_GetError());
        return -1;
    }

    mainwindow = SDL_SetVideoMode(800, 600, 32, SDL_SWSURFACE|SDL_FULLSCREEN); // set
    video mode
    if (!mainwindow)
    {
        printf("Failed to set video mode: %s! ", SDL_GetError());
        return -1;
    }
    if (init_expt_graphics(mainwindow, NULL)) // tell core
    graphics to use the set video mode.
        return -1;
    return 0;
}
@remark eyelink_core_graphics library does not support OPENGL.

```

### 25.23.3.6 void reset\_background\_surface ( void )

Removes the custom background. equivalent of calling set\_cal\_background\_surface(NULL);

### 25.23.3.7 int sdl\_bitmap\_save ( SDL\_Surface \* hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, char \* fname, char \* path, INT16 sv\_options )

This function saves the entire bitmap or selected part of a bitmap in an image file (with an extension of .png, .bmp, .jpg, or .tif). It creates the specified file if this file does not exist. If the file exists, it replaces the file unless SV\_NOREPLACE is specified in the field of "sv\_options". The directory to which the file will be written is specified in the path field.

## Parameters

<i>hbm</i>	Handle to the bitmap image.
<i>xs</i>	Specifies the x-coordinate of the upper-left corner of the source bitmap.
<i>ys</i>	Specifies the y-coordinate of the upper-left corner of the source bitmap.
<i>width</i>	Specify the width of the source image to be copied (set to 0 to use all).
<i>height</i>	Specify the height of the source image to be copied (set to 0 to use all).
<i>fname</i>	Name of the image file to be saved. Currently, only .PNG, .BMP, .JPG, and .TIF files are saved.
<i>path</i>	Directory or drive path in quotes (".") for current directory).
<i>sv_options</i>	Use SV_NOREPLACE if not to replace an existing file; use SV_MAKEPATH to create a new path.

## Returns

0 if successful, else -1.

**25.23.3.8** `int sdl_bitmap_save_and_backdrop ( SDL_Surface * hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, const char * fname, const char * path, INT16 sv_options, INT16 xd, INT16 yd, UINT16 bx_options )`

This function saves the entire bitmap as a .BMP, .JPG, .PNG, or .TIF file, and transfers the image to tracker as backdrop for gaze cursors (See [bitmap\\_save\(\)](#) and [bitmap\\_to\\_backdrop\(\)](#) for more information).

## Parameters

<i>hbm</i>	Handle to the bitmap image.
<i>xs</i>	Specifies the x-coordinate of the upper-left corner of the source bitmap.
<i>ys</i>	Specifies the y-coordinate of the upper-left corner of the source bitmap.
<i>width</i>	Specify the width of the source image to be copied (set to 0 to use all).
<i>height</i>	Specify the height of the source image to be copied (set to 0 to use all).
<i>fname</i>	Name of the image file to be saved. Currently, only .PNG, .BMP, .JPG, and .TIF files are saved.
<i>path</i>	Directory or drive path in quotes (".") for current directory).
<i>sv_options</i>	Use SV_NOREPLACE if not to replace an existing file; use SV_MAKEPATH to create a new path.
<i>xd</i>	Specifies the x-coordinate of the upper-left corner of the tracker screen.
<i>yd</i>	Specifies the y-coordinate of the upper-left corner of the tracker screen.
<i>bx_options</i>	Set with a bitwise OR of the following constants: BX_MAXCONTRAST : Maximizes contrast for clearest image; BX_AVERAGE : averages combined pixels; BX_DARKEST : chooses darkest (keep thin dark lines); BX_LIGHTEN : chooses darkest (keep thin white lines); BX_NODITHER : disables dithering to get clearest text; BX_GREYSCALE : converts to grayscale.

## Returns

0 if successful, -1 if couldn't save, -2 if couldn't transfer



### 25.23.3.9 int `sdl_bitmap_to_backdrop` ( `SDL_Surface * hbm`, `INT16 xs`, `INT16 ys`, `INT16 width`, `INT16 height`, `INT16 xd`, `INT16 yd`, `UINT16 bx_options` )

This function transfers the bitmap to the tracker PC as backdrop for gaze cursors. The field "bx\_options", set with bitwise OR of the following constants, determines how bitmap is processed: `BX_AVERAGE` (averaging combined pixels), `BX_DARKEN` (choosing darkest and keep thin dark lines), and `BX_LIGHTEN` (choosing darkest and keep thin white lines) control how bitmap size is reduced to fit tracker display; `BX_MAXCONTRAST` maximizes contrast for clearest image; `BX_NODITHER` disables the dithering of the image; `BX_GREYSCALE` converts the image to grayscale (grayscale works best for EyeLink I, text, etc.)

#### Parameters

<i>hbm</i>	Handle to the bitmap image.
<i>xs</i>	Specifies the x-coordinate of the upper-left corner of the source bitmap.
<i>ys</i>	Specifies the y-coordinate of the upper-left corner of the source bitmap.
<i>width</i>	Specify the width of the source image to be copied (set to 0 to use all).
<i>height</i>	Specify the height of the source image to be copied (set to 0 to use all).
<i>xd</i>	Specifies the x-coordinate of the upper-left corner of the tracker screen.
<i>yd</i>	Specifies the y-coordinate of the upper-left corner of the tracker screen.
<i>bx_options</i>	Set with a bitwise OR of the following constants: <code>BX_MAXCONTRAST</code> : Maximizes contrast for clearest image; <code>BX_AVERAGE</code> : averages combined pixels; <code>BX_DARKEN</code> : chooses darkest (keep thin dark lines); <code>BX_LIGHTEN</code> : chooses darkest (keep thin white lines); <code>BX_NODITHER</code> : disables dithering to get clearest text; <code>BX_GREYSCALE</code> : converts to grayscale.

#### Returns

0 if successful, else -1 or -2

### 25.23.3.10 int `set_cal_animation_target` ( `const char * aviName`, `int playCount`, `int options` )

Allow one to set target with animation. The expected video can be loadable using VFW(type 1 avi) also, both audio and video streams must be present. The audio stream must be of pcm type.

#### Parameters

<i>aviName</i>	Name of the avi to use
<i>playCount</i>	How many time to loop through the video. Specify -1 to loop indefinitely. for future use.

#### Remarks

This feature is only supported in Windows

### 25.23.3.11 void `set_cal_background_surface` ( `SDL_Surface * surface` )

Allow one to set arbitrary background in place of flat background

**Parameters**

<i>surface</i>	
----------------	--

**25.23.3.12 void set\_cal\_sounds ( char \* *ontarget*, char \* *ongood*, char \* *onbad* )**

Selects the sounds to be played during `do_tracker_setup()`, including calibration, validation and drift correction. These events are the display or movement of the target, successful conclusion of calibration or good validation, and failure or interruption of calibration or validation.

**Remarks**

If no sound card is installed, the sounds are produced as "beeps" from the PC speaker. Otherwise, sounds can be selected by passing a string. If the string is "" (empty), the default sounds are played. If the string is "off", no sound will be played for that event. Otherwise, the string should be the name of a .WAV file to play.

**Parameters**

<i>ontarget</i>	Sets sound to play when target moves.
<i>ongood</i>	Sets sound to play on successful operation.
<i>onbad</i>	Sets sound to play on failure or interruption.

**Example:** See `do_tracker_setup()`

**See Also**

`do_tracker_setup()` and `set_dcorr_sounds()`

**25.23.3.13 void set\_cal\_target\_surface ( SDL\_Surface \* *surface* )**

Allow one to set arbitrary target in place of circle target. Eg. a custom cursor.

**Parameters**

<i>surface</i>	
----------------	--

**25.23.3.14 void set\_calibration\_colors ( SDL\_Color \* *fg*, SDL\_Color \* *bg* )**

Passes the colors of the display background and fixation target to the EXPTSPPT library. During calibration, camera image display, and drift correction, the display background should match the brightness of the experimental stimuli as closely as possible, in order to maximize tracking accuracy. This function passes the colors of the display background and fixation target to the EXPTSPPT library. This also prevents flickering of the display at the beginning and end of drift correction.

**Parameters**

<i>fg</i>	Color used for drawing calibration target.
<i>bg</i>	Color used for drawing calibration background.

**Example:** See `do_tracker_setup()`

**See Also**

`do_tracker_setup()`

**25.23.3.15** `INT16 set_camera_image_position ( INT16 left, INT16 top, INT16 right, INT16 bottom )`

To adjust camera image position. By default the camera is placed at the centre of the screen.

**Parameters**

<i>left</i>	Left position.
<i>top</i>	Top position.
<i>right</i>	Right position.
<i>bottom</i>	Bottom position.

**25.23.3.16** `void set_dcorr_sounds ( char * ontarget, char * ongood, char * onbad )`

Selects the sounds to be played during `do_drift_correct()`. These events are the display or movement of the target, successful conclusion of drift correction, and pressing the 'ESC' key to start the Setup menu.

**Remarks**

If no sound card is installed, the sounds are produced as "beeps" from the PC speaker. Otherwise, sounds can be selected by passing a string. If the string is "" (empty), the default sounds are played. If the string is "off", no sound will be played for that event. Otherwise, the string should be the name of a .WAV file to play.

**Parameters**

<i>ontarget</i>	Sets sound to play when target moves.
<i>ongood</i>	Sets sound to play on successful operation.
<i>onbad</i>	Sets sound to play on failure or interruption.

**Example:** See `do_tracker_setup()`

**See Also**

`do_tracker_setup()` and `set_cal_sounds()`

**25.23.3.17** `void set_lerp_on_target_move ( int animateMove )`

Allow one to set target move animation on or off. If set to non zero integer, target move during cablibration get animated as trace movement.

**Parameters**

<i>animateMove</i>	0 will set to default behavior which is not to animate the target as trace movement. 1 will set to animate the trace movement of target.
--------------------	--

**Remarks**

This feature is not supported in macOS

**25.23.3.18 void set\_target\_size ( UINT16 *diameter*, UINT16 *holesize* )**

The standard calibration and drift correction target is a disk (for peripheral delectability) with a central "hole" target (for accurate fixation). The sizes of these features may be set with this function.

**Parameters**

<i>diameter</i>	Size of outer disk, in pixels.
<i>holesize</i>	Size of central feature. If < <i>holesize</i> > is 0, no central feature will be drawn.

**Example:** See [do\\_tracker\\_setup\(\)](#)

**See Also**

[do\\_tracker\\_setup\(\)](#)

## 25.24 GDI Graphics Functions

### Macros

- `#define SCREEN_LEFT` `dispinfo.left`
- `#define SCREEN_TOP` `dispinfo.top`
- `#define SCREEN_RIGHT` `dispinfo.right`
- `#define SCREEN_BOTTOM` `dispinfo.bottom`
- `#define SCRHEIGHT` `dispinfo.height`
- `#define SCRWIDTH` `dispinfo.width`
- `#define process_key_messages` `gdi_process_key_messages`
- `#define bitmap_save_and_backdrop` `gdi_bitmap_save_and_backdrop`
- `#define bitmap_to_backdrop` `gdi_bitmap_to_backdrop`
- `#define bitmap_save` `gdi_bitmap_save`
- `#define message_pump(x)` `message_pump()`
- `#define CALLTYPE` `ELCALLTYPE`
- `#define HOOK_ERROR` `-1 /* if error occurred */`
- `#define HOOK_CONTINUE` `0 /* if drawing to continue after return from hook */`
- `#define HOOK_NODRAW` `1 /* if drawing should not be done after hook */`
- `#define CAL_TARG_BEEP` `1`
- `#define CAL_GOOD_BEEP` `0`
- `#define CAL_ERR_BEEP` `-1`
- `#define DC_TARG_BEEP` `3`
- `#define DC_GOOD_BEEP` `2`
- `#define DC_ERR_BEEP` `-2`

### Functions

- void `set_calibration_colors` (`COLORREF fg`, `COLORREF bg`)
- void `set_target_size` (`UINT16 diameter`, `UINT16 holesize`)
- void `set_cal_sounds` (`char *ontarget`, `char *ongood`, `char *onbad`)
- void `set_dcorr_sounds` (`char *ontarget`, `char *ongood`, `char *onbad`)
- `INT16 set_camera_image_position` (`INT16 left`, `INT16 top`, `INT16 right`, `INT16 bottom`)
- int `set_calibration_monitor_index` (`int monitor_index`)
- void `get_display_information` (`DISPLAYINFO *di`)
- `INT16 init_expt_graphics` (`HWND hwnd`, `DISPLAYINFO *info`)
- void `close_expt_graphics` (`void`)
- void `wait_for_video_refresh` (`void`)
- `UINT16 gdi_process_key_messages` (`HWND hwnd`, `UINT message`, `WPARAM wParam`, `LPARAM lParam`)
- void `wait_for_drawing` (`HWND hwnd`)
- int `gdi_bitmap_save_and_backdrop` (`HBITMAP hbm`, `INT16 xs`, `INT16 ys`, `INT16 width`, `INT16 height`, `char *fname`, `char *path`, `INT16 sv_options`, `INT16 xd`, `INT16 yd`, `UINT16 bx_options`)
- int `gdi_bitmap_to_backdrop` (`HBITMAP hbm`, `INT16 xs`, `INT16 ys`, `INT16 width`, `INT16 height`, `INT16 xd`, `INT16 yd`, `UINT16 bx_options`)
- int `gdi_bitmap_save` (`HBITMAP hbm`, `INT16 xs`, `INT16 ys`, `INT16 width`, `INT16 height`, `char *fname`, `char *path`, `INT16 sv_options`)
- `INT16 set_setup_cal_display_hook` (`INT16(*hookfn)(void)`, `INT16 options`)
- `INT16 set_clear_cal_display_hook` (`INT16(*hookfn)(HDC hdc)`, `INT16 options`)
- `INT16 CALLTYPE set_erase_cal_target_hook` (`INT16(*hookfn)(HDC hdc)`, `INT16 options`)

- INT16 CALLTYPE [set\\_draw\\_cal\\_target\\_hook](#) (INT16(\*hookfn)(HDC hdc, INT16 \*x, INT16 \*y), INT16 options)
- INT16 [set\\_exit\\_cal\\_display\\_hook](#) (INT16(\*hookfn)(void), INT16 options)
- INT16 CALLTYPE [set\\_cal\\_sound\\_hook](#) (INT16(\*hookfn)(INT16 \*error), INT16 options)
- INT16 [set\\_record\\_abort\\_hide\\_hook](#) (INT16(\*hookfn)(void), INT16 options)
- INT16 [set\\_setup\\_image\\_display\\_hook](#) (INT16(\*hookfn)(INT16 width, INT16 height), INT16 options)
- INT16 [set\\_image\\_title\\_hook](#) (INT16(\*hookfn)(INT16 threshold, char \*cam\_name), INT16 options)
- INT16 [set\\_draw\\_image\\_line\\_hook](#) (INT16(\*hookfn)(INT16 width, INT16 line, INT16 totlines, byte \*pixels), INT16 options)
- INT16 [set\\_set\\_image\\_palette\\_hook](#) (INT16(\*hookfn)(INT16 ncolors, byte r[], byte g[], byte b[]), INT16 options)
- INT16 [set\\_exit\\_image\\_display\\_hook](#) (INT16(\*hookfn)(void), INT16 options)
- void [initialize\\_gc\\_window](#) (int wwidth, int wheight, HBITMAP window\_bitmap, HBITMAP background\_bitmap, HWND window, RECT display\_rect, int is\_mask, int deadband)
- void [redraw\\_gc\\_window](#) (int x, int y)
- HDC [get\\_window\\_dc](#) (void)
- INT16 [release\\_window\\_dc](#) (HDC hdc)
- INT16 [edit\\_dialog](#) (HWND hwnd, LPSTR title, LPSTR msg, LPSTR txt, INT16 maxsize)
- INT16 [ask\\_session](#) (HWND hw, LPSTR title, LPSTR msg, LPSTR path, INT16 pathmax, LPSTR txt, INT16 maxsize)

## Variables

- [DISPLAYINFO](#) **dispinfo**

### 25.24.1 Detailed Description

### 25.24.2 Macro Definition Documentation

#### 25.24.2.1 #define [bitmap\\_save](#) [gdi\\_bitmap\\_save](#)

See [gdi\\_bitmap\\_save\(\)](#)

#### 25.24.2.2 #define [bitmap\\_save\\_and\\_backdrop](#) [gdi\\_bitmap\\_save\\_and\\_backdrop](#)

See [gdi\\_bitmap\\_save\\_and\\_backdrop\(\)](#)

#### 25.24.2.3 #define [bitmap\\_to\\_backdrop](#) [gdi\\_bitmap\\_to\\_backdrop](#)

See [gdi\\_bitmap\\_to\\_backdrop\(\)](#)

#### 25.24.2.4 #define [message\\_pump](#)( x ) [message\\_pump\(\)](#)

See [message\\_pump\(\)](#)

#### 25.24.2.5 #define [process\\_key\\_messages](#) [gdi\\_process\\_key\\_messages](#)

See [gdi\\_process\\_key\\_messages\(\)](#)

### 25.24.3 Function Documentation

#### 25.24.3.1 INT16 ask\_session ( HWND *hw*, LPSTR *title*, LPSTR *msg*, LPSTR *path*, INT16 *pathmax*, LPSTR *txt*, INT16 *maxsize* )

This function accepts path and session name from the user.

##### Parameters

	<i>hwnd</i>	The "parent" window, usually the experiment window or <code>NULL</code> if no window exists.
	<i>title</i>	Text to be displayed in the frame of the dialog box.
	<i>msg</i>	Instructions to be displayed in the dialog box.
	<i>txt</i>	The buffer into which text will be entered. Any text in this buffer will be displayed as the initial contents of the edit box.
	<i>maxsize</i>	The maximum buffer length of <i>txt</i> .
<i>in, out</i>	<i>path</i>	The default path and selected path upon return. If "" used as default path the default documents directory will be used as the default path.
	<i>pathmax</i>	size of the path parameter.

##### Returns

0 if the ENTER key was pressed or "OK" was clicked. 1 if 'ESC' pressed or "Cancel" clicked. -1 if ALT-F4 pressed to destroy the dialog box.

#### 25.24.3.2 void close\_expt\_graphics ( void )

Call this function at the end of the experiment or before destroying the window registered with `init_expt_graphics()`. This call will disable calibration and drift correction until a new window is registered.

#### 25.24.3.3 INT16 edit\_dialog ( HWND *hwnd*, LPSTR *title*, LPSTR *msg*, LPSTR *txt*, INT16 *maxsize* )

All experiments require the input of information: EDF file name, randomization file, and so on. This function implements a simple text-entry dialog box for this purpose. A title in the window frame and a message can be set, and the initial text set. The length of the text to be entered can also be limited.

##### Parameters

<i>hwnd</i>	The "parent" window, usually the experiment window or <code>NULL</code> if no window exists.
<i>title</i>	Text to be displayed in the frame of the dialog box.
<i>msg</i>	Instructions to be displayed in the dialog box.
<i>txt</i>	The buffer into which text will be entered. Any text in this buffer will be displayed as the initial contents of the edit box.
<i>maxsize</i>	The maximum buffer length of <i>txt</i> .

##### Returns

0 if the ENTER key was pressed or "OK" was clicked. 1 if 'ESC' pressed or "Cancel" clicked. -1 if ALT-F4 pressed to destroy the dialog box.

#### 25.24.3.4 `int gdi_bitmap_save ( HBITMAP hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, char * fname, char * path, INT16 sv_options )`

This function saves the entire bitmap or selected part of a bitmap in an image file (with an extension of .png, .bmp, .jpg, or .tif). It creates the specified file if this file does not exist. If the file exists, it replaces the file unless `SV_NOREPLACE` is specified in the field of "*sv\_options*". The directory to which the file will be written is specified in the *path* field.

##### Parameters

<i>hbm</i>	Handle to the bitmap image.
<i>xs</i>	Specifies the x-coordinate of the upper-left corner of the source bitmap.
<i>ys</i>	Specifies the y-coordinate of the upper-left corner of the source bitmap.
<i>width</i>	Specify the width of the source image to be copied (set to 0 to use all).
<i>height</i>	Specify the height of the source image to be copied (set to 0 to use all).
<i>fname</i>	Name of the image file to be saved. Currently, only .PNG, .BMP, .JPG, and .TIF files are saved.
<i>path</i>	Directory or drive path in quotes (".") for current directory).
<i>sv_options</i>	Use <code>SV_NOREPLACE</code> if not to replace an existing file; use <code>SV_MAKEPATH</code> to create a new path.

##### Returns

0 if successful, else -1.

#### 25.24.3.5 `int gdi_bitmap_save_and_backdrop ( HBITMAP hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, char * fname, char * path, INT16 sv_options, INT16 xd, INT16 yd, UINT16 bx_options )`

This function saves the entire bitmap as a .BMP, .JPG, .PNG, or .TIF file, and transfers the image to tracker as backdrop for gaze cursors (See [bitmap\\_save\(\)](#) and [bitmap\\_to\\_backdrop\(\)](#) for more information).

##### Parameters

<i>hbm</i>	Handle to the bitmap image.
<i>xs</i>	Specifies the x-coordinate of the upper-left corner of the source bitmap.
<i>ys</i>	Specifies the y-coordinate of the upper-left corner of the source bitmap.
<i>width</i>	Specify the width of the source image to be copied (set to 0 to use all).
<i>height</i>	Specify the height of the source image to be copied (set to 0 to use all).
<i>fname</i>	Name of the image file to be saved. Currently, only .PNG, .BMP, .JPG, and .TIF files are saved.
<i>path</i>	Directory or drive path in quotes (".") for current directory).
<i>sv_options</i>	Use <code>SV_NOREPLACE</code> if not to replace an existing file; use <code>SV_MAKEPATH</code> to create a new path.
<i>xd</i>	Specifies the x-coordinate of the upper-left corner of the tracker screen.
<i>yd</i>	Specifies the y-coordinate of the upper-left corner of the tracker screen.



<i>bx_options</i>	Set with a bitwise OR of the following constants: <ul style="list-style-type: none"> <li>• <b>BX_MAXCONTRAST</b> : Maximizes contrast for clearest image.</li> <li>• <b>BX_AVERAGE</b> : averages combined pixels.</li> <li>• <b>BX_DARKEN</b> : chooses darkest (keep thin dark lines).</li> <li>• <b>BX_LIGHTEN</b> : chooses darkest (keep thin white lines).</li> <li>• <b>BX_NODITHER</b> : disables dithering to get clearest text.</li> <li>• <b>BX_GREYSCALE</b> : converts to grayscale.</li> </ul>
-------------------	--

### Returns

0 if successful, -1 if couldn't save, -2 if couldn't transfer.

#### 25.24.3.6 int gdi\_bitmap\_to\_backdrop ( HBITMAP hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, INT16 xd, INT16 yd, UINT16 bx\_options )

This function transfers the bitmap to the tracker PC as backdrop for gaze cursors. The field "bx\_options", set with bitwise OR of the following constants, determines how bitmap is processed: **BX\_AVERAGE** (averaging combined pixels), **BX\_DARKEN** (choosing darkest and keep thin dark lines), and **BX\_LIGHTEN** (choosing darkest and keep thin white lines) control how bitmap size is reduced to fit tracker display; **BX\_MAXCONTRAST** maximizes contrast for clearest image; **BX\_NODITHER** disables the dithering of the image; **BX\_GREYSCALE** converts the image to grayscale (grayscale works best for EyeLink I, text, etc.)

### Parameters

<i>hbm</i>	Handle to the bitmap image.
<i>xs</i>	Specifies the x-coordinate of the upper-left corner of the source bitmap.
<i>ys</i>	Specifies the y-coordinate of the upper-left corner of the source bitmap.
<i>width</i>	Specify the width of the source image to be copied (set to 0 to use all).
<i>height</i>	Specify the height of the source image to be copied (set to 0 to use all).
<i>xd</i>	Specifies the x-coordinate of the upper-left corner of the tracker screen.
<i>yd</i>	Specifies the y-coordinate of the upper-left corner of the tracker screen.
<i>bx_options</i>	Set with a bitwise OR of the following constants: <ul style="list-style-type: none"> <li>• <b>BX_MAXCONTRAST</b> : Maximizes contrast for clearest image.</li> <li>• <b>BX_AVERAGE</b> : averages combined pixels.</li> <li>• <b>BX_DARKEN</b> : chooses darkest (keep thin dark lines).</li> <li>• <b>BX_LIGHTEN</b> : chooses darkest (keep thin white lines).</li> <li>• <b>BX_NODITHER</b> : disables dithering to get clearest text.</li> <li>• <b>BX_GREYSCALE</b> : converts to grayscale.</li> </ul>

### Returns

0 if successful, else -1 or -2.

### 25.24.3.7 `UINT16 gdi_process_key_messages ( HWND hWnd, UINT message, WPARAM wParam, LPARAM lParam )`

Call this function in your window message processing function to handle `WM_CHAR` and `WM_KEYDOWN` messages. These will be translated to an EyeLink key code and saved for `getkey()`.

#### Parameters

<i>hWnd</i>	Handle to window. This message may be NULL.
<i>message</i>	Windows message.
<i>wParam</i>	First message parameter.
<i>lParam</i>	Second windows parameter.

#### Returns

0 or `JUNK_KEY` if no key generated.

#### Example:

```
// The following code illustrates the use of process_key_messages().
// This would usually be called from a message or event handler (see the
// w32_demo_window.c module) for a complete example

#include <eyelink.h>
switch (message)
{
case WM_KEYDOWN:
case WM_CHAR:
    // Processes key messages: these can be accessed by getkey()
    process_key_messages(hWnd, message, wParam, lParam);
    break;

    ...
    // Other windows messages and events
}
```

#### See Also

`getkey()` and `translate_key_messages()`

### 25.24.3.8 `void get_display_information ( DISPLAYINFO * di )`

Measures parameters of the current display mode, and fills a `DISPLAYINFO` structure with the data. This process may take over 100 milliseconds, as it measures actual refresh rate. The returned data can be used to compute sizes for drawing, and to check that the current display mode matches the requirements of the experiment. A global `DISPLAYINFO` structure called `dispinfo` should be set up at the start of the program if you wish to use the `SCRWIDTH` and `SCRHEIGHT` macros.

**Remarks**

This is the contents of the [DISPLAYINFO](#) structure:

```
typedef struct
{
    INT32 left;        // left of display
    INT32 top;         // top of display
    INT32 right;       // right of display
    INT32 bottom;      // bottom of display
    INT32 width;       // width of display
    INT32 height;      // height of display
    INT32 bits;        // bits per pixel
    INT32 palsize;     // total entries in palette (0 if not indexed)
    INT32 palrsvd;     // number of static entries in palette
    INT32 pages;       // pages supported
    float refresh;     // refresh rate in Hz
    INT32 winnt;       // 0 for 9x/Me, 1 for NT, 2 for 2000, 3 for XP
} DISPLAYINFO;
```

If refresh cannot be measured, the "refresh" field will contain a value less than 40.

**Parameters**

<i>di</i>	Pointer to <a href="#">DISPLAYINFO</a> structure to fill.
-----------	---

This is an optional function to get information on video driver and current mode use this to determine if in proper mode for experiment.

**Parameters**

out	<i>di</i>	A valid pointer to <a href="#">DISPLAYINFO</a> is passed in to return values.
-----	-----------	---

**Remarks**

The prototype of this function can be changed to match one's need or if it is not necessary, one can choose not to implement this function also.

**25.24.3.9 HDC get\_window\_dc ( void )**

Gets a display context to draw on the page. This is a static DC, so all settings from your last use are preserved.

**25.24.3.10 INT16 init\_expt\_graphics ( HWND hwnd, DISPLAYINFO \* info )**

You must always create a borderless, full-screen window for your experiment. This function registers the window with EXPTSPPT so it may be used for calibration and drift correction. The window should not be destroyed until it is released with [close\\_expt\\_graphics\(\)](#). This window will be subclassed (some messages intercepted) during calibration and drift correction.

**Parameters**

<i>hwnd</i>	Handle of window that is to be used for calibration and drift correction. This should be a borderless, full-screen window. If your language can't give you a window handle, use <code>NULL</code> and the topmost window will be detected.
<i>info</i>	<code>NULL</code> or pointer to a <a href="#">DISPLAYINFO</a> structure to fill with display mode data.

### Returns

0 if success, -1 if error occurred internally.

**25.24.3.11** `void initialize_gc_window ( int wwidth, int wheight, HBITMAP window_bitmap, HBITMAP background_bitmap, HWND window, RECT display_rect, int is_mask, int deadband )`

- To initialize a gaze contingent window.
- Initial setup of gaze-contingent window before drawing it.
- Sets size of window, and whether it is a foveal mask.
- If height or width is -1, the window will be a bar covering the display.

### Parameters

<i>wwidth</i>	
<i>wheight</i>	
<i>window_bitmap</i>	
<i>background_bitmap</i>	
<i>window</i>	The window to display in.
<i>display_rect</i>	Area of display in window.
<i>is_mask</i>	
<i>deadband</i>	Sets number of pixels of anti-jitter applied.

**25.24.3.12** `void redraw_gc_window ( int x, int y )`

Set the location of the gaze window to this new position. The first time window is drawn, the background outside the window will be filled in too. If *x* or *y* is `MISSING_DATA` (defined in [eyelink.h](#)), window is hidden.

### Parameters

<i>x</i>	X location.
<i>y</i>	Y location.

**25.24.3.13** `INT16 release_window_dc ( HDC hdc )`

Release the page DC

**25.24.3.14** INT16 CALLTYPE `set_cal_sound_hook ( INT16(*) (INT16 *error) hookfn, INT16 options )`

To modify the behaviour of `cal_sound()` function.

**Parameters**

<i>hookfn</i>	Function to replace <code>cal_sound()</code> .
<i>options</i>	For future use.

**25.24.3.15** void `set_cal_sounds ( char * ontarget, char * ongood, char * onbad )`

Selects the sounds to be played during `do_tracker_setup()`, including calibration, validation and drift correction. These events are the display or movement of the target, successful conclusion of calibration or good validation, and failure or interruption of calibration or validation.

**Remarks**

If no sound card is installed, the sounds are produced as "beeps" from the PC speaker. Otherwise, sounds can be selected by passing a string. If the string is "" (empty), the default sounds are played. If the string is "off", no sound will be played for that event. Otherwise, the string should be the name of a .WAV file to play.

**Parameters**

<i>ontarget</i>	Sets sound to play when target moves.
<i>ongood</i>	Sets sound to play on successful operation.
<i>onbad</i>	Sets sound to play on failure or interruption.

**Example:** See `do_tracker_setup()`

**See Also**

`do_tracker_setup()` and `set_dcorr_sounds()`

**25.24.3.16** void `set_calibration_colors ( COLORREF fg, COLORREF bg )`

Passes the colors of the display background and fixation target to the EXPTSPPT library. During calibration, camera image display, and drift correction, the display background should match the brightness of the experimental stimuli as closely as possible, in order to maximize tracking accuracy. This function passes the colors of the display background and fixation target to the EXPTSPPT library. This also prevents flickering of the display at the beginning and end of drift correction.

**Parameters**

<i>fg</i>	Color used for drawing calibration target.
<i>bg</i>	Color used for drawing calibration background.

**Example:** See `do_tracker_setup()`

**See Also**

`do_tracker_setup()`

**25.24.3.17 int set\_calibration\_monitor\_index ( int *monitor\_index* )**

Set calibration monitor index

**Parameters**

<i>index</i>	of the monitor Eg. 1 is main monitor When the monitor index is set, that index will be used to get the display information.
--------------	---

**25.24.3.18 INT16 set\_camera\_image\_position ( INT16 *left*, INT16 *top*, INT16 *right*, INT16 *bottom* )**

To adjust camera image position. By default the camera is placed at the centre of the screen.

**Parameters**

<i>left</i>	Left position.
<i>top</i>	Top position.
<i>right</i>	Right position.
<i>bottom</i>	Bottom position.

**25.24.3.19 INT16 set\_clear\_cal\_display\_hook ( INT16(\*)(*HDC hdc*) *hookfn*, INT16 *options* )**

To modify the behaviour of `clear_cal_display()` function.

**Parameters**

<i>hookfn</i>	Function to replace <code>clear_cal_display()</code> .
<i>options</i>	For future use.

**25.24.3.20 void set\_dcorr\_sounds ( char \* *ontarget*, char \* *ongood*, char \* *onbad* )**

Selects the sounds to be played during `do_drift_correct()`. These events are the display or movement of the target, successful conclusion of drift correction, and pressing the 'ESC' key to start the Setup menu.

**Remarks**

If no sound card is installed, the sounds are produced as "beeps" from the PC speaker. Otherwise, sounds can be selected by passing a string. If the string is "" (empty), the default sounds are played. If the string is "off", no sound will be played for that event. Otherwise, the string should be the name of a .WAV file to play.

**Parameters**

<i>ontarget</i>	Sets sound to play when target moves.
<i>ongood</i>	Sets sound to play on successful operation.
<i>onbad</i>	Sets sound to play on failure or interruption.

**Example:** See `do_tracker_setup()`

**See Also**

`do_tracker_setup()` and `set_cal_sounds()`

**25.24.3.21** INT16 CALLTYPE `set_draw_cal_target_hook ( INT16(*) (HDC hdc, INT16 *x, INT16 *y) hookfn, INT16 options )`

#### Parameters

<i>hookfn</i>	Function to replace <code>draw_cal_target()</code> .
<i>options</i>	For future use.

**25.24.3.22** INT16 `set_draw_image_line_hook ( INT16(*) (INT16 width, INT16 line, INT16 totlines, byte *pixels) hookfn, INT16 options )`

To modify the behaviour of `draw_image_line()` function.

#### Parameters

<i>hookfn</i>	Function to replace <code>draw_image_line()</code> .
<i>options</i>	For future use.

**25.24.3.23** INT16 CALLTYPE `set_erase_cal_target_hook ( INT16(*) (HDC hdc) hookfn, INT16 options )`

To modify the behaviour of `erase_cal_target()` function.

#### Parameters

<i>hookfn</i>	Function to replace <code>erase_cal_target()</code> .
<i>options</i>	For future use.

**25.24.3.24** INT16 `set_exit_cal_display_hook ( INT16(*) (void) hookfn, INT16 options )`

To modify the behaviour of `exit_cal_display()` function.

#### Parameters

<i>hookfn</i>	Function to replace <code>exit_cal_display()</code> .
<i>options</i>	For future use.

**25.24.3.25** INT16 `set_exit_image_display_hook ( INT16(*) (void) hookfn, INT16 options )`

To modify the behaviour of `exit_image_display()` function.

#### Parameters

<i>hookfn</i>	Function to replace <code>exit_image_display()</code> .
<i>options</i>	For future use.

**25.24.3.26** INT16 `set_image_title_hook` ( INT16(\*) (INT16 threshold, char \*cam\_name) *hookfn*, INT16 *options* )

To modify the behaviour of `image_title()` function.

#### Parameters

<i>hookfn</i>	Function to replace <code>image_title()</code> .
<i>options</i>	For future use.

**25.24.3.27** INT16 `set_record_abort_hide_hook` ( INT16(\*) (void) *hookfn*, INT16 *options* )

To modify the behaviour of `record_abort_hide()` function.

#### Parameters

<i>hookfn</i>	Function to replace <code>record_abort_hide()</code> .
<i>options</i>	For future use.

**25.24.3.28** INT16 `set_set_image_palette_hook` ( INT16(\*) (INT16 ncolors, byte r[], byte g[], byte b[]) *hookfn*, INT16 *options* )

To modify the behaviour of `set_image_palette()` function.

#### Parameters

<i>hookfn</i>	Function to replace <code>set_image_palette()</code> .
<i>options</i>	For future use.

**25.24.3.29** INT16 `set_setup_cal_display_hook` ( INT16(\*) (void) *hookfn*, INT16 *options* )

To modify the behaviour of `setup_cal_display()` function.

#### Parameters

<i>hookfn</i>	Function to replace <code>setup_cal_display()</code> .
<i>options</i>	For future use.

**25.24.3.30** INT16 `set_setup_image_display_hook` ( INT16(\*) (INT16 width, INT16 height) *hookfn*, INT16 *options* )

To modify the behaviour of `setup_image_display()` function.

#### Parameters

<i>hookfn</i>	Function to replace <code>setup_image_display()</code> .
<i>options</i>	For future use.



**25.24.3.31 void set\_target\_size ( UINT16 *diameter*, UINT16 *holesize* )**

The standard calibration and drift correction target is a disk (for peripheral delectability) with a central "hole" target (for accurate fixation). The sizes of these features may be set with this function.

**Parameters**

<i>diameter</i>	Size of outer disk, in pixels.
<i>holesize</i>	Size of central feature. If < <i>holesize</i> > is 0, no central feature will be drawn.

**Example:** See `do_tracker_setup()`

**See Also**

`do_tracker_setup()`

**25.24.3.32 void wait\_for\_drawing ( HWND *hwnd* )**

Forces start of drawing, waits for drawing to finish *hwnd* may be NULL for all displays together

**Parameters**

<i>hwnd</i>	Handle to the window.
-------------	-----------------------

**25.24.3.33 void wait\_for\_video\_refresh ( void )**

This function will not return until the current refresh of the monitor has completed (at the start of vertical retrace). This can be used to synchronize drawing to the scanning out of the display, and to determine when a stimulus was first seen by the subject. The DriverLinx PortIO driver must be installed for this function to work.

**Remarks**

This function is only applicable for the GDI version.



## Chapter 26

# Data Structure

### 26.1 \_CrossHairInfo Struct Reference

Structure to hold cross hair information.

#### Data Fields

- short [majorVersion](#)
- short [minorVersion](#)
- int [w](#)
- int [h](#)
- void \* [privatedata](#)
- void \* [userdata](#)
- void(\* [drawLine](#))([CrossHairInfo](#) \*dt, int x1, int y1, int x2, int y2, int colorindex)
- void(\* [drawLozenge](#))([CrossHairInfo](#) \*dt, int x, int y, int [w](#), int [h](#), int colorindex)
- void(\* [getMouseState](#))([CrossHairInfo](#) \*dt, int \*x, int \*y, int \*state)
- int [reserved1](#)
- int [reserved2](#)
- int [reserved3](#)
- int [reserved4](#)

#### 26.1.1 Detailed Description

Structure to hold cross hair information.

Structure to hold cross hair information that are needed to draw the cross hair on camera images.

#### 26.1.2 Field Documentation

##### 26.1.2.1 void(\* [drawLine](#))([CrossHairInfo](#) \*dt, int x1, int y1, int x2, int y2, int colorindex)

[drawLine](#) should draw a line from (x1,y1) -> (x2,y2) with the given color

**Parameters**

<i>in</i>	<i>xI</i>	
-----------	-----------	--

**26.1.2.2 void(\* drawLozenge)(CrossHairInfo \*dt, int x, int y, int w, int h, int colorindex)**

drawLozenge should draw circle if the width and height are equal. otherwise find the smallest width and draw semi-circles on the longest side at both ends and connect the semi circles with lines.

**26.1.2.3 void(\* getMouseState)(CrossHairInfo \*dt, int \*x, int \*y, int \*state)**

getMouseState should fill values for (x,y) with current mouse position and the state = 1 if pressed. the x and y values are respective to top left hand corner of the image

**26.1.2.4 int h**

Display height of the camera image. This need not to match the size given at setup\_image\_display\_hook

**26.1.2.5 short majorVersion**

for the moment this should be set to 1.

**26.1.2.6 short minorVersion**

for the moment this should be set to 0.

**26.1.2.7 void\* privatedata**

Private data used by internals of eyelink\_draw\_cross\_hair. This pointer should not be touched externally

**26.1.2.8 int reserved1**

for future use

**26.1.2.9 int reserved2**

for future use

**26.1.2.10 int reserved3**

for future use

**26.1.2.11 int reserved4**

for future use

**26.1.2.12 void\* userdata**

Attribute to hold any user data. Any data set here untouched by `eyelink_draw_cross_hair`.

**26.1.2.13 int w**

Display width of the camera image. This need not to match the size given at `setup_image_display_hook`

## 26.2 DISPLAYINFO Struct Reference

### Data Fields

- INT32 [left](#)
- INT32 [top](#)
- INT32 [right](#)
- INT32 [bottom](#)
- INT32 [width](#)
- INT32 [height](#)
- INT32 [bits](#)
- INT32 [palsize](#)
- INT32 [palrsvd](#)
- INT32 [pages](#)
- float [refresh](#)
- INT32 [winnt](#)

### 26.2.1 Field Documentation

#### 26.2.1.1 INT32 bits

bits per pixel

#### 26.2.1.2 INT32 bottom

bottom of display

#### 26.2.1.3 INT32 height

height of display

#### 26.2.1.4 INT32 left

left of display

#### 26.2.1.5 INT32 pages

pages supported

#### 26.2.1.6 INT32 palrsvd

number of static entries in palette ( 0 if not indexed display mode)

#### 26.2.1.7 INT32 palsize

total entries in palette (0 if not indexed display mode)

**26.2.1.8 float refresh**

refresh rate in Hz

**26.2.1.9 INT32 right**

right of display

**26.2.1.10 INT32 top**

top of display

**26.2.1.11 INT32 width**

width of display

**26.2.1.12 INT32 winnt**

0 if Windows 9x/Me, 1 if Windows NT, 2 if Windows 2000, 3 if Windows XP/Vista/7, 4 if Windows 10

## 26.3 ELINKNODE Struct Reference

Name and address for connection.

### Data Fields

- ELINKADDR [addr](#)
- char [name](#) [[ELNAMESIZE](#)]

### 26.3.1 Detailed Description

Name and address for connection.

Name and address for connection or ping

### 26.3.2 Field Documentation

#### 26.3.2.1 ELINKADDR [addr](#)

address of the remote or local tracker

#### 26.3.2.2 char [name](#)[[ELNAMESIZE](#)]

name of the remote or local tracker



## 26.4 EYEBITMAP Struct Reference

Represents a bitmap image.

### Data Fields

- INT32 [w](#)
- INT32 [h](#)
- INT32 [pitch](#)
- INT32 [depth](#)
- void \* [pixels](#)
- [EYEPIXELFORMAT](#) \* [format](#)

### 26.4.1 Detailed Description

Represents a bitmap image.

### 26.4.2 Field Documentation

#### 26.4.2.1 INT32 depth

Depth of the image. possible values are 8,15,16,24,32

#### 26.4.2.2 EYEPIXELFORMAT\* format

pixel format of the image.

#### 26.4.2.3 INT32 h

height of the image

#### 26.4.2.4 INT32 pitch

pitch of image lines. This can be 0. if this is 0, then  $((\text{depth}+7)/8)*\text{width}$  is used

#### 26.4.2.5 void\* pixels

uncompressed pixel data

#### 26.4.2.6 INT32 w

width of the image

## 26.5 EYECOLOR Struct Reference

Represents an RGB color.

### Data Fields

- byte `r`
- byte `g`
- byte `b`
- byte `unused`

### 26.5.1 Detailed Description

Represents an RGB color.

### 26.5.2 Field Documentation

#### 26.5.2.1 byte `b`

Blue

#### 26.5.2.2 byte `g`

Green

#### 26.5.2.3 byte `r`

Red

## 26.6 EYEPALLETTE Struct Reference

Represents a palette index.

### Data Fields

- int `ncolors`
- `EYECOLOR` \* `colors`

### 26.6.1 Detailed Description

Represents a palette index.

### 26.6.2 Field Documentation

#### 26.6.2.1 `EYECOLOR`\* `colors`

Actual colors

#### 26.6.2.2 int `ncolors`

Number of colors in the palette

## 26.7 EYEPIXELFORMAT Struct Reference

Represents pixel format of an image or surface.

### Data Fields

- byte **colorkey**
- INT32 **Rmask**
- INT32 **Gmask**
- INT32 **Bmask**
- INT32 **Amask**
- [EYEPALLETTE](#) \* **palette**

### 26.7.1 Detailed Description

Represents pixel format of an image or surface.

## 26.8 FEVENT Struct Reference

Floating-point eye event.

### Data Fields

- UINT32 [time](#)
- INT16 [type](#)
- UINT16 [read](#)
- INT16 [eye](#)
- UINT32 [stime](#)
- UINT32 [etime](#)
- float [hstx](#)
- float [hsty](#)
- float [gstx](#)
- float [gsty](#)
- float [sta](#)
- float [henx](#)
- float [heny](#)
- float [genx](#)
- float [geny](#)
- float [ena](#)
- float [havx](#)
- float [havy](#)
- float [gavx](#)
- float [gavy](#)
- float [ava](#)
- float [avel](#)
- float [pvel](#)
- float [svel](#)
- float [evel](#)
- float [supd\\_x](#)
- float [eupd\\_x](#)
- float [supd\\_y](#)
- float [eupd\\_y](#)
- UINT16 [status](#)

### 26.8.1 Detailed Description

Floating-point eye event.

The EyeLink tracker analyzes the eye-position samples during recording to detect saccades, and accumulates data on saccades and fixations. Events are produced to mark the start and end of saccades, fixations and blinks. When both eyes are being tracked, left and right eye events are produced, as indicated in the [eye](#) field of the [FEVENT](#) structure.

Start events contain only the start time, and optionally the start eye or gaze position. End events contain the start and end time, plus summary data on saccades and fixations. This includes start and end and average measures of position and pupil size, plus peak and average velocity in degrees per second.

## 26.8.2 Field Documentation

### 26.8.2.1 float ava

average area

### 26.8.2.2 float avel

avg velocity accum

### 26.8.2.3 float ena

ending area

### 26.8.2.4 UINT32 entime

end times

### 26.8.2.5 float eupd\_x

end units-per-degree x

### 26.8.2.6 float eupd\_y

end units-per-degree y

### 26.8.2.7 float evel

end velocity

### 26.8.2.8 INT16 eye

eye: 0=left,1=right

### 26.8.2.9 float gavx

average x

### 26.8.2.10 float gavy

average y

### 26.8.2.11 float genx

ending point x

**26.8.2.12 float geny**

ending point y

**26.8.2.13 float gstx**

starting point x

**26.8.2.14 float gsty**

starting point y

**26.8.2.15 float havx**

average x

**26.8.2.16 float havy**

average y

**26.8.2.17 float henx**

ending point x

**26.8.2.18 float heny**

ending point y

**26.8.2.19 float hstx**

starting point x

**26.8.2.20 float hsty**

starting point y

**26.8.2.21 float pvel**

peak velocity accum

**26.8.2.22 UINT16 read**

flags which items were included

**26.8.2.23 float sta**

starting area

**26.8.2.24 UINT16 status**

error, warning flags

**26.8.2.25 UINT32 sttime**

start times

**26.8.2.26 float supd\_x**

start units-per-degree x

**26.8.2.27 float supd\_y**

start units-per-degree y

**26.8.2.28 float svel**

start velocity

**26.8.2.29 UINT32 time**

effective time of event

**26.8.2.30 INT16 type**

event type



## 26.9 FSAMPLE Struct Reference

Floating-point sample.

### Data Fields

- UINT32 [time](#)
- INT16 [type](#)
- UINT16 [flags](#)
- float [px](#) [2]
- float [py](#) [2]
- float [hx](#) [2]
- float [hy](#) [2]
- float [pa](#) [2]
- float [gx](#) [2]
- float [gy](#) [2]
- float [rx](#)
- float [ry](#)
- UINT16 [status](#)
- UINT16 [input](#)
- UINT16 [buttons](#)
- INT16 [htype](#)
- INT16 [hdata](#) [8]

### 26.9.1 Detailed Description

Floating-point sample.

The EyeLink tracker measures eye position 250, 500, 1000 or 2000 times per second depending on the tracking mode you are working with, and computes true gaze position on the display using the head camera data. This data is stored in the EDF file, and made available through the link in as little as 3 milliseconds after a physical eye movement. Samples can be read from the link by [eyelink\\_get\\_float\\_data\(\)](#) or [eyelink\\_newest\\_float\\_sample\(\)](#).

If sample rate is 2000hz, two samples with same time stamp possible. If SAMPLE\_ADD\_OFFSET is set on the flags, add .5 ms to get the real time. Convenient FLOAT\_TIME can also be used.

### 26.9.2 Field Documentation

#### 26.9.2.1 UINT16 buttons

button state & changes

#### 26.9.2.2 UINT16 flags

flags to indicate contents

#### 26.9.2.3 float gx[2]

screen gaze x

**26.9.2.4 float gy[2]**

screen gaze y

**26.9.2.5 INT16 hdata[8]**

head-tracker data (not prescaled)

**26.9.2.6 INT16 htype**

head-tracker data type (0=none)

**26.9.2.7 float hx[2]**

headref x

**26.9.2.8 float hy[2]**

headref y

**26.9.2.9 UINT16 input**

extra (input word)

**26.9.2.10 float pa[2]**

pupil size or area

**26.9.2.11 float px[2]**

pupil x

**26.9.2.12 float py[2]**

pupil y

**26.9.2.13 float rx**

screen pixels per degree

**26.9.2.14 float ry**

screen pixels per degree

**26.9.2.15   UINT16 status**

tracker status flags

**26.9.2.16   UINT32 time**

time of sample

**26.9.2.17   INT16 type**

always SAMPLE\_TYPE

## 26.10 HOOKFCNS Struct Reference

Structure used set and get callback functions.

### Data Fields

- INT16(\* [setup\\_cal\\_display\\_hook](#) )(void)
- void(\* [exit\\_cal\\_display\\_hook](#) )(void)
- void(\* [record\\_abort\\_hide\\_hook](#) )(void)
- INT16(\* [setup\\_image\\_display\\_hook](#) )(INT16 width, INT16 height)
- void(\* [image\\_title\\_hook](#) )(INT16 threshold, char \*cam\_name)
- void(\* [draw\\_image\\_line\\_hook](#) )(INT16 width, INT16 line, INT16 totlines, byte \*pixels)
- void(\* [set\\_image\\_palette\\_hook](#) )(INT16 ncolors, byte r[ ], byte g[ ], byte b[ ])
- void(\* [exit\\_image\\_display\\_hook](#) )(void)
- void(\* [clear\\_cal\\_display\\_hook](#) )(void)
- void(\* [erase\\_cal\\_target\\_hook](#) )(void)
- void(\* [draw\\_cal\\_target\\_hook](#) )(INT16 x, INT16 y)
- void(\* [cal\\_target\\_beep\\_hook](#) )(void)
- void(\* [cal\\_done\\_beep\\_hook](#) )(INT16 error)
- void(\* [dc\\_done\\_beep\\_hook](#) )(INT16 error)
- void(\* [dc\\_target\\_beep\\_hook](#) )(void)
- short(\* [get\\_input\\_key\\_hook](#) )(InputEvent \*event)
- void(\* [alert\\_printf\\_hook](#) )(const char \*)

### 26.10.1 Detailed Description

Structure used set and get callback functions.

Structure used set and get callback functions so that the calibration graphics can be drawn.

### 26.10.2 Field Documentation

#### 26.10.2.1 void( \* [alert\\_printf\\_hook](#) )(const char \*)

This function is called whenever `alert_printf` is called. In windows, if no callback is set calls `MessageBox` function. In other platforms, if no call back is set prints out to console.

#### 26.10.2.2 void( \* [cal\\_done\\_beep\\_hook](#) )(INT16 error)

This function is called to signal end of calibration.

#### Parameters

<i>error</i>	if non zero, then the calibration has error.
--------------	--

#### 26.10.2.3 void( \* [cal\\_target\\_beep\\_hook](#) )(void)

This function is called to signal new target.

**26.10.2.4 void(\* clear\_cal\_display\_hook)(void)**

Called to clear the calibration display.

**26.10.2.5 void(\* dc\_done\_beep\_hook)(INT16 error)**

This function is called to signal the end of drift correct.

**Parameters**

<i>error</i>	if non zero, then the drift correction failed.
--------------	--

**26.10.2.6 void(\* dc\_target\_beep\_hook)(void)**

This function is called to signal a new drift correct target.

**26.10.2.7 void(\* draw\_cal\_target\_hook)(INT16 x, INT16 y)**

This function is responsible for the drawing of the target for calibration, validation and drift correct at the given coordinate.

**Parameters**

<i>x</i>	x coordinate of the target.
<i>y</i>	y coordinate of the target.

**Remarks**

The x and y are relative to what is sent to the tracker for the command screen\_pixel\_coords.

**26.10.2.8 void(\* draw\_image\_line\_hook)(INT16 width, INT16 line, INT16 tolines, byte \*pixels)**

This function is called to supply the image line by line from top to bottom.

**Parameters**

<i>width</i>	width of the picture. Essentially, number of bytes in <i>pixels</i> .
<i>line</i>	current line of the image
<i>totlines</i>	total number of lines in the image. This will always equal the height of the image.
<i>pixels</i>	pixel data.

Eg. Say we want to extract pixel at position (20,20) and print it out as rgb values.

```
if(line == 20) // y = 20
{
    byte pix = pixels[19];
    // Note the r,g,b arrays come from the call to set_image_palette
    printf("RGB %d %d %d\n", r[pix], g[pix], b[pix]);
}
```

**Remarks**

certain display draw the image up side down. eg. GDI.

**26.10.2.9 void( \* erase\_cal\_target\_hook)(void)**

This function is responsible for erasing the target that was drawn by the last call to draw\_cal\_target.

**26.10.2.10 void( \* exit\_cal\_display\_hook)(void)**

This is called to release any resources that are not required beyond calibration. Beyond this call, no calibration functions will be called.

**26.10.2.11 void( \* exit\_image\_display\_hook)(void)**

This is called to notify that all camera setup things are complete. Any resources that are allocated in setup\_image\_display can be released in this function.

**26.10.2.12 short( \* get\_input\_key\_hook)(InputEvent \*event)**

This is called to check for keyboard input. In this function:

- check if there are any input events
- if there are input events, fill key\_input and return 1. otherwise return 0. If 1 is returned this will be called again to check for more events.

**Parameters**

out	<i>key_input</i>	fill in the <a href="#">InputEvent</a> structure to return key,modifier values.
-----	------------------	---

**Returns**

if there is a key, return 1 otherwise return 0.

**Remarks**

Special keys and modifiers should match the following code.

**Special keys:**

```
#define F1_KEY    0x3B00
#define F2_KEY    0x3C00
#define F3_KEY    0x3D00
#define F4_KEY    0x3E00
#define F5_KEY    0x3F00
#define F6_KEY    0x4000
#define F7_KEY    0x4100
#define F8_KEY    0x4200
```

```
#define F9_KEY      0x4300
#define F10_KEY     0x4400

#define PAGE_UP     0x4900
#define PAGE_DOWN   0x5100
#define CURS_UP     0x4800
#define CURS_DOWN   0x5000
#define CURS_LEFT   0x4B00
#define CURS_RIGHT  0x4D00

#define ESC_KEY     0x001B
#define ENTER_KEY   0x000D
```

**Modifier:** If you are using SDL you do not need to modify the modifier value as they match the value.

```
#define ELKMOD_NONE 0x0000
#define ELKMOD_LSHIFT 0x0001
#define ELKMOD_RSHIFT 0x0002
#define ELKMOD_LCTRL 0x0040
#define ELKMOD_RCTRL 0x0080
#define ELKMOD_LALT 0x0100
#define ELKMOD_RALT 0x0200
#define ELKMOD_LMETA 0x0400
#define ELKMOD_RMETA 0x0800,
#define ELKMOD_NUM 0x1000
#define ELKMOD_CAPS 0x2000
#define ELKMOD_MODE 0x4000
```

### 26.10.2.13 void( \* image\_title\_hook)(INT16 threshold, char \*cam\_name)

This function is called to update any image title change.

#### Parameters

<i>threshold</i>	if -1 the entire tile is in the title string otherwise, the threshold of the current image.
<i>title</i>	if threshold is -1, the title contains the whole title for the image. Otherwise only the camera name is given.

### 26.10.2.14 void( \* record\_abort\_hide\_hook)(void)

This function is called if abort of record. It is used to hide display from subject.

### 26.10.2.15 void( \* set\_image\_palette\_hook)(INT16 ncolors, byte r[], byte g[], byte b[])

This function is called after setup\_image\_display and before the first call to draw\_image\_line. This is responsible to setup the palettes to display the camera image.

#### Parameters

<i>ncolors</i>	number of colors in the palette.
<i>r</i>	red component of rgb.
<i>g</i>	blue component of rgb.
<i>b</i>	green component of rgb.

**26.10.2.16 INT16( \* setup\_cal\_display\_hook)(void)**

This function is called to setup calibration/validation display. This function called before any calibration routines are called.

**26.10.2.17 INT16( \* setup\_image\_display\_hook)(INT16 width, INT16 height)**

This function is responsible for initializing any resources that are required for camera setup.

**Parameters**

<i>width</i>	width of the source image to expect.
<i>height</i>	height of the source image to expect.

**Returns**

- 1 if failed
- 0 success with flag indicating support for drawing single size camera images
- 1 success with flag indicating support for drawing variable size camera images, for high resolution global camera images with newer EyeLink tracker models.



## 26.11 IEVENT Struct Reference

Integer eye-movement events.

### Data Fields

- UINT32 [time](#)
- INT16 [type](#)
- UINT16 [read](#)
- INT16 [eye](#)
- UINT32 [stime](#)
- UINT32 [etime](#)
- INT16 [hstx](#)
- INT16 [hsty](#)
- INT16 [gstx](#)
- INT16 [gsty](#)
- UINT16 [sta](#)
- INT16 [henx](#)
- INT16 [heny](#)
- INT16 [genx](#)
- INT16 [geny](#)
- UINT16 [ena](#)
- INT16 [havx](#)
- INT16 [havy](#)
- INT16 [gavx](#)
- INT16 [gavy](#)
- UINT16 [ava](#)
- INT16 [avel](#)
- INT16 [pvel](#)
- INT16 [svel](#)
- INT16 [evel](#)
- INT16 [supd\\_x](#)
- INT16 [eupd\\_x](#)
- INT16 [supd\\_y](#)
- INT16 [eupd\\_y](#)
- UINT16 [status](#)

### 26.11.1 Detailed Description

Integer eye-movement events.

### 26.11.2 Field Documentation

#### 26.11.2.1 UINT16 [ava](#)

also used as accumulator

**26.11.2.2 INT16 avel**

avg velocity accum

**26.11.2.3 UINT32 entime**

end times

**26.11.2.4 INT16 eupd\_x**

end units-per-degree x

**26.11.2.5 INT16 eupd\_y**

end units-per-degree y

**26.11.2.6 INT16 evel**

end velocity

**26.11.2.7 INT16 eye**

eye: 0=left,1=right

**26.11.2.8 INT16 gavx**

average x

**26.11.2.9 INT16 gavy**

average y

**26.11.2.10 INT16 genx**

ending point x

**26.11.2.11 INT16 geny**

ending point y

**26.11.2.12 INT16 gstx**

starting point x

**26.11.2.13 INT16 gsty**

starting point y

**26.11.2.14 INT16 havx**

average x

**26.11.2.15 INT16 havy**

average y

**26.11.2.16 INT16 henx**

ending point x

**26.11.2.17 INT16 heny**

ending point y

**26.11.2.18 INT16 hstx**

starting point x

**26.11.2.19 INT16 hsty**

starting point y

**26.11.2.20 INT16 pvel**

peak velocity accum

**26.11.2.21 UINT16 read**

flags which items were included

**26.11.2.22 UINT16 status**

error, warning flags

**26.11.2.23 UINT32 sttime**

start times

**26.11.2.24 INT16 supd\_x**

start units-per-degree x

**26.11.2.25 INT16 supd\_y**

start units-per-degree y

**26.11.2.26 INT16 svel**

start velocity

**26.11.2.27 UINT32 time**

effective time of event

**26.11.2.28 INT16 type**

event type

## 26.12 ILINKDATA Struct Reference

Class to represent tracker status.

### Data Fields

- UINT32 [time](#)
- UINT32 [version](#)
- UINT16 [samrate](#)
- UINT16 [samdiv](#)
- UINT16 [prescaler](#)
- UINT16 [vprescaler](#)
- UINT16 [pprescaler](#)
- UINT16 [hprescaler](#)
- UINT16 [sample\\_data](#)
- UINT16 [event\\_data](#)
- UINT16 [event\\_types](#)
- byte [in\\_sample\\_block](#)
- byte [in\\_event\\_block](#)
- byte [have\\_left\\_eye](#)
- byte [have\\_right\\_eye](#)
- UINT16 [last\\_data\\_gap\\_types](#)
- UINT16 [last\\_data\\_buffer\\_type](#)
- UINT16 [last\\_data\\_buffer\\_size](#)
- UINT16 [control\\_read](#)
- UINT16 [first\\_in\\_block](#)
- UINT32 [last\\_data\\_item\\_time](#)
- UINT16 [last\\_data\\_item\\_type](#)
- UINT16 [last\\_data\\_item\\_contents](#)
- [ALL\\_DATA](#) [last\\_data\\_item](#)
- UINT32 [block\\_number](#)
- UINT32 [block\\_sample](#)
- UINT32 [block\\_event](#)
- UINT16 [last\\_resx](#)
- UINT16 [last\\_resy](#)
- UINT16 [last\\_pupil](#) [2]
- UINT16 [last\\_status](#)
- UINT16 [queued\\_samples](#)
- UINT16 [queued\\_events](#)
- UINT16 [queue\\_size](#)
- UINT16 [queue\\_free](#)
- UINT32 [last\\_rcve\\_time](#)
- byte [samples\\_on](#)
- byte [events\\_on](#)
- UINT16 [packet\\_flags](#)
- UINT16 [link\\_flags](#)
- UINT16 [state\\_flags](#)
- byte [link\\_dstatus](#)
- byte [link\\_pendcmd](#)

- UINT16 [reserved](#)
- char [our\\_name](#) [40]
- ELINKADDR [our\\_address](#)
- char [eye\\_name](#) [40]
- ELINKADDR [eye\\_address](#)
- ELINKADDR [ebroadcast\\_address](#)
- ELINKADDR [rbroadcast\\_address](#)
- UINT16 [polling\\_remotes](#)
- UINT16 [poll\\_responses](#)
- ELINKNODE [nodes](#) [4]

### 26.12.1 Detailed Description

Class to represent tracker status.

Class to represent tracker status information such as time stamps, flags, tracker addresses and so on.

### 26.12.2 Field Documentation

#### 26.12.2.1 UINT32 [block\\_event](#)

events (excl. control read in block

#### 26.12.2.2 UINT32 [block\\_number](#)

block in file

#### 26.12.2.3 UINT32 [block\\_sample](#)

samples read in block so far

#### 26.12.2.4 UINT16 [control\\_read](#)

set if control event read with last data

#### 26.12.2.5 ELINKADDR [ebroadcast\\_address](#)

Broadcast address for eye trackers

#### 26.12.2.6 UINT16 [event\\_data](#)

0 if off, else all flags

#### 26.12.2.7 UINT16 [event\\_types](#)

0 if off, else event-type flags

**26.12.2.8 char eye\_name[40]**

name of tracker connected to

**26.12.2.9 UINT16 first\_in\_block**

set if control event started new block

**26.12.2.10 byte have\_left\_eye**

set if any left-eye data expected

**26.12.2.11 byte have\_right\_eye**

set if any right-eye data expected

**26.12.2.12 UINT16 hprescaler**

head-distance prescale (to mm)

**26.12.2.13 byte in\_event\_block**

set if in block with events

**26.12.2.14 byte in\_sample\_block**

set if in block with samples

**26.12.2.15 UINT16 last\_data\_buffer\_size**

buffer size of last item

**26.12.2.16 UINT16 last\_data\_buffer\_type**

buffer-type code

**26.12.2.17 UINT16 last\_data\_gap\_types**

flags what we lost before last item

**26.12.2.18 ALL\_DATA last\_data\_item**

buffer containing last item

**26.12.2.19   UINT16 last\_data\_item\_contents**

content: <read> (IEVENT), <flags> (ISAMPLE)

**26.12.2.20   UINT32 last\_data\_item\_time**

time field of item

**26.12.2.21   UINT16 last\_data\_item\_type**

type: 100=sample, 0=none, else event type

**26.12.2.22   UINT16 last\_pupil[2]**

updated by samples only

**26.12.2.23   UINT32 last\_rcve\_time**

time tracker last sent packet

**26.12.2.24   UINT16 last\_resx**

updated by samples only

**26.12.2.25   UINT16 last\_resy**

updated by samples only

**26.12.2.26   UINT16 last\_status**

updated by samples, events

**26.12.2.27   byte link\_dstatus**

tracker data output state

**26.12.2.28   UINT16 link\_flags**

status flags from link packet header

**26.12.2.29   byte link\_pendcmd**

tracker commands pending



**26.12.2.30 ELINKNODE nodes[4]**

data on nodes

**26.12.2.31 char our\_name[40]**

a name for our machine

**26.12.2.32 UINT16 packet\_flags**

status flags from data packet

**26.12.2.33 UINT16 poll\_responses**

total nodes responding to polling

**26.12.2.34 UINT16 polling\_remotes**

1 if polling remotes, else polling trackers

**26.12.2.35 UINT16 pprescaler**

pupil prescale (1 if area, greater if diameter)

**26.12.2.36 UINT16 prescaler**

amount to divide gaze x,y,res by

**26.12.2.37 UINT16 queue\_free**

unused bytes in queue

**26.12.2.38 UINT16 queue\_size**

total queue buffer size

**26.12.2.39 UINT16 queued\_events**

includes control events

**26.12.2.40 UINT16 queued\_samples**

number of items in queue

**26.12.2.41 ELINKADDR rbroadcast\_address**

Broadcast address for remotes

**26.12.2.42 UINT16 reserved**

0 for EyeLink I or original EyeLink API DLL. EYELINK II ONLY: MSB set if read crmode<<8 + file\_filter<<4 + link\_filter crmode = 0 if pupil, else pupil-CR file\_filter, link\_filter: 0, 1, or 2 for level of heuristic filter applied

**26.12.2.43 UINT16 samdiv**

sample "divisor" (min msec between samples)

**26.12.2.44 UINT16 sample\_data**

0 if off, else all flags

**26.12.2.45 byte samples\_on**

data type rcve enable (switch)

**26.12.2.46 UINT16 samrate**

10\*sample rate (0 if no samples, 1 if nonconstant)

**26.12.2.47 UINT16 state\_flags**

tracker error state flags

**26.12.2.48 UINT32 time**

time of last control event

**26.12.2.49 UINT32 version**

structure version

**26.12.2.50 UINT16 vprescaler**

amount to divide velocity by

## 26.13 IMESSAGE Struct Reference

Message events: usually text but may contain binary data.

### Data Fields

- UINT32 [time](#)
- INT16 [type](#)
- UINT16 [length](#)
- byte [text](#) [260]

### 26.13.1 Detailed Description

Message events: usually text but may contain binary data.

A message event is created by your experiment program, and placed in the EDF file. It is possible to enable the sending of these messages back through the link, although there is rarely a reason to do this. Although this method might be used to determine the tracker time (the time field of a message event will indicate when the message was received by the tracker), the use of [eyelink\\_request\\_time\(\)](#) and [eyelink\\_read\\_time\(\)](#) is more efficient for retrieving the current time from the eye tracker's timestamp clock. The eye tracker time is rarely needed in any case, and would only be useful to compute link transport delays.

### 26.13.2 Field Documentation

#### 26.13.2.1 UINT16 length

length of message

#### 26.13.2.2 byte text[260]

message contents (max length 255)

#### 26.13.2.3 UINT32 time

time message logged

#### 26.13.2.4 INT16 type

event type: usually MESSAGEEVENT

## 26.14 InputEvent Union Reference

Union of all input types.

### Data Fields

- byte **type**
- [KeyInput](#) **key**
- [MouseEvent](#) **motion**
- [MouseEvent](#) **button**

### 26.14.1 Detailed Description

Union of all input types.

A union that is used by the callback function `get_input_key_hook`, to collect input data. At the moment, it is meant to collect only keyboard inputs. In the future this may be used to support mouse inputs as well.

## 26.15 IOEVENT Struct Reference

Button, input, other simple events.

### Data Fields

- UINT32 [time](#)
- INT16 [type](#)
- UINT16 [data](#)

### 26.15.1 Detailed Description

Button, input, other simple events.

BUTTONEVENT and INPUTEVENT types are the simplest events, reporting changes in button status or in the input port data. The time field records the timestamp of the eye-data sample where the change occurred, although the event itself is usually sent before that sample. The data field contains the data after the change, in the same format as in the [FSAMPLE](#) structure.

Button events from the link are rarely used; monitoring buttons with one of [eyelink\\_read\\_keybutton\(\)](#), [eyelink\\_last\\_button\\_press\(\)](#), or [eyelink\\_button\\_states\(\)](#) is preferable, since these can report button states at any time, not just during recording.

### 26.15.2 Field Documentation

#### 26.15.2.1 UINT16 data

coded event data

#### 26.15.2.2 UINT32 time

time logged

#### 26.15.2.3 INT16 type

event type:

## 26.16 ISAMPLE Struct Reference

Integer sample data.

### Data Fields

- UINT32 [time](#)
- INT16 [type](#)
- UINT16 [flags](#)
- INT16 [px](#) [2]
- INT16 [py](#) [2]
- INT16 [hx](#) [2]
- INT16 [hy](#) [2]
- UINT16 [pa](#) [2]
- INT16 [gx](#) [2]
- INT16 [gy](#) [2]
- INT16 [rx](#)
- INT16 [ry](#)
- UINT16 [status](#)
- UINT16 [input](#)
- UINT16 [buttons](#)
- INT16 [htype](#)
- INT16 [hdata](#) [8]

### 26.16.1 Detailed Description

Integer sample data.

### 26.16.2 Field Documentation

#### 26.16.2.1 UINT16 buttons

button state & changes

#### 26.16.2.2 UINT16 flags

flags to indicate contents

#### 26.16.2.3 INT16 gx[2]

screen gaze x

#### 26.16.2.4 INT16 gy[2]

screen gaze y

**26.16.2.5 INT16 hdata[8]**

head-tracker data

**26.16.2.6 INT16 htype**

head-tracker data type (0=none)

**26.16.2.7 INT16 hx[2]**

headref x

**26.16.2.8 INT16 hy[2]**

headref y

**26.16.2.9 UINT16 input**

extra (input word)

**26.16.2.10 UINT16 pa[2]**

pupil size or area

**26.16.2.11 INT16 px[2]**

pupil x

**26.16.2.12 INT16 py[2]**

pupil y

**26.16.2.13 INT16 rx**

screen pixels per degree

**26.16.2.14 INT16 ry**

screen pixels per degree

**26.16.2.15 UINT16 status**

tracker status flags

**26.16.2.16    UINT32 time**

time of sample

**26.16.2.17    INT16 type**

always SAMPLE\_TYPE



## 26.17 KeyInput Struct Reference

Keyboard input event structure.

### Data Fields

- byte [type](#)
- byte [state](#)
- UINT16 [key](#)
- UINT16 [modifier](#)
- UINT16 [unicode](#)

### 26.17.1 Detailed Description

Keyboard input event structure.

### 26.17.2 Field Documentation

#### 26.17.2.1 UINT16 key

keys

#### 26.17.2.2 UINT16 modifier

modifier

#### 26.17.2.3 byte state

KEYDOWN = 1 or KEYUP = 0

#### 26.17.2.4 byte type

The value of type should have value of KEYINPUT\_EVENT

#### 26.17.2.5 UINT16 unicode

unicode character value of the key

## 26.18 MouseButtonEvent Struct Reference

Mouse button event structure (For future)

### Data Fields

- byte [type](#)
- byte [which](#)
- byte [button](#)
- byte [state](#)
- UINT16 [x](#)
- UINT16 [y](#)

### 26.18.1 Detailed Description

Mouse button event structure (For future)

### 26.18.2 Field Documentation

#### 26.18.2.1 byte button

The mouse button index

#### 26.18.2.2 byte state

BUTTONDOWN = 0 or BUTTONUP = 1

#### 26.18.2.3 byte type

MOUSE\_BUTTON\_INPUT\_EVENT

#### 26.18.2.4 byte which

The mouse device index

#### 26.18.2.5 UINT16 y

The X/Y coordinates of the mouse at press time

## 26.19 MouseEvent Struct Reference

Mouse motion event structure (For future)

### Data Fields

- byte [type](#)
- byte [which](#)
- byte [state](#)
- UINT16 [x](#)
- UINT16 [y](#)
- UINT16 [xrel](#)
- UINT16 [yrel](#)

### 26.19.1 Detailed Description

Mouse motion event structure (For future)

### 26.19.2 Field Documentation

#### 26.19.2.1 byte state

The current button state

#### 26.19.2.2 byte type

MOUSE\_MOTION\_INPUT\_EVENT

#### 26.19.2.3 byte which

The mouse device index

#### 26.19.2.4 UINT16 xrel

The relative motion in the X direction

#### 26.19.2.5 UINT16 y

The X/Y coordinates of the mouse

#### 26.19.2.6 UINT16 yrel

The relative motion in the Y direction



# Chapter 27

## File List

### 27.1 core\_expt.h File Reference

Declarations of eyelink\_core functions and types.

#### Data Structures

- struct [DISPLAYINFO](#)
- struct [EYECOLOR](#)  
*Represents an RGB color.*
- struct [EYEPALETTE](#)  
*Represents a palette index.*
- struct [EYEPIXELFORMAT](#)  
*Represents pixel format of an image or surface.*
- struct [EYEBITMAP](#)  
*Represents a bitmap image.*
- struct [KeyInput](#)  
*Keyboard input event structure.*
- struct [MouseMotionEvent](#)  
*Mouse motion event structure (For future)*
- struct [MouseButtonEvent](#)  
*Mouse button event structure (For future)*
- union [InputEvent](#)  
*Union of all input types.*
- struct [HOOKFCNS](#)  
*Structure used set and get callback functions.*
- struct [HOOKFCNS2](#)  
*Structure used set and get callback functions.*
- struct [\\_CrossHairInfo](#)  
*Structure to hold cross hair information.*

## Macros

- #define CURS\_UP 0x4800
- #define CURS\_DOWN 0x5000
- #define CURS\_LEFT 0x4B00
- #define CURS\_RIGHT 0x4D00
- #define ESC\_KEY 0x001B
- #define ENTER\_KEY 0x000D
- #define PAGE\_UP 0x4900
- #define PAGE\_DOWN 0x5100
- #define JUNK\_KEY 1
- #define TERMINATE\_KEY 0x7FFF
- #define DISPLAYINFODEF

*This structure holds information on the display.*

- #define DONE\_TRIAL 0
- #define TRIAL\_OK 0
- #define REPEAT\_TRIAL 1
- #define SKIP\_TRIAL 2
- #define ABORT\_EXPT 3
- #define TRIAL\_ERROR -1
- #define BX\_AVERAGE 0
- #define BX\_DARKEN 1
- #define BX\_LIGHTEN 2
- #define BX\_MAXCONTRAST 4
- #define BX\_NODITHER 8
- #define BX\_GRAYSCALE 16
- #define BX\_TXFILE 32
- #define BX\_DOTTRANSFER 256
- #define SV\_NOREPLACE 1
- #define SV\_MAKEPATH 2
- #define BAD\_FILENAME -2222
- #define BAD\_ARGUMENT -2223
- #define KEYINPUT\_EVENT 0x1
- #define MOUSE\_INPUT\_EVENT 0x4
- #define MOUSE\_MOTION\_INPUT\_EVENT 0x5
- #define MOUSE\_BUTTON\_INPUT\_EVENT 0x6
- #define ELKMOD\_NONE 0x0000
- #define ELKMOD\_LSHIFT 0x0001
- #define ELKMOD\_RSHIFT 0x0002
- #define ELKMOD\_LCTRL 0x0040
- #define ELKMOD\_RCTRL 0x0080
- #define ELKMOD\_LALT 0x0100
- #define ELKMOD\_RALT 0x0200
- #define ELKMOD\_LMETA 0x0400
- #define ELKMOD\_RMETA 0x0800
- #define ELKMOD\_NUM 0x1000
- #define ELKMOD\_CAPS 0x2000
- #define ELKMOD\_MODE 0x4000
- #define ELKEY\_DOWN 1
- #define ELKEY\_UP 0

- #define **FIVE\_SAMPLE\_MODEL** 1
- #define **NINE\_SAMPLE\_MODEL** 2
- #define **SEVENTEEN\_SAMPLE\_MODEL** 3
- #define **EL1000\_TRACKER\_MODEL** 4
- #define **CR\_HAIR\_COLOR** 1
- #define **PUPIL\_HAIR\_COLOR** 2
- #define **PUPIL\_BOX\_COLOR** 3
- #define **SEARCH\_LIMIT\_BOX\_COLOR** 4
- #define **MOUSE\_CURSOR\_COLOR** 5

## Typedefs

- typedef enum [\\_EL\\_CAL\\_BEEP](#) [EL\\_CAL\\_BEEP](#)  
*Enum used for calibration beeps.*
- typedef struct [\\_CrossHairInfo](#) [CrossHairInfo](#)

## Enumerations

- enum **IMAGETYPE** {  
    **JPEG, PNG, GIF, BMP,**  
    **XPM }**
- enum [\\_EL\\_CAL\\_BEEP](#) {  
    [EL\\_DC\\_DONE\\_ERR\\_BEEP](#) = -2, [EL\\_CAL\\_DONE\\_ERR\\_BEEP](#) = -1, [EL\\_CAL\\_DONE\\_GOOD\\_-](#)  
    [BEEP](#) = 0, [EL\\_CAL\\_TARG\\_BEEP](#) = 1,  
    [EL\\_DC\\_DONE\\_GOOD\\_BEEP](#) = 2, [EL\\_DC\\_TARG\\_BEEP](#) = 3 }  
*Enum used for calibration beeps.*

## Functions

- INT16 [open\\_eyelink\\_connection](#) (INT16 mode)
- void [close\\_eyelink\\_connection](#) (void)
- INT16 [set\\_eyelink\\_address](#) (char \*addr)
- INT16 [set\\_eyelink\\_tcp\\_only](#) (INT16 arg)
- INT32 [set\\_application\\_priority](#) (INT32 priority)
- INT16 [message\\_pump](#) (void)
- INT16 [key\\_message\\_pump](#) (void)
- void [pump\\_delay](#) (UINT32 delay)
- void [flush\\_getkey\\_queue](#) (void)
- UINT16 [read\\_getkey\\_queue](#) (void)
- UINT16 [echo\\_key](#) (void)
- UINT16 [getkey](#) (void)
- UINT32 [getkey\\_with\\_mod](#) (UINT16 \*unicode)
- INT16 [eyecmd\\_printf](#) (const char \*fmt,...)
- INT16 [eyemsg\\_printf](#) (const char \*fmt,...)
- INT16 [eyemsg\\_printf\\_ex](#) (UINT32 exectime, const char \*fmt,...)
- INT16 [start\\_recording](#) (INT16 file\_samples, INT16 file\_events, INT16 link\_samples, INT16 link\_events)
- INT16 [check\\_recording](#) (void)
- void [stop\\_recording](#) (void)

- void [set\\_offline\\_mode](#) (void)
- INT16 [check\\_record\\_exit](#) (void)
- void [exit\\_calibration](#) (void)
- INT16 [do\\_tracker\\_setup](#) (void)
- INT16 [do\\_drift\\_correct](#) (INT16 x, INT16 y, INT16 draw, INT16 allow\_setup)
- INT16 [do\\_drift\\_correctf](#) (float x, float y, INT16 draw, INT16 allow\_setup)
- INT16 [target\\_mode\\_display](#) (void)
- INT16 [image\\_mode\\_display](#) (void)
- void [alert\\_printf](#) (char \*fmt,...)
- INT32 [receive\\_data\\_file](#) (const char \*src, const char \*dest, INT16 dest\_is\_path)
- INT32 [receive\\_data\\_file\\_feedback](#) (const char \*src, const char \*dest, INT16 dest\_is\_path, void(\*progress)(unsigned int size, unsigned int received))
- INT32 [receive\\_data\\_file\\_feedback\\_v2](#) (char \*src, char \*dest, INT16 dest\_is\_path, void(\*progress)(unsigned int size, unsigned int received))
- INT32 [send\\_data\\_file\\_feedback](#) (char \*src, char \*dest, INT16 dest\_is\_path, void(\*progress)(unsigned int size, unsigned int received))
- INT32 [send\\_data\\_file\\_mem](#) (char \*src, char \*fname, int file\_size, void(\*progress)(unsigned int size, unsigned int received))
- INT32 [send\\_data\\_file](#) (char \*src, char \*dest, INT16 dest\_is\_path)
- INT16 [open\\_data\\_file](#) (char \*name)
- INT16 [close\\_data\\_file](#) (void)
- INT16 [escape\\_pressed](#) (void)
- INT16 [break\\_pressed](#) (void)
- void [terminal\\_break](#) (INT16 assert)
- INT16 [application\\_terminated](#) (void)
- void [begin\\_realtime\\_mode](#) (UINT32 delay)
- void [end\\_realtime\\_mode](#) (void)
- void [set\\_high\\_priority](#) (void)
- void [set\\_normal\\_priority](#) (void)
- INT32 [in\\_realtime\\_mode](#) (void)
- void [eyelink\\_enable\\_extended\\_realtime](#) (void)
- char \* [eyelink\\_get\\_error](#) (int id, char \*function\_name)
- void [splice\\_fname](#) (const char \*fname, const char \*path, char \*ffname)
- int [check\\_filename\\_characters](#) (const char \*name)
- int [file\\_exists](#) (const char \*path)
- int [create\\_path](#) (const char \*path, INT16 create, INT16 is\_dir)
- int [el\\_bitmap\\_save\\_and\\_backdrop](#) (EYEBITMAP \*hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, const char \*fname, const char \*path, INT16 sv\_options, INT16 xd, INT16 yd, UINT16 xferoptions)
- int [el\\_bitmap\\_to\\_backdrop](#) (EYEBITMAP \*hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, INT16 xd, INT16 yd, UINT16 xferoptions)
- int [el\\_bitmap\\_save](#) (EYEBITMAP \*hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, char \*fname, char \*path, INT16 sv\_options)
- void [setup\\_graphic\\_hook\\_functions](#) (HOOKFCNS \*hooks)
- HOOKFCNS \* [get\\_all\\_hook\\_functions](#) (void)
- INT16 [setup\\_graphic\\_hook\\_functions\\_V2](#) (HOOKFCNS2 \*hooks)
- HOOKFCNS2 \* [get\\_all\\_hook\\_functions\\_V2](#) (void)
- int [set\\_write\\_image\\_hook](#) (int(\*hookfn)(char \*outfilename, int format, EYEBITMAP \*bitmap), int options)
- int [eyelink\\_peep\\_input\\_event](#) (InputEvent \*event, int mask)
- int [eyelink\\_get\\_input\\_event](#) (InputEvent \*event, int mask)



- int `eyelink_peep_last_input_event` (`InputEvent` \*event, int mask)
- void `eyelink_flush_input_event` (void)
- INT32 `eyelink_initialize_mapping` (float left, float top, float right, float bottom)
- INT32 `eyelink_href_to_gaze` (float \*xp, float \*yp, `FSAMPLE` \*sample)
- INT32 `eyelink_gaze_to_href` (float \*xp, float \*yp, `FSAMPLE` \*sample)
- float `eyelink_href_angle` (float x1, float y1, float x2, float y2)
- void `eyelink_href_resolution` (float x, float y, float \*xres, float \*yres)
- int `get_image_xhair_data` (INT16 x[4], INT16 y[4], INT16 \*xhairs\_on)
- int `eyelink_get_extra_raw_values` (`FSAMPLE` \*s, `FSAMPLE_RAW` \*rv)
- int `eyelink_get_extra_raw_values_v2` (`FSAMPLE` \*s, int eye, `FSAMPLE_RAW` \*rv)
- int `eyelink_calculate_velocity_x_y` (int slen, float xvel[2], float yvel[2], `FSAMPLE` \*vel\_sample)
- int `eyelink_calculate_velocity` (int slen, float vel[2], `FSAMPLE` \*vel\_sample)
- int `eyelink_calculate_overallvelocity_and_acceleration` (int slen, float vel[2], float acc[2], `FSAMPLE` \*vel\_sample)
- INT16 `timemsg_printf` (UINT32 t, char \*fmt,...)
- int `open_message_file` (char \*fname)
- void `close_message_file` (void)
- INT32 `eyelink_draw_cross_hair` (`CrossHairInfo` \*chi)
- void `eyelink_dll_version` (char FARTYPE \*c)
- void `eyelink_set_special_keys` (int terminate\_key\_mask, int terminate\_key, int break\_key\_mask, int break\_key, int case\_sensitive)

### 27.1.1 Detailed Description

Declarations of eyelink\_core functions and types. Copyright (c) 1996-2024, SR Research Ltd., All Rights Reserved

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This file will also reference the other EyeLink header files.

### 27.1.2 Macro Definition Documentation

#### 27.1.2.1 #define DISPLAYINFODEF

This structure holds information on the display.

This structure holds information on the display Call `get_display_information()` to fill this with data Check mode before running experiment!

### 27.1.3 Function Documentation

#### 27.1.3.1 `void eyelink_dll_version ( char FARTYPE * c )`

Returns the eyelink\_core library version number.

##### Parameters

out	c	fills in the version number of the eyelink_core library.
-----	---	--

## 27.2 eye\_data.h File Reference

Declaration of complex EyeLink data types and link data structures.

### Data Structures

- struct [ISAMPLE](#)  
*Integer sample data.*
- struct [FSAMPLE](#)  
*Floating-point sample.*
- struct [DSAMPLE](#)  
*Floating-point sample with floating point time.*
- struct [FSAMPLE\\_RAW](#)
- struct [IEVENT](#)  
*Integer eye-movement events.*
- struct [FEVENT](#)  
*Floating-point eye event.*
- struct [DEVENT](#)  
*Floating-point eye event with floating point time.*
- struct [IMESSAGE](#)  
*Message events: usually text but may contain binary data.*
- struct [DMESSAGE](#)  
*Message events: usually text but may contain binary data with floating point time.*
- struct [IOEVENT](#)  
*Button, input, other simple events.*
- struct [DIOEVENT](#)  
*Button, input, other simple events with floating point time.*
- union [ALL\\_DATA](#)
- union [ALLF\\_DATA](#)  
*Union of message, io event and float sample and float event.*
- union [ALLD\\_DATA](#)  
*Union of message, io event and double sample and double event.*
- struct [ELINKNODE](#)  
*Name and address for connection.*
- struct [ILINKDATA](#)  
*Class to represent tracker status.*

### Macros

- #define [SIMTYPESINCL](#)
- #define [MISSING\\_DATA](#) -32768
- #define [MISSING](#) -32768
- #define [INaN](#) -32768
- #define [LEFT\\_EYE](#) 0
- #define [RIGHT\\_EYE](#) 1
- #define [LEFTYEI](#) 0
- #define [RIGHTYEI](#) 1

---

- #define [LEFT](#) 0
- #define [RIGHT](#) 1
- #define [BINOCULAR](#) 2
- #define [FLOAT\\_TIME](#)(x) (((double)((x)->time)) + (((x)->type==[SAMPLE\\_TYPE](#) && (x)->flags & [SAMPLE\\_ADD\\_OFFSET](#))?0.5:0.0))
- #define [SAMPLE\\_LEFT](#) 0x8000
- #define [SAMPLE\\_RIGHT](#) 0x4000
- #define [SAMPLE\\_TIMESTAMP](#) 0x2000
- #define [SAMPLE\\_PUPILXY](#) 0x1000
- #define [SAMPLE\\_HREFXY](#) 0x0800
- #define [SAMPLE\\_GAZEXY](#) 0x0400
- #define [SAMPLE\\_GAZERES](#) 0x0200
- #define [SAMPLE\\_PUPILSIZE](#) 0x0100
- #define [SAMPLE\\_STATUS](#) 0x0080
- #define [SAMPLE\\_INPUTS](#) 0x0040
- #define [SAMPLE\\_BUTTONS](#) 0x0020
- #define [SAMPLE\\_HEADPOS](#) 0x0010
- #define [SAMPLE\\_TAGGED](#) 0x0008
- #define [SAMPLE\\_UTAGGED](#) 0x0004
- #define [SAMPLE\\_ADD\\_OFFSET](#) 0x0002
- #define **ISAMPLEDEF**
- #define **FSAMPLEDEF** 1 /\* gaze, resolution prescaling removed \*/
- #define **DSAMPLEDEF** 1 /\* gaze, resolution prescaling removed \*/
- #define **FSAMPLERAWDEF** 1 /\* gaze, resolution prescaling removed \*/
- #define **IEVENTDEF**
- #define **FEVENTDEF** 1
- #define **DEVENTDEF** 1
- #define **IMESSAGEDEF**
- #define **DMESSAGEDEF**
- #define **IOEVENTDEF**
- #define **DIOEVENTDEF**
- #define [ALLDATADEF](#)
- Union of message, io event and integer sample and integer event.*
- #define **EDFDATADEF**
- #define **EDFDDATADEF**
- #define [SAMPLE\\_TYPE](#) 200
- #define **STARTPARSE** 1 /\* these only have time and eye data \*/
- #define **ENDPARSE** 2
- #define **BREAKPARSE** 10
- #define [STARTBLINK](#) 3
- #define [ENDBLINK](#) 4
- #define [STARTSACC](#) 5
- #define [ENDSACC](#) 6
- #define [STARTFIX](#) 7
- #define [ENDFIX](#) 8
- #define [FIXUPDATE](#) 9
- #define [STARTSAMPLES](#) 15
- #define [ENDSAMPLES](#) 16
- #define [STARTEVENTS](#) 17
- #define [ENDEVENTS](#) 18

---

- #define MESSAGEEVENT 24
- #define BUTTONEVENT 25
- #define INPUTEVENT 28
- #define LOST\_DATA\_EVENT 0x3F
- #define ISAMPLE\_BUFFER SAMPLE\_TYPE /\* old alias \*/
- #define IEVENT\_BUFFER 66
- #define IOEVENT\_BUFFER 8
- #define IMESSAGE\_BUFFER 250
- #define CONTROL\_BUFFER 36
- #define ILINKDATA\_BUFFER CONTROL\_BUFFER /\* old alias \*/
- #define READ\_ENDTIME 0x0040
- #define READ\_GRES 0x0200
- #define READ\_SIZE 0x0080
- #define READ\_VEL 0x0100
- #define READ\_STATUS 0x2000
- #define READ\_BEG 0x0001
- #define READ\_END 0x0002
- #define READ\_AVG 0x0004
- #define READ\_PUPILXY 0x0400
- #define READ\_HREFXY 0x0800
- #define READ\_GAZEXY 0x1000
- #define READ\_BEGPOS 0x0008
- #define READ\_ENDPOS 0x0010
- #define READ\_AVGPOS 0x0020
- #define FRIGHTEYE\_EVENTS 0x8000
- #define FLEFTEYE\_EVENTS 0x4000
- #define LEFTEYE\_EVENTS 0x8000
- #define RIGHTEYE\_EVENTS 0x4000
- #define BLINK\_EVENTS 0x2000
- #define FIXATION\_EVENTS 0x1000
- #define FIXUPDATE\_EVENTS 0x0800
- #define SACCADE\_EVENTS 0x0400
- #define MESSAGE\_EVENTS 0x0200
- #define BUTTON\_EVENTS 0x0040
- #define INPUT\_EVENTS 0x0020
- #define EVENT\_VELOCITY 0x8000
- #define EVENT\_PUPILSIZE 0x4000
- #define EVENT\_GAZERES 0x2000
- #define EVENT\_STATUS 0x1000
- #define EVENT\_GAZEXY 0x0400
- #define EVENT\_HREFXY 0x0200
- #define EVENT\_PUPILXY 0x0100
- #define FIX\_AVG\_ONLY 0x0008
- #define START\_TIME\_ONLY 0x0004
- #define PARSEDBY\_GAZE 0x00C0
- #define PARSEDBY\_HREF 0x0080
- #define PARSEDBY\_PUPIL 0x0040
- #define ILINKDATADEF
- #define ILINKDATAVERSION 2
- #define BLNAMESIZE 40

- #define ELREMBUFSIZE 420
- #define ELINKADDRSIZE 16
- #define PUPIL\_DIA\_FLAG 0x0001
- #define HAVE\_SAMPLES\_FLAG 0x0002
- #define HAVE\_EVENTS\_FLAG 0x0004
- #define HAVE\_LEFT\_FLAG 0x8000
- #define HAVE\_RIGHT\_FLAG 0x4000
- #define DROPPED\_SAMPLE 0x8000
- #define DROPPED\_EVENT 0x4000
- #define DROPPED\_CONTROL 0x2000
- #define DFILE\_IS\_OPEN 0x80
- #define DFILE\_EVENTS\_ON 0x40
- #define DFILE\_SAMPLES\_ON 0x20
- #define DLINK\_EVENTS\_ON 0x08
- #define DLINK\_SAMPLES\_ON 0x04
- #define DRECORD\_ACTIVE 0x01
- #define COMMAND\_FULL\_WARN 0x01
- #define MESSAGE\_FULL\_WARN 0x02
- #define LINK\_FULL\_WARN 0x04
- #define FULL\_WARN 0x0F
- #define LINK\_CONNECTED 0x10
- #define LINK\_BROADCAST 0x20
- #define LINK\_IS\_TCPIP 0x40
- #define LED\_TOP\_WARNING 0x0080
- #define LED\_BOT\_WARNING 0x0040
- #define LED\_LEFT\_WARNING 0x0020
- #define LED\_RIGHT\_WARNING 0x0010
- #define HEAD\_POSITION\_WARNING 0x00F0
- #define LED\_EXTRA\_WARNING 0x0008
- #define LED\_MISSING\_WARNING 0x0004
- #define HEAD\_VELOCITY\_WARNING 0x0001
- #define CALIBRATION\_AREA\_WARNING 0x0002
- #define MATH\_ERROR\_WARNING 0x2000
- #define INTERP\_SAMPLE\_WARNING 0x1000
- #define INTERP\_PUPIL\_WARNING 0x8000
- #define CR\_WARNING 0x0F00
- #define CR\_LEFT\_WARNING 0x0500
- #define CR\_RIGHT\_WARNING 0x0A00
- #define CR\_LOST\_WARNING 0x0300
- #define CR\_LOST\_LEFT\_WARNING 0x0100
- #define CR\_LOST\_RIGHT\_WARNING 0x0200
- #define CR\_RECOV\_WARNING 0x0C00
- #define CR\_RECOV\_LEFT\_WARNING 0x0400
- #define CR\_RECOV\_RIGHT\_WARNING 0x0800
- #define HPOS\_TOP\_WARNING 0x0080
- #define HPOS\_BOT\_WARNING 0x0040
- #define HPOS\_LEFT\_WARNING 0x0020
- #define HPOS\_RIGHT\_WARNING 0x0010
- #define HPOS\_WARNING 0x00F0
- #define HPOS\_ANGLE\_WARNING 0x0008

- #define [HPOS\\_MISSING\\_WARNING](#) 0x0004
- #define [HPOS\\_DISTANCE\\_WARNING](#) 0x0001
- #define [TFLAG\\_MISSING](#) 0x4000
- #define [TFLAG\\_ANGLE](#) 0x2000
- #define [TFLAG\\_NEAREYE](#) 0x1000
- #define [TFLAG\\_CLOSE](#) 0x0800
- #define [TFLAG\\_FAR](#) 0x0400
- #define [TFLAG\\_T\\_TSIDE](#) 0x0080
- #define [TFLAG\\_T\\_BSIDE](#) 0x0040
- #define [TFLAG\\_T\\_LSIDE](#) 0x0020
- #define [TFLAG\\_T\\_RSIDE](#) 0x0010
- #define [TFLAG\\_E\\_TSIDE](#) 0x0008
- #define [TFLAG\\_E\\_BSIDE](#) 0x0004
- #define [TFLAG\\_E\\_LSIDE](#) 0x0002
- #define [TFLAG\\_E\\_RSIDE](#) 0x0001

## Typedefs

- typedef byte [ELINKADDR](#) [[ELINKADDRSIZE](#)]

### 27.2.1 Detailed Description

Declaration of complex EyeLink data types and link data structures. Copyright (c) 1996-2024, SR Research Ltd., All Rights Reserved

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### 27.2.2 Macro Definition Documentation

#### 27.2.2.1 #define COMMAND\_FULL\_WARN 0x01

too many commands: pause

**27.2.2.2 #define DFILE\_EVENTS\_ON 0x40**

disk file writing events

**27.2.2.3 #define DFILE\_IS\_OPEN 0x80**

disk file active

**27.2.2.4 #define DFILE\_SAMPLES\_ON 0x20**

disk file writing samples

**27.2.2.5 #define DLINK\_EVENTS\_ON 0x08**

link sending events

**27.2.2.6 #define DLINK\_SAMPLES\_ON 0x04**

link sending samples

**27.2.2.7 #define DRECORD\_ACTIVE 0x01**

in active recording mode

**27.2.2.8 #define ELINKADDRSIZE 16**

Node address (format varies)

**27.2.2.9 #define ELNAMESIZE 40**

max. tracker or remote name size

**27.2.2.10 #define ELREMBUFSIZE 420**

max. remote-to-remote message size

**27.2.2.11 #define FULL\_WARN 0x0F**

test mask for any warning

**27.2.2.12 #define HAVE\_EVENTS\_FLAG 0x0004**

set if we have events



**27.2.2.13 #define HAVE\_LEFT\_FLAG 0x8000**

set if we have left-eye data

**27.2.2.14 #define HAVE\_RIGHT\_FLAG 0x4000**

set if we have right-eye data

**27.2.2.15 #define HAVE\_SAMPLES\_FLAG 0x0002**

set if we have samples

**27.2.2.16 #define LINK\_BROADCAST 0x20**

link is broadcasting

**27.2.2.17 #define LINK\_CONNECTED 0x10**

link is connected

**27.2.2.18 #define LINK\_FULL\_WARN 0x04**

link, command, or message load

**27.2.2.19 #define LINK\_IS\_TCPIP 0x40**

link is TCP/IP (else packet)

**27.2.2.20 #define MESSAGE\_FULL\_WARN 0x02**

too many messages: pause

**27.2.2.21 #define PUPIL\_DIA\_FLAG 0x0001**

set if pupil is diameter (else area)

## 27.3 eyelink.h File Reference

Declarations and constants for basic EyeLink functions, Ethernet link, and timing.

### Data Structures

- struct [IMAGE\\_PALDATA](#)

### Macros

- #define **SIMLINKINCL**
- #define [OK\\_RESULT](#) 0
- #define [NO\\_REPLY](#) 1000
- #define [LINK\\_TERMINATED\\_RESULT](#) -100
- #define [ABORT\\_RESULT](#) 27
- #define [UNEXPECTED\\_EOL\\_RESULT](#) -1
- #define [SYNTAX\\_ERROR\\_RESULT](#) -2
- #define [BAD\\_VALUE\\_RESULT](#) -3
- #define [EXTRA\\_CHARACTERS\\_RESULT](#) -4
- #define **LINK\_SEND\_MAX** 244 /\* maximum number of characters in a command or message sent from the display to a DOS host \*/
- #define [current\\_msec\(\)](#) [current\\_time\(\)](#)
- #define [LINK\\_INITIALIZE\\_FAILED](#) -200
- #define [CONNECT\\_TIMEOUT\\_FAILED](#) -201
- #define [WRONG\\_LINK\\_VERSION](#) -202
- #define [TRACKER\\_BUSY](#) -203
- #define [IN\\_DISCONNECT\\_MODE](#) 16384
- #define [IN\\_UNKNOWN\\_MODE](#) 0
- #define [IN\\_IDLE\\_MODE](#) 1
- #define [IN\\_SETUP\\_MODE](#) 2
- #define [IN\\_RECORD\\_MODE](#) 4
- #define [IN\\_TARGET\\_MODE](#) 8
- #define [IN\\_DRIFTCORR\\_MODE](#) 16
- #define [IN\\_IMAGE\\_MODE](#) 32
- #define [IN\\_USER\\_MENU](#) 64
- #define [IN\\_PLAYBACK\\_MODE](#) 256
- #define **EL\_IDLE\_MODE** 1
- #define **EL\_IMAGE\_MODE** 2
- #define **EL\_SETUP\_MENU\_MODE** 3
- #define **EL\_USER\_MENU\_1** 5
- #define **EL\_USER\_MENU\_2** 6
- #define **EL\_USER\_MENU\_3** 7
- #define **EL\_OPTIONS\_MENU\_MODE** 8 /\* NEW FOR EYELINK II \*/
- #define **EL\_OUTPUT\_MENU\_MODE** 9
- #define **EL\_DEMO\_MENU\_MODE** 10
- #define **EL\_CALIBRATE\_MODE** 11
- #define **EL\_VALIDATE\_MODE** 12
- #define **EL\_DRIFT\_CORR\_MODE** 13
- #define **EL\_RECORD\_MODE** 14

- `#define SCENECAM_ALIGN_MODE 15`
- `#define SCENECAM_DEPTH_MODE 16`
- `#define USER_MENU_NUMBER(mode) ((mode)-4)`
- `#define SAMPLE_TYPE 200`
- `#define RECORD_FILE_SAMPLES 1`
- `#define RECORD_FILE_EVENTS 2`
- `#define RECORD_LINK_SAMPLES 4`
- `#define RECORD_LINK_EVENTS 8`
- `#define ELIMAGE_2 0 /* 1 plane, 1 bit per pixel (2 colors) */`
- `#define ELIMAGE_16 1 /* 4 bits per pixel, packed (16 colors) */`
- `#define ELIMAGE_16P 2 /* 1 bit per pixel, 4 planes (16 colors) */`
- `#define ELIMAGE_256 3 /* 8 bits per pixel (256 colors, EL-II) */`
- `#define ELIMAGE_128HV 4 /* 7 bits per pixel, 2-D compression, EL-II V2.0 and later) */`
- `#define ELIMAGE_128HVX 5 /* same as previous, but no crosshairs in image */`
- `#define PALDATADEF`
- `#define KB_PRESS 10`
- `#define KB_RELEASE -1`
- `#define KB_REPEAT 1`
- `#define NUM_LOCK_ON 0x20`
- `#define CAPS_LOCK_ON 0x40`
- `#define ALT_KEY_DOWN 0x08`
- `#define CTRL_KEY_DOWN 0x04`
- `#define SHIFT_KEY_DOWN 0x03 /* left, right shift keys */`
- `#define KB_BUTTON 0xFF00U`
- `#define F1_KEY 0x3B00 /* some samples */`
- `#define F2_KEY 0x3C00`
- `#define F3_KEY 0x3D00`
- `#define F4_KEY 0x3E00`
- `#define F5_KEY 0x3F00`
- `#define F6_KEY 0x4000`
- `#define F7_KEY 0x4100`
- `#define F8_KEY 0x4200`
- `#define F9_KEY 0x4300`
- `#define F10_KEY 0x4400`
- `#define F11_KEY 0x4500`
- `#define F12_KEY 0x4600`
- `#define PAGE_UP 0x4900`
- `#define PAGE_DOWN 0x5100`
- `#define CURS_UP 0x4800`
- `#define CURS_DOWN 0x5000`
- `#define CURS_LEFT 0x4B00`
- `#define CURS_RIGHT 0x4D00`
- `#define ESC_KEY 0x001B`
- `#define ENTER_KEY 0x000D`
- `#define PLUS_KEY 0x002B`
- `#define MINUS_KEY 0x002D`
- `#define INSERT_KEY 0x5200`
- `#define DELETE_KEY 0x5300`
- `#define HOME_KEY 0x4700`
- `#define END_KEY 0x4F00`

- #define **BACKSPACE\_KEY** 0x0008
- #define **PRINTSCR\_KEY** 0x2A00
- #define **WMENU\_KEY** 0x5D00
- #define **WLEFT\_KEY** 0x5B00
- #define **WRIGHT\_KEY** 0x5C00
- #define **FILE\_XFER\_ABORTED** -110
- #define **FILE\_CANT\_OPEN** -111
- #define **FILE\_NO\_REPLY** -112 /\* no-data returned \*/
- #define **FILE\_BAD\_DATA** -113
- #define **FILEDATA\_SIZE\_FLAG** 999 /\* start block has name, offset=total size \*/
- #define **FILE\_BLOCK\_SIZE** 512 /\* full block size: if less, it's last block \*/
- #define **ABORT\_BX** -32000 /\* signal to abort bitmap send \*/
- #define **PAUSE\_BX** -32001 /\* signal that last packet dropped (full queue) \*/
- #define **DONE\_BX** -32002 /\* last block received OK \*/
- #define [eyelink\\_tracker\\_time\(\)](#) [eyelink\\_tracker\\_msec\(\)](#)
- #define [eyelink\\_time\\_offset\(\)](#) [eyelink\\_msec\\_offset\(\)](#)

## Typedefs

- typedef void(\* **EYELINK\_DATA\_READY\_NOTIFY** )(int)

## Functions

- UINT16 [open\\_eyelink\\_system](#) (UINT16 bufsize, char FARTYPE \*options)
- void [eyelink\\_set\\_name](#) (char FARTYPE \*name)
- void [close\\_eyelink\\_system](#) (void)
- UINT32 [current\\_time](#) (void)
- UINT32 [current\\_micro](#) (**MICRO** FARTYPE \*m)
- UINT32 [current\\_usec](#) (void)
- void [msec\\_delay](#) (UINT32 n)
- double [current\\_double\\_usec](#) (void)
- INT16 [eyelink\\_open\\_node](#) (ELINKADDR node, INT16 busytest)
- INT16 [eyelink\\_open](#) (void)
- INT16 [eyelink\\_broadcast\\_open](#) (void)
- INT16 [eyelink\\_dummy\\_open](#) (void)
- INT16 [eyelink\\_close](#) (INT16 send\_msg)
- INT16 [eyelink\\_reset\\_clock](#) (INT16 enable)
- INT16 [eyelink\\_is\\_connected](#) (void)
- INT16 [eyelink\\_quiet\\_mode](#) (INT16 mode)
- INT16 [eyelink\\_poll\\_trackers](#) (void)
- INT16 [eyelink\\_poll\\_remotes](#) (void)
- INT16 [eyelink\\_poll\\_responses](#) (void)
- INT16 [eyelink\\_get\\_node](#) (INT16 resp, void FARTYPE \*data)
- INT16 [eyelink\\_node\\_send](#) (ELINKADDR node, void FARTYPE \*data, UINT16 dsize)
- INT16 [eyelink\\_node\\_receive](#) (ELINKADDR node, void FARTYPE \*data)
- INT16 [eyelink\\_send\\_command](#) (char FARTYPE \*text)
- INT16 [eyelink\\_command\\_result](#) (void)
- INT16 [eyelink\\_timed\\_command](#) (UINT32 msec, char FARTYPE \*text)
- INT16 [eyelink\\_last\\_message](#) (char FARTYPE \*buf)

- INT16 [eyelink\\_send\\_message](#) (char FARTYPE \*msg)
- INT16 [eyelink\\_node\\_send\\_message](#) (ELINKADDR node, char FARTYPE \*msg)
- INT16 [eyelink\\_send\\_message\\_ex](#) (UINT32 exectime, char FARTYPE \*msg)
- INT16 [eyelink\\_node\\_send\\_message\\_ex](#) (UINT32 exectime, ELINKADDR node, char FARTYPE \*msg)
- INT16 [eyelink\\_read\\_request](#) (char FARTYPE \*text)
- INT16 [eyelink\\_read\\_reply](#) (char FARTYPE \*buf)
- UINT32 [eyelink\\_request\\_time](#) (void)
- UINT32 [eyelink\\_node\\_request\\_time](#) (ELINKADDR node)
- UINT32 [eyelink\\_read\\_time](#) (void)
- INT16 [eyelink\\_abort](#) (void)
- INT16 [eyelink\\_start\\_setup](#) (void)
- void [eyelink\\_set\\_tracker\\_setup\\_default](#) (INT16 mode)
- INT16 [eyelink\\_in\\_setup](#) (void)
- INT16 [eyelink\\_target\\_check](#) (INT16 FARTYPE \*x, INT16 FARTYPE \*y)
- INT16 [eyelink\\_target\\_checkf](#) (float FARTYPE \*x, float FARTYPE \*y)
- INT16 [eyelink\\_accept\\_trigger](#) (void)
- INT16 [eyelink\\_driftcorr\\_start](#) (INT16 x, INT16 y)
- INT16 [eyelink\\_driftcorr\\_startf](#) (float x, float y)
- INT16 [eyelink\\_cal\\_result](#) (void)
- INT16 [eyelink\\_apply\\_driftcorr](#) (void)
- INT16 [eyelink\\_cal\\_message](#) (char FARTYPE \*msg)
- INT16 [eyelink\\_current\\_mode](#) (void)
- INT16 [eyelink\\_tracker\\_mode](#) (void)
- INT16 [eyelink\\_wait\\_for\\_mode\\_ready](#) (UINT32 maxwait)
- INT16 [eyelink\\_user\\_menu\\_selection](#) (void)
- INT16 [eyelink\\_position\\_prescaler](#) (void)
- INT16 [eyelink\\_reset\\_data](#) (INT16 clear)
- void FARTYPE \* [eyelink\\_data\\_status](#) (void)
- INT16 [eyelink\\_in\\_data\\_block](#) (INT16 samples, INT16 events)
- INT16 [eyelink\\_wait\\_for\\_block\\_start](#) (UINT32 maxwait, INT16 samples, INT16 events)
- INT16 [eyelink\\_get\\_next\\_data](#) (ALL\_DATA \*buf)
- INT16 [eyelink\\_get\\_last\\_data](#) (ALL\_DATA \*buf)
- INT16 [eyelink\\_newest\\_sample](#) (ISAMPLE \*buf)
- INT16 [eyelink\\_get\\_float\\_data](#) (ALLF\_DATA \*buf)
- INT16 [eyelink\\_get\\_all\\_float\\_data](#) (ALLF\_DATA \*buf, int bufferlen)
- INT16 [eyelink\\_get\\_double\\_data](#) (ALLD\_DATA \*buf)
- INT16 [eyelink\\_newest\\_float\\_sample](#) (void FARTYPE \*buf)
- INT16 [eyelink\\_newest\\_double\\_sample](#) (void FARTYPE \*buf)
- INT16 [eyelink\\_eye\\_available](#) (void)
- UINT16 [eyelink\\_sample\\_data\\_flags](#) (void)
- UINT16 [eyelink\\_event\\_data\\_flags](#) (void)
- UINT16 [eyelink\\_event\\_type\\_flags](#) (void)
- INT16 [eyelink\\_data\\_count](#) (INT16 samples, INT16 events)
- INT16 [eyelink\\_wait\\_for\\_data](#) (UINT32 maxwait, INT16 samples, INT16 events)
- INT16 [eyelink\\_get\\_sample](#) (ISAMPLE \*sample)
- INT16 [eyelink\\_data\\_switch](#) (UINT16 flags)
- INT16 [eyelink\\_data\\_start](#) (UINT16 flags, INT16 lock)
- INT16 [eyelink\\_data\\_stop](#) (void)
- INT16 [eyelink\\_playback\\_start](#) (void)

- INT16 [eyelink\\_playback\\_stop](#) (void)
- INT16 [eyelink\\_request\\_image](#) (INT16 type, INT16 xsize, INT16 ysize)
- INT16 [eyelink\\_image\\_status](#) (void)
- void [eyelink\\_abort\\_image](#) (void)
- INT16 [eyelink\\_image\\_data](#) (INT16 FARTYPE \*xsize, INT16 FARTYPE \*ysize, INT16 FARTYPE \*type)
- INT16 [eyelink\\_get\\_line](#) (void FARTYPE \*buf)
- INT16 [eyelink\\_get\\_palette](#) (void FARTYPE \*pal)
- UINT16 [eyelink\\_read\\_keybutton](#) (INT16 FARTYPE \*mods, INT16 FARTYPE \*state, UINT16 \*kcode, UINT32 FARTYPE \*time)
- INT16 [eyelink\\_send\\_keybutton](#) (UINT16 code, UINT16 mods, INT16 state)
- UINT16 [eyelink\\_button\\_states](#) (void)
- UINT16 [eyelink\\_last\\_button\\_states](#) (UINT32 FARTYPE \*time)
- UINT16 [eyelink\\_last\\_button\\_press](#) (UINT32 FARTYPE \*time)
- INT16 [eyelink\\_flush\\_keybuttons](#) (INT16 enable\_buttons)
- INT16 [eyelink\\_request\\_file\\_read](#) (const char FARTYPE \*src)
- INT16 [eyelink\\_get\\_file\\_block](#) (void FARTYPE \*buf, INT32 FARTYPE \*offset)
- INT16 [eyelink\\_request\\_file\\_block](#) (UINT32 offset)
- INT16 [eyelink\\_end\\_file\\_transfer](#) (void)
- INT16 [eyelink\\_get\\_tracker\\_version](#) (char FARTYPE \*c)
- INT16 [eyelink2\\_mode\\_data](#) (INT16 \*sample\_rate, INT16 \*crmode, INT16 \*file\_filter, INT16 \*link\_filter)
- INT16 [eyelink\\_mode\\_data](#) (INT16 \*sample\_rate, INT16 \*crmode, INT16 \*file\_filter, INT16 \*link\_filter)
- INT16 [eyelink\\_bitmap\\_packet](#) (void \*data, UINT16 size, UINT16 seq)
- INT16 [eyelink\\_bitmap\\_ack\\_count](#) (void)
- void [eyelink\\_set\\_tracker\\_node](#) (ELINKADDR node)
- double [eyelink\\_tracker\\_double\\_usec](#) (void)
- UINT32 [eyelink\\_tracker\\_msec](#) (void)
- double [eyelink\\_double\\_usec\\_offset](#) (void)
- UINT32 [eyelink\\_msec\\_offset](#) (void)
- INT16 [eyelink\\_wait\\_for\\_next\\_data](#) (ALLF\_DATA \*buf, int bufferlen, UINT32 timeout)
- INT16 [eyelink\\_wait\\_for\\_new\\_sample](#) (ISAMPLE \*buf, UINT32 timeout)
- INT16 [eyelink\\_wait\\_for\\_new\\_float\\_sample](#) (FSAMPLE \*buf, UINT32 timeout)
- INT16 [eyelink\\_wait\\_for\\_new\\_double\\_sample](#) (DSAMPLE \*buf, UINT32 timeout)
- INT16 [eyelink\\_wait\\_for\\_command\\_result](#) (UINT32 timeout)
- INT16 [eyelink\\_set\\_data\\_ready\\_notify](#) (EYELINK\_DATA\_READY\_NOTIFY notify\_function)
- EYELINK\_DATA\_READY\_NOTIFY [eyelink\\_get\\_data\\_ready\\_notify](#) (void)

## Variables

- ELINKADDR [eye\\_broadcast\\_address](#)
- ELINKADDR [rem\\_broadcast\\_address](#)
- ELINKADDR [our\\_address](#)

### 27.3.1 Detailed Description

Declarations and constants for basic EyeLink functions, Ethernet link, and timing. Copyright (c) 1996-2024, SR Research Ltd., All Rights Reserved

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## 27.4 eyetypes.h File Reference

Declarations of basic data types.

### Data Structures

- struct [MICRO](#)

### Macros

- #define **FARTYPE** /\* make blank for most DOS, 32-bit, ANSI C \*/
- #define **BYTEDEF** 1
- #define **MICRODEF** 1

### Typedefs

- typedef unsigned char **byte**
- typedef signed short **INT16**
- typedef unsigned short **UINT16**
- typedef signed int **INT32**
- typedef unsigned int **UINT32**

#### 27.4.1 Detailed Description

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## 27.5 gdi\_expt.h File Reference

Declarations of eyelink\_exptkit functions and types.

### Macros

- #define **SCREEN\_LEFT** dispinfo.left
- #define **SCREEN\_TOP** dispinfo.top
- #define **SCREEN\_RIGHT** dispinfo.right
- #define **SCREEN\_BOTTOM** dispinfo.bottom
- #define **SCRHEIGHT** dispinfo.height
- #define **SCRWIDTH** dispinfo.width
- #define [process\\_key\\_messages](#) gdi\_process\_key\_messages
- #define [bitmap\\_save\\_and\\_backdrop](#) gdi\_bitmap\_save\_and\_backdrop
- #define [bitmap\\_to\\_backdrop](#) gdi\_bitmap\_to\_backdrop
- #define [bitmap\\_save](#) gdi\_bitmap\_save
- #define [message\\_pump](#)(x) message\_pump()
- #define **CALLTYPE** ELCALLTYPE
- #define **HOOK\_ERROR** -1 /\* if error occurred \*/
- #define **HOOK\_CONTINUE** 0 /\* if drawing to continue after return from hook \*/
- #define **HOOK\_NODRAW** 1 /\* if drawing should not be done after hook \*/
- #define **CAL\_TARG\_BEEP** 1
- #define **CAL\_GOOD\_BEEP** 0
- #define **CAL\_ERR\_BEEP** -1
- #define **DC\_TARG\_BEEP** 3
- #define **DC\_GOOD\_BEEP** 2
- #define **DC\_ERR\_BEEP** -2

### Functions

- void [set\\_calibration\\_colors](#) (COLORREF fg, COLORREF bg)
- void [set\\_target\\_size](#) (UINT16 diameter, UINT16 holesize)
- void [set\\_cal\\_sounds](#) (char \*ontarget, char \*ongood, char \*onbad)
- void [set\\_dcorr\\_sounds](#) (char \*ontarget, char \*ongood, char \*onbad)
- INT16 [set\\_camera\\_image\\_position](#) (INT16 left, INT16 top, INT16 right, INT16 bottom)
- int [set\\_calibration\\_monitor\\_index](#) (int monitor\_index)
- void [get\\_display\\_information](#) (DISPLAYINFO \*di)
- INT16 [init\\_expt\\_graphics](#) (HWND hwnd, DISPLAYINFO \*info)
- void [close\\_expt\\_graphics](#) (void)
- void [wait\\_for\\_video\\_refresh](#) (void)
- UINT16 [gdi\\_process\\_key\\_messages](#) (HWND hWnd, UINT message, WPARAM wParam, LPARAM lParam)
- void [wait\\_for\\_drawing](#) (HWND hwnd)
- int [gdi\\_bitmap\\_save\\_and\\_backdrop](#) (HBITMAP hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, char \*fname, char \*path, INT16 sv\_options, INT16 xd, INT16 yd, UINT16 bx\_options)
- int [gdi\\_bitmap\\_to\\_backdrop](#) (HBITMAP hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, INT16 xd, INT16 yd, UINT16 bx\_options)
- int [gdi\\_bitmap\\_save](#) (HBITMAP hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, char \*fname, char \*path, INT16 sv\_options)

- INT16 [set\\_setup\\_cal\\_display\\_hook](#) (INT16(\*hookfn)(void), INT16 options)
- INT16 [set\\_clear\\_cal\\_display\\_hook](#) (INT16(\*hookfn)(HDC hdc), INT16 options)
- INT16 CALLTYPE [set\\_erase\\_cal\\_target\\_hook](#) (INT16(\*hookfn)(HDC hdc), INT16 options)
- INT16 CALLTYPE [set\\_draw\\_cal\\_target\\_hook](#) (INT16(\*hookfn)(HDC hdc, INT16 \*x, INT16 \*y), INT16 options)
- INT16 [set\\_exit\\_cal\\_display\\_hook](#) (INT16(\*hookfn)(void), INT16 options)
- INT16 CALLTYPE [set\\_cal\\_sound\\_hook](#) (INT16(\*hookfn)(INT16 \*error), INT16 options)
- INT16 [set\\_record\\_abort\\_hide\\_hook](#) (INT16(\*hookfn)(void), INT16 options)
- INT16 [set\\_setup\\_image\\_display\\_hook](#) (INT16(\*hookfn)(INT16 width, INT16 height), INT16 options)
- INT16 [set\\_image\\_title\\_hook](#) (INT16(\*hookfn)(INT16 threshold, char \*cam\_name), INT16 options)
- INT16 [set\\_draw\\_image\\_line\\_hook](#) (INT16(\*hookfn)(INT16 width, INT16 line, INT16 totlines, byte \*pixels), INT16 options)
- INT16 [set\\_set\\_image\\_palette\\_hook](#) (INT16(\*hookfn)(INT16 ncolors, byte r[], byte g[], byte b[]), INT16 options)
- INT16 [set\\_exit\\_image\\_display\\_hook](#) (INT16(\*hookfn)(void), INT16 options)
- void [initialize\\_gc\\_window](#) (int wwidth, int wheight, HBITMAP window\_bitmap, HBITMAP background\_bitmap, HWND window, RECT display\_rect, int is\_mask, int deadband)
- void [redraw\\_gc\\_window](#) (int x, int y)
- HDC [get\\_window\\_dc](#) (void)
- INT16 [release\\_window\\_dc](#) (HDC hdc)
- const char \* [get\\_output\\_folder](#) (void)
- int [set\\_output\\_folder](#) (const char \*path)
- int [copy\\_resource\\_to\\_output\\_folder](#) (const char \*resource)
- int [open\\_output\\_folder](#) (void)
- int [initialize\\_folder](#) (const char \*exe\_path, const char \*output\_folder, int create\_output\_folder)

## Variables

- [DISPLAYINFO](#) **dispinfo**

### 27.5.1 Detailed Description

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OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

This file will also reference the other EyeLink header files.

## 27.6 sdl\_expt.h File Reference

Declarations of eyelink\_core\_graphics functions and types.

### Data Structures

- struct [\\_CCDBS](#)

### Macros

- #define **SDLRGB**(x, y) [SDL\\_MapRGB](#)(x->format,(y).r,(y).g,(y).b)
- #define **SCREEN\_LEFT** [dispinfo.left](#)
- #define **SCREEN\_TOP** [dispinfo.top](#)
- #define **SCREEN\_RIGHT** [dispinfo.right](#)
- #define **SCREEN\_BOTTOM** [dispinfo.bottom](#)
- #define **SCRHEIGHT** [dispinfo.height](#)
- #define **SCRWIDTH** [dispinfo.width](#)
- #define [bitmap\\_save\\_and\\_backdrop](#) [sdl\\_bitmap\\_save\\_and\\_backdrop](#)
- #define [bitmap\\_to\\_backdrop](#) [sdl\\_bitmap\\_to\\_backdrop](#)
- #define [bitmap\\_save](#) [sdl\\_bitmap\\_save](#)
- #define **Flip**(x) while([SDL\\_Flip](#)(x)<0)
- #define **EXTERNAL\_DEV\_NONE** (([getExButtonStates](#))0)
- #define **EXTERNAL\_DEV\_CEDRUS** (([getExButtonStates](#))1)
- #define **EXTERNAL\_DEV\_SYS\_KEYBOARD** (([getExButtonStates](#))2)

### Typedefs

- typedef struct [\\_CCDBS](#) [CCDBS](#)
- typedef int(\* [getExButtonStates](#) )([CCDBS](#) \*)

### Functions

- void [set\\_calibration\\_colors](#) ([SDL\\_Color](#) \*fg, [SDL\\_Color](#) \*bg)
- void [set\\_target\\_size](#) (UINT16 diameter, UINT16 holesize)
- void [set\\_cal\\_sounds](#) (char \*ontarget, char \*ongood, char \*onbad)
- void [set\\_dcorr\\_sounds](#) (char \*ontarget, char \*ongood, char \*onbad)
- INT16 [set\\_camera\\_image\\_position](#) (INT16 left, INT16 top, INT16 right, INT16 bottom)
- int [get\\_current\\_display\\_information](#) (int \*csw, int \*csh, int \*ccd)
- void [get\\_display\\_information](#) ([DISPLAYINFO](#) \*di)
- INT16 [init\\_expt\\_graphics](#) ([SDL\\_Surface](#) \*hwnd, [DISPLAYINFO](#) \*info)
- void [close\\_expt\\_graphics](#) (void)
- int [sdl\\_bitmap\\_save\\_and\\_backdrop](#) ([SDL\\_Surface](#) \*hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, const char \*fname, const char \*path, INT16 sv\_options, INT16 xd, INT16 yd, UINT16 bx\_options)
- int [sdl\\_bitmap\\_to\\_backdrop](#) ([SDL\\_Surface](#) \*hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, INT16 xd, INT16 yd, UINT16 bx\_options)
- int [sdl\\_bitmap\\_save](#) ([SDL\\_Surface](#) \*hbm, INT16 xs, INT16 ys, INT16 width, INT16 height, char \*fname, char \*path, INT16 sv\_options)

- void [set\\_cal\\_target\\_surface](#) (SDL\_Surface \*surface)
- void [set\\_cal\\_background\\_surface](#) (SDL\_Surface \*surface)
- void [reset\\_background\\_surface](#) (void)
- void **disable\_custombackground\_on\_imagemode** (void)
- int [set\\_cal\\_animation\\_target](#) (const char \*aviName, int playCount, int options)
- void [set\\_lerp\\_on\\_target\\_move](#) (int animateMove)
- int [enable\\_external\\_calibration\\_device](#) (getExButtonStates buttonStatesfcn, const char \*config, void \*userData)
- void **set\_cal\_font** (const char \*fontPath, int size)

### 27.6.1 Detailed Description

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This file will also reference the other EyeLink header files.

## 27.7 w32\_dialogs.h File Reference

Declaration of Win32 support dialogs.

### Macros

- `#define` [receive\\_data\\_file](#) [receive\\_data\\_file\\_dialog](#)

### Functions

- INT32 [receive\\_data\\_file\\_dialog](#) (char \*src, char \*dest, INT16 dest\_is\_path)
- INT16 [edit\\_dialog](#) (HWND hwnd, LPSTR title, LPSTR msg, LPSTR txt, INT16 maxsize)
- INT16 [ask\\_session](#) (HWND hw, LPSTR title, LPSTR msg, LPSTR path, INT16 pathmax, LPSTR txt, INT16 maxsize)

### 27.7.1 Detailed Description

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