

# VIRMEN MANUAL

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## INTRODUCTION

Welcome to ViRMEn – the Virtual Reality Matlab Engine. ViRMEn is a Matlab-based software package that contains 3 components:

1. A graphical user interface (GUI) for interactively designing virtual environments (worlds).
2. An engine that performs 3D rendering of virtual worlds on a computer monitor or projector.
3. An object-oriented toolbox for manipulating virtual worlds programmatically outside of the GUI.

ViRMEn achieves fast graphics by directly accessing low-level OpenGL commands instead of using built-in Matlab functions. The engine also recognizes physical boundaries in virtual worlds and performs continuous-time collision detection (CTCD) to manage the animal's contact with these boundaries.

ViRMEn is designed to be highly customizable. The engine can apply arbitrary spatial transformations to virtual worlds to display them on practically any type of screen (flat, conical, toroidal, etc.). The engine can also access any type of an input device (such as an optical mouse) to obtain the animal's velocity information. Finally, the engine runs custom user-written Matlab code that can implement experiment logic, reward delivery, data logging, etc.

## INSTALLATION

### OBTAINING VIRMEN

You can download the latest Tank Lab copy of ViRMEn directly from the password-protected site <http://tiny.cc/virmen>. ViRMEn is currently unpublished, but we are willing to share it with others on a collaborative basis. Please email Dmitriy Aronov ([daronov@princeton.edu](mailto:daronov@princeton.edu)) for details. Following publication, we will make ViRMEn publically available as freeware.

### SYSTEM REQUIREMENTS

- **Windows:** Because ViRMEn uses .NET libraries, it will only run on a Windows computer. ViRMEn has run successfully on computers with Windows XP and 7. ViRMEn will run fine on a 32-bit or a 64-bit computer.
- **Matlab:** One of the later versions is required, should support class programming and .NET libraries. ViRMEn has run successfully in versions 2010 and later. If you plan to [interface with a NI-DAQ card](#), consider the differences in the Data Acquisition Toolbox between 32 and 64-bit versions (see Matlab help). 32-bit Matlab can be installed on a 64-bit machine.
- **C compiler:** A compiler may be required for using ViRMEn mex files. Any compiler (such as Visual Studio) should work. Install the software on your computer and run `>> mex -setup` in Matlab to define it as the default compiler for Matlab.

### INSTALLATION STEPS

- Place the virmen folder anywhere on your computer.
- Add the virmen folder, *with subfolders*, to the Matlab path.
- Run `>> virmen` at the command line in Matlab.

### VIRMEN FOLDERS

The ViRMEn folder contains the following subfolders.

- **bin:** contains all files related to the engine, the GUI and the documentation. Nothing in this folder should ever be changed by the user.
- **defaults:** contains files that store various user preferences for the GUI. See [customizing ViRMEn](#).
- **experiments:** contains experiments created by the user. Each experiment is defined by a .mat file and a .m file. The .mat file contains a variable [exper](#), which stores the experiment itself. The .m file contains all [custom Matlab code](#) used by the experiment.
- **movements:** contains all functions that provide velocity input for movement in the virtual world. See [movement functions](#).

- **objects:** contains all definitions of 3D objects recognized by ViRMEn. See [object types](#).
- **shapes:** contains all definitions of 2D shapes recognized by ViRMEn that are used to create textures for objects. See [shape types](#).
- **transformations:** contains all transformation functions that can be used to transform a 3D representation of a world into a 2D projection onto a virtual reality screen. See [transformation functions](#).

## UPDATING VIRMEN

You can check the date of latest update of ViRMEn by pressing the *About ViRMEn* button in the GUI. A window that pops up will also allow you to download the latest version (Tank Lab copy only; for other copies follow separate instructions). To update ViRMEn to a newer version, only update the “**bin**” subfolder. Other subfolders may contain files specific to your experiments, which should not be overwritten.

## TROUBLESHOOTING

Problem	Try solution
Error after installation: Could not load file or assembly 'OpenTK.dll' or one of its dependencies.	<p>To enable MATLAB to load the assembly, try updating the file</p> <p>\$MATLABROOT\bin\[win32 win64]\matlab.exe.config:</p> <p>You will need to add the following configuration options:</p> <pre>&lt;configuration&gt;   &lt;runtime&gt;     &lt;loadFromRemoteSources enabled="true"/&gt;   &lt;/runtime&gt; &lt;/configuration&gt;</pre> <p>As there already should be some content in this file, the resulting file should look like:</p> <pre>&lt;configuration&gt;   &lt;startup useLegacyV2RuntimeActivationPolicy="true"&gt;     &lt;supportedRuntime version="v4.0"/&gt;     &lt;supportedRuntime version="v2.0.50727"/&gt;   &lt;/startup&gt;   &lt;runtime&gt;     &lt;loadFromRemoteSources enabled="true"/&gt;   &lt;/runtime&gt; &lt;/configuration&gt;</pre>
Any errors that appear after updating ViRMEn to a more recent version.	<p>Most likely, Matlab needs to update class definitions. Just restart Matlab and run ViRMEn again. Alternatively, you can run this at command line without restarting:</p> <pre>&gt;&gt; clear classes</pre> <p>Then run ViRMEn again.</p>

## GRAPHICAL USER INTERFACE (GUI)

The following sections will take you through a series of steps to acquaint you with the ViRMEn graphical user interface (GUI). At this point, we will only be creating worlds, with no coding. The next section of [runtime programming](#) will begin to add custom code to your experiments.

Unless otherwise indicated, all buttons and dropdown menus you will be asked to press are located on the toolbar of the GUI. Each button's command is also available in the GUI menus. Not all buttons are available at all times – make sure the correct window in the GUI is activated first by clicking on it.

## VIRMEN GUI BASICS

### STARTING VIRMEN

- Run `>> virmen` at the command line in Matlab. The ViRMEn GUI will start.

### CHANGING LAYOUTS

- The GUI will start in the Experiment layout, which is used to edit general properties of your experiment. The layout contains three windows: Custom variables, Experiment properties and Worlds menu. These will all be explained later. One of the windows is active and is indicated by a red border. Click inside different windows to make them active instead.
- Press the *World layout* button. The GUI will switch to the World layout, which contains three different windows. This layout is used to place objects into your world and arrange them in virtual space.
- Press the *Texture layout* button. The GUI will switch to the Texture layout and display three more windows. This layout is used to edit the textures of the objects in your worlds.
- Press the *Experiment layout* button. You are now back in the Experiment layout.
- Experiment, World and Texture are the three built-in layouts of the ViRMEn GUI. You can, however, change the arrangement of windows in each of these layouts. You can even create additional layouts that combine windows in the way you like. See [customizing layouts](#).

### UNDO AND REDO

- You can undo or redo any changes you will make to your experiment from now on. The GUI stores in history the last 100 changes you've made. Press the *Undo* or *Redo* buttons.

### HELP

- Press the *ViRMEn manual* button to open this manual.

## ENVIRONMENT (WORLD) MANIPULATIONS

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## ADDING AND DELETING WORLDS

- Go to the Experiment layout of the GUI and select the Worlds menu window by clicking on it. The Worlds menu shows thumbnails of all environments (called “worlds”) used by your experiment. If you just started, your experiment contains a single world, which is blank except for a square-and-arrow symbol. This symbol shows the location where the animal is initially placed when the world is loaded.
- To add more worlds, press the *Add world* button. More blank worlds will appear in the worlds menu.
- To delete a world, press on the thumbnail to select it. Then press the *Delete world* button or the Delete keyboard key.

---

## NAMING A WORLD

- Whenever you add a new world to your experiment, it is automatically given the name *virmenWorld*. When multiple worlds get the same name, they are indexed *virmenWorld(1)*, *virmenWorld(2)*, etc. You may wish to give some worlds custom names. To do so, click on the world thumbnail to select it and then press the *Rename world* button. You can also click on the world name above the thumbnail. Enter the new world name, which must be a valid Matlab variable name.

---

## IMPORTING OR DUPLICATING A WORLD

- You can import an entire world that you’ve previously designed into the current experiment. Press the *Import world* button. A window will open, giving you the list of all previously created experiment names.
- Click on an experiment name. The window will display thumbnails of all worlds in that experiment. Click on a thumbnail to import that world into the current experiment.
- Note that the list includes the current experiment. Importing a world from the current experiment will duplicate it. This is useful for designing multiple worlds that are largely the same without having to repeat the entire design process.

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## OBJECT MANIPULATIONS

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### DRAWING AN OBJECT

- You are now ready to design a world. To do so, select the world you want to change in the Worlds menu and press the *World layout* button. Alternatively, you can press Edit under the thumbnail of the world, double-click the world icon, or select a world and press Enter.
- Click on the World sketch window, which contains a 2D sketch of your world. If your world is blank, it will only contain a square-and-arrow symbol indicating the starting location of the animal. The window will become active, as indicated by a red border.
- In the *Add object* dropdown menu, select the object type you wish to add. Let’s start with a *VerticalCylinder*. On the world sketch, click locations where you wish to add cylinders. Let’s start with 2 locations. When you’re done adding locations, double-click or press Enter.
- The World sketch window shows a top view of your world. If you’ve added two cylinders, the world sketch shows two circles.



- Note that the cylinders do not appear in the World drawing menu, which is supposed to show the 3D view of your world. This is because your object does not yet have a [texture](#) and is therefore invisible.
- Note that the two cylinders you've added are treated as a single object that happens to have multiple locations. This means that any properties you change, such as the radius or texture, will apply to both cylinders. If you wish to have two cylinders that are different, you must add two separate objects containing one location each.
- In addition to using object types available in the *Add object* dropdown menu, you can create your own object types. See [custom object types](#).

---

## ZOOMING IN AND OUT

- You can zoom in on a part of the world by left-clicking in the World sketch window and dragging a rectangle over the region of interest.
- To zoom out, right-click within the World sketch window.
- To return axes to the default x and y limits, hold the Shift key and left-click in the World sketch window.
- You can change the default x and y limits of the world sketch by editing the [default properties file](#).

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## SELECTING AN OBJECT

- You can select an object in one of two ways: 1) By clicking on it in the World sketch window or 2) by choosing it from the dropdown menu in the Object properties window. The selected object is colored red on the world sketch.
- You can select the start location of the animal by clicking on the square-and-arrow symbol or by choosing "Start location" from the dropdown menu. This will allow you to change the animal's starting location and view angle.

---

## NAMING AN OBJECT AND ITS TEXTURE

- New objects are given default names according to their type, such as `objectVerticalCylinder`. Objects that have the same name are indexed, such as `objectVerticalCylinder(1)`, `objectVerticalCylinder(2)`, etc. The objects' textures are similarly named `virmenTexture(1)`, `virmenTexture(2)`, etc. For [programming purposes](#), it is good to give meaningful names to your objects. To rename an object and/or its texture, select it and press the *Rename object* button (or the *Rename* button next to the dropdown list or the name of the texture above its image). The name must be a valid Matlab variable name.

---

## DELETING AN OBJECT

- To delete an object, select it and press the *Delete object* button or the Delete keyboard key.

---

## SORTING OBJECTS

- ViRMEn lists objects in the order in which they were created. To re-organize object names into any order you wish, press the *Sort objects* button. A window will pop up, allowing you to move individual object names up or down, or to sort object names alphabetically.

---

## CHANGING OBJECT PROPERTIES

- Each object type has properties associated with it. The properties are listed in a table in the Object properties window and can be modified after the object has been created. For example, try changing the radius of the cylinders you've created.

---

## CHANGING THE ANIMAL'S STARTING LOCATION

- The animal's starting location (indicated by the square-and-arrow symbol) is treated as an object has four properties associated with it: X, Y, Z, and rotation. These are the starting location and view angle of the animal in the world (i.e., where the animal is placed when the world is loaded during an experiment). You can edit these properties by [selecting](#) the animal's location and changing values in the Object properties table. Note that different worlds in the same experiment can have different starting locations.
- By default, the location is set to (0, 0, 0) and the rotation is set to 0. View angle is offset by  $\pi/2$  radians from the rotation value, such that the rotation of 0 corresponds to facing "north." You can change the default location and rotation by editing the [default properties file](#).

---

## CHANGING OBJECT LOCATIONS

- In addition to other properties, each object has locations associated with it. These locations can have different meanings for different object types. For instance, for cylinders each location indicates an instance of a cylinder (e.g., two locations = two cylinders). For a wall, locations indicate endpoints and corners (e.g., four locations = single wall with two corners). If you hover the mouse above one of the selected object's locations, ViRMEn will display the index of that location above the world sketch.
- Locations are listed in a table in the Object properties window. You can manually modify individual locations by changing values in this table.
- You can also move an object by drag-and-dropping it with the left mouse button. To move only one of the object's locations rather than the entire object, use Shift+Left mouse button.

---

## ADDING AND DELETING OBJECT LOCATIONS

- To add a location, make sure that the Object properties window is active by clicking on it. Then press the *Add object location(s)* button. A new row will be added to the table of locations.
- You can also add an object location by holding the Ctrl key and drag-and-dropping an existing location.
- To delete a location, select the row(s) of the table you wish to delete. Then press the *Delete object location(s)* button.

---

## ENTERING A SYMBOLIC LOCATION FOR AN OBJECT

- Suppose you want to create a row of 9 cylinders, spaced at 25 units from -100 to 100 along the x-axis. Rather than entering each location manually, you can enter a Matlab expression to create cylinders in bulk. To do so, press the *Symbolic object location(s)* button (or the *Symbolic* button next to the table of locations). Enter -100:25:100 in the first box; this will generate x values from -100 to 100. You can enter an array of the same size into the second box, but since all of the y values for the 9 cylinders are the same, simply enter 0.

---

## IMPORTING OR DUPLICATING AN OBJECT

- You can import an object that you've previously created. To do so, press the *Import object* button. A window will appear, giving you the list of all previously created experiment names.
- Select the experiment from which you wish to import an object. Images of all available objects will appear as thumbnails. Click on the thumbnail of the object you wish to import.
- Click on the location(s) where you wish to place the imported object. When you're done, double-click or press Enter.
- Note that the list includes the current experiment. Importing an object from the current experiment will duplicate it.

## TEXTURE MANIPULATIONS

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### DRAWING A SHAPE

- Now that you've created at least one object, you can create a texture for it. [Select the object](#) and press the *Texture layout* button (you can also double-click the object, click the texture image, or select an object and press Enter).
- If you're working with a newly created object, you will see a blank square in the Texture sketch window. This is the boundary of the texture. The Texture drawing window shows the triangulation of your texture. A blank texture is divided into two triangles.
- Activate the Texture sketch window by clicking on it. In the *Add shape* dropdown menu, select the shape type you wish to add. Let's start with a Rectangle. On the texture sketch, draw the rectangle somewhere in the middle of the texture.
- Note that the rectangle shape you've drawn does not change the triangulation of your texture. This is because you haven't yet [computed the texture](#).
- In addition to using shape types available in the *Add shape* dropdown menu, you can create your own shape types. See [custom shape types](#).

---

### ADDING A COLOR TO A TEXTURE

- By drawing a rectangle, you've divided the texture into two regions: the inside and the outside of the rectangle.
- To add a color to one of the regions, make sure the Texture sketch window is activated. Then click the *Add color* button. In the Texture sketch window, click inside all regions where you wish to add a new color. When you're done, double-click or press Enter.

- A menu will ask you to choose a color for the regions you selected. Note that if you clicked inside several regions, all of those regions must now have the same color. To assign different colors to different regions, you must add colors separately.
- You don't have to color each region of the texture. If you leave a region uncolored, ViRMEn will still triangulate it, but the triangles will be invisible and not included in the final rendering of the world. This is a good way to reduce the number of triangles in your world: for instance, if you have a black wall with white circles on it, and the background of your world is black, you can save on triangles by only coloring the circles and leaving the wall itself invisible.

---

## CHANGING COLOR OR TRANSPARENCY

- Once a color has been added to a texture, you can change it by [selecting it](#) and modifying the RGB values in the Shape properties table. You can also press the *Set color* button, double-click on the color, or select a color and press Enter to choose a color interactively.
- To change the transparency value of a color, modify the Alpha property in the Shape properties table. By default, all Alpha values are set to NaN, meaning that transparency is disabled, and all the colors are completely opaque. You can set the Alpha value to anything from 0 (completely transparent) to 1 (completely opaque).
- Transparency processing slows down the ViRMEn engine. If all of your objects are opaque (and will remain opaque throughout the experiment), set all transparency values on all textures to NaN. If even one color in the world has a numeric Alpha value from 0 to 1 assigned to it, transparency processing will be enabled. This is true even if all values are set to 1. To find out whether transparency processing is enabled for the current world, go to the [World layout](#) and look at the title of the World drawing window. If you have a color that needs to be opaque from the beginning but will be [turned transparent](#) during the experiment, set its value to 1 instead of NaN in order to ensure that transparency is enabled for the entire world.

---

## ZOOMING IN AND OUT

- Zooming in and out on parts of the texture work [the same way](#) as on the World sketch. You can zoom either on the Texture sketch window or on the Texture drawing window. Both images of the texture will automatically change axis limits together.

---

## SELECTING A SHAPE OR COLOR

- Selecting shapes and colors works the same way as [selecting objects](#).

---

## NAMING A SHAPE OR COLOR

- Naming shapes works the same way as [naming objects](#) using the *Rename shape* button.

---

## DELETING A SHAPE OR COLOR

- Deleting shapes and colors works the same way as [deleting objects](#) using the *Delete shape* button or the Delete keyboard key.

---

## SORTING SHAPES AND COLORS

- Sorting the names of shapes and colors works the same as [sorting objects](#) using the *Sort shapes* button.

---

## CHANGING SHAPE OR COLOR PROPERTIES

- Changing shape and color properties works the same way as [changing object properties](#).

---

## CHANGING SHAPE OR COLOR LOCATIONS

- Changing shape or color locations works the same as [changing object locations](#) using the table in the Shape properties window or drag-and-dropping.

---

## ADDING AND DELETING SHAPE OR COLOR LOCATIONS

- Adding and deleting locations of shapes and colors works [the same way](#) as for objects, using the *Add shape location(s)* and *Delete shape location(s)* buttons by drag-and-dropping.

---

## ENTERING A SYMBOLIC LOCATION FOR A SHAPE OR COLOR

- You can enter a symbolic expression for the location of shapes [the same way](#) as you would for objects, using the *Symbolic shape location(s)* button.

---

## COMPUTING A TEXTURE

- Once you sketch a texture and assign colors to all regions, the next step is to **triangulate** it. This will convert the sketch of the texture into a set of triangles that will be displayed by the ViRMEn engine. To triangulate, press the *Compute texture* button. Computing a texture may take some time depending on the complexity of your texture and the amount of triangulation [refining](#).
- The computed triangulation will be displayed in the Texture drawing window. Temporarily switch to the *World layout* to see that the newly computed texture has been applied to your object.

---

## DISPLAYING AND COLORING THE TRIANGULATION MESH

- By default, boundaries of the triangles (**mesh**) in the computed texture are shown. You can turn on/off the visibility of the mesh by pressing the *Show/hide triangulation* button.
- You can also change the color of the displayed mesh by pressing the *Triangulation mesh color* button and choosing a color.
- Note that the triangulation mesh is only displayed in the GUI for design purposes. The ViRMEn engine does not display the mesh during the experiment, and it is therefore invisible to the animal when the experiment is running.
- By default, mesh is visible and colored red. You can change these defaults by editing the [default properties file](#).

---

## REFINING TEXTURE TRIANGULATION

- The ViRMEn triangulation algorithm attempts to split the texture into the smallest possible number of triangles. This often creates triangles that are too large and cause problems with the way objects look (the exact potential problems are discussed below). To solve these problem, you can **refine** triangulation – i.e., split a texture into a larger number of smaller triangles. Press the *Refine triangulation* button. This will open a GUI that allows you to change several triangulation parameters.
- Obviously, refining increases the number of triangles used by your world. Unfortunately, this is the most important determinant of how quickly the ViRMEn engine will update. When refining, you will need to find a compromise between a high-quality look of your objects and smooth running of the engine. The number of triangles used by a texture is displayed by the refining GUI; the total number of triangles used by a world is displayed above the rendering of the world in the World view window.
- The refining parameters are listed below. By default, edge refining parameters are both set to 1, grid size is set to 1x1, and tilability along both dimensions are turned on. You can change these defaults by editing the [default properties file](#).

### **Refining parameters**

- **Edge refining**

An “edge” is a line segment that is part of a boundary between two differently-colored regions of a texture. (For example, if the texture consists of a white square on gray background, each side of the square is an edge). If you are using a flat screen for virtual reality, it is sufficient to use only two points to represent each edge. However, on a curved (such as toroidal) screen, a line segment must actually be projected as a curve. In order for curvature to be represented smoothly, each edge needs to be broken into a sufficiently large number of small line segments. (An edge that is too large will appear “scalloped” on a curved screen). Vertical and horizontal edge refining are parameters specifying the maximum allowed size of a line segment (as a fraction of the entire texture, between 0 and 1). Any edge exceeding this size will be broken up by the ViRMEn triangulation algorithm.

- **Grid size**

Even if all edges are well-refined, the triangulation of a large single-color region can contain large triangles. This is fine if the object that carries with texture is flat, such as wall or a floor. However, if the object is curved, large triangles will cause the shape of the surface to be distorted; a cylinder, for example, will appear “boxy”. To solve this problem, ViRMEn can break up the texture into a rectangular grid and triangulate each rectangle separately; this is controlled by the vertical and horizontal grid parameters. The grid prevents any single triangle from being too large. Increase the size of the grid along the dimensions that matter for object curvature. For example, for a vertical cylinder, only the horizontal grid size is relevant.

- **“Tilable” option**

By default, ViRMEn assumes that you will be tiling the texture both vertically and horizontally on the surface of an object. It therefore ensures that every texture vertex

located on the top edge of the texture matches a vertex in the corresponding location on the bottom edge. Similarly, it matches the locations of vertices on the left and right edges of the texture. If you don't plan to tile the texture along one (or both) of the directions, you can turn tiling off using the refining GUI. This sometimes reduces the number of triangles used by the texture. Note that if you tile a texture on the surface of a curved object but turn tiling off, the object may contain visible gaps at locations where tiles meet.

---

## IMPORTING A TEXTURE

- You can import a texture that you've previously created. To do so, press the *Import texture* button. A window will appear, giving you the list of all previously created experiment names.
- Select the experiment from which you wish to import a texture. Images of all available textures will appear. Click on the texture you wish to import.

---

## LOADING A TEXTURE IMAGE FROM A FILE

- NOTE: This feature is work in progress and may improve in future updates of ViRMEn.
- To load a texture from an image file, press the *Load image* button and select a file. ViRMEn will load an image and convert it into a ViRMEn texture. Press the *Compute texture* button to [triangulate](#) the texture, as usual.
- ViRMEn does not represent an image as a matrix of pixels, but rather breaks an image into color regions and treats each region as a separate shape that is then triangulated. This is a computationally intensive operation. I do not recommend using texture image files larger than about 16x16 pixels or files that use more than a handful of distinct colors.
- Using an image file can substantially increase the number of triangles used to triangulate a texture. (For example, diagonal lines are represented very inefficiently in a pixelated image). Whenever possible, draw textures from scratch using the GUI.

---

## USING THE SAME TEXTURE ON MULTIPLE OBJECTS

- When you [import](#) a texture, the list of experiment names includes the current experiment. Importing a texture from the current experiment will duplicate it. Use this to apply a texture of one object to another object in the same experiment.
- Whenever you change an object's texture, ViRMEn identifies other objects that had identical textures prior to the change. If such objects exist, a menu will pop up, allowing you to select any subset of these objects whose textures should also change. Use this to simultaneously change the textures of several objects.

---

## TILING TEXTURE ON AN OBJECT

- At this point, switch to the World layout of the GUI to visualize the entire object you've applied the texture to. In the Object properties window, there are two textboxes for the amount of **vertical tiling** and **horizontal tiling**. These numbers indicate how many times the texture is repeated on the surface of the object. Change these numbers and observe the effect on your object.

- If you change the size of the object (e.g., by increasing the height or radius of the cylinder), the texture will stretch with it. For example, if vertical tiling is set at 5, each tile will take up 1/5 of the height of the cylinder, independently of the height. It is, however, possible to have the texture not scale with the object by using [custom variables](#).
- By default, both vertical and horizontal tiling values are set to 5. You can change these defaults by editing the [default properties file](#).

## VIEWING AND EXPORTING

### CHANGING THE WORLD BACKGROUND COLOR

- To change the background color of a world, activate the World drawing window and press the *World background color* button. The color you select will be used as background both in the GUI and during the actual experiment.
- By default, world background is set to black. You can change the default by editing the [default properties file](#).

### VIEWING THE WORLD WIREFRAME

- Instead of plotting full 3D rendering in the World drawing window, you can plot a wireframe rendering. To switch between full rendering and wireframe, using the *Wireframe on/off* toggle button.
- In the wireframe mode, you can select individual objects by clicking on them in the 3D view. This is useful for selecting objects that are on top on one another and therefore cannot be easily selected in the 2D view.
- Another advantage of the wireframe is that it plots much faster, which is useful for working with large worlds in the GUI.
- By default, the wireframe mode is turned off and the full 3D rendering is used. You can change the default by editing the [default properties file](#).

### VIEWING AND ROTATING THE WORLD IN 3D

- You can interactively rotate the image of the world by pressing the *3D world view* button. An image of your world will take up the entire figure and the Matlab rotation tool will be activated.
- You can also change the 3D view of your world by selecting the World drawing window and using one of several buttons on the toolbar: *Isometric view*, *Top view*, *Front view*, and *Side view* buttons switch the view to a corresponding angle; *Rotate counterclockwise*, *Rotate clockwise*, *Rotate down*, and *Rotate up* buttons rotate the view by 15°. These rotations can also be achieved using the keyboard arrow keys.

### EXPORTING IMAGES OF WORLDS AND TEXTURES

- You can export images to external Matlab figures. This is useful for creating figures and presentations. Press on the *Export* dropdown menu. You have the choice of exporting a 2D sketch of the world, the









- To stop the engine, press Esc or click the cancel button in the upper-right corner of the screen (the button auto-hides when you move the mouse cursor away). You can also stop the engine at a desired time using the [vr.experimentEnded](#) field in Matlab code you write.

---

## ADDING PHYSICAL EDGES TO OBJECTS

- Create a world with at least one object and run the engine. Move around the world to get a feel for how the display updates. Now try running into one of the objects. You should be able to run through the object. This is because ViRMEn by default does not treat objects as physical entities. To create a physical boundary around the object, you will need to use edges.
- To add an edge to an object, go to the World layout and select one of the objects in the world. In the Object properties window, find a textbox labeled “Edge radius.” By default, the edge radius value is NaN, indicating that the object does not have an edge. Change this value to 5. You will see that a dotted line appears around the object. This line indicates an edge that cannot be crossed by the animal. The ViRMEn engine performs continuous-time collision detection (CTCD). If an animal’s displacement vector attempts to cross one of the edges, the vector is projected onto the edge, causing the animal to “skid” along the edge. (You can, however, [control the skidding behavior](#) with code).
- Play around with the edge radii. Then run the engine again and attempt to run through one of the objects.
- By default, object edges are turned off (i.e., radii are set to NaN). You can instead set a default radius value by editing the [default properties file](#).











- **vr.keyPressed**: the character of a key that was pressed by the user during the last iteration. If no key was pressed, the value is NaN.
- **vr.iterations**: the number of iterations performed by the engine during the current run.
- **vr.timeStarted**: Matlab time stamp indicating the time point at which the engine started running.
- **vr.window**: handle of the Windows Form containing the ViRMEn window. See help from Microsoft for programming this form.
- **vr.openglControl**: handle of the OpenGL control containing the ViRMEn display. See help from OpenTK for programming this control.

---

#### EXAMPLE: TELEPORTING

The animal can be teleported by changing `vr.position` within the runtime code. The following code will teleport the animal to the beginning of a linear track once he reaches the end of the track. We assume that the track is oriented along the `y` dimension of the environment and has length 200. While teleporting the animal, we also set the displacement vector `vr.dp` to 0; this is necessary to prevent any additional movement during teleportation. (Because `vr.dp` was calculated before teleportation, it may not be valid at the new location.)

##### *In the runtime code*

```
if vr.position(2) > 200 % test if the animal is at the end of the track (y > 200)
    vr.position(2) = 0; % set the animal's y position to 0
    vr.dp(:) = 0; % prevent any additional movement during teleportation
end
```

---

#### EXAMPLE: SWITCHING WORLDS

Worlds can be switched by changing the value of `vr.currentWorld`. The following code will switch the animal between two linear tracks. On each trial, the animal runs on one of two linear tracks (worlds 1 and 2). As soon as he reaches the end of the track (length 200 along the `y` direction), he is teleported to the beginning of a randomly chosen track.

##### *In the runtime code*

```
if vr.position(2) > 200 % test if the animal is at the end of the track (y > 200)
    newWorldIdx = ceil(rand*2); % choose a random world index from 1 to 2
    vr.currentWorld = newWorldIdx; % set the current world
    vr.position(2) = 0; % set the animal's y position to 0
end
```

---

#### EXAMPLE: CONTROLLING SKIDDING ALONG WALLS

When a collision with an edge of an object is detected, the animal's displacement vector is projected onto the edge. In other words, the animal "skids" along the edge with no friction. It is possible to control the skidding behavior by manipulating the value of `vr.dp`.

##### *In the initialization code*

```
vr.friction = 0.3; % define friction that will reduce velocity by 70% during collisions
```

##### *In the runtime code*

```
if vr.collision % test if the animal is currently in collision
    % reduce the x and y components of displacement
    vr.dp(1:2) = vr.dp(1:2) * vr.friction;
end
```

In the above code, `vr.friction = 1` will produce the default frictionless behavior. A value of `vr.friction = 0` will completely block movement whenever collision happens.

---

## EXAMPLE: USING CLICKABLE TEXTBOXES

Some parts of the computer monitor are typically invisible to the animal because they do not project onto the virtual reality screen. These regions can be used to display useful information to the experimenter, such as the amount of time elapsed or the number of rewards received. The structure `vr.text` can be used to create and update textboxes. This structure contains fields `string`, `position`, `size` and `color`. The string can contain capital letters A-Z, digits 0-9, spaces, as well as the following characters: `- + * / = % . , ( ) [ ]`. Position and size are both in units of screen height/2, such as the top of the screen is at 1 and the bottom is at -1. The center of the monitor is at (0, 0).

The following example displays the time elapsed since the beginning of the engine run.

### *In the initialization code*

```
% Define a textbox and set its position, size and color
vr.text(1).position = [-1.2 1]; % upper-left corner of the screen
vr.text(1).size = 0.03; % letter size as fraction of the screen
vr.text(1).color = [1 1 0]; % yellow
```

### *In the runtime code*

```
% On every iteration, update the string to display the time elapsed
vr.text(1).string = ['TIME ' datestr(now-vr.startTime, 'MM.SS')];
```

Textboxes can also be programmed to respond to mouse clicks. That way, they act like buttons that can allow the experimenter to trigger manual rewards, teleport the animal, flash stimuli, etc. The value of `vr.textClicked` indicates which textbox has been clicked during the last iteration of the engine. If no textbox has been clicked, the value is NaN. For example, adding these lines to the previous example will generate a sound each time the textbox is clicked.

### *In the runtime code*

```
if vr.textClicked == 1 % check if textbox #1 has been clicked
    beep
end
```

Note that you can also make ViRMEn respond to user input via keyboard using the [vr.keyPressed](#) field.

---

## EXAMPLE: USING LINE PLOTS

Parts of the computer monitor that are not visible to the animal can also be used to display line plots. This is useful for providing the experimenter with a real-time graphical indicator – for instance, a moving symbol that shows the animal's position in a virtual world. The structure `vr.plot` can be used to create and update line plots. This structure contains three fields: `x`, `y`, and `color`. The following example assumes that the animal is navigating on a linear track (oriented in the `y`-direction) and displays a symbol indicating the animal's position on the track.

### *In the initialization code*

```
% X-position of the symbol on the screen (0 is center)
symbolXPosition = 0;

% Symbol size as fraction of the screen
vr.symbolSize = 0.02;

% Track minimum and maximum positions
vr.trackMinY = -10;
```

```

vr.trackMaxY = 310;

% Create a square symbol and assign color to it
vr.plot(1).x = [-1 1 1 -1 -1]*vr.symbolSize + symbolXPosition;
vr.plot(1).y = [-1 -1 1 1 -1]*vr.symbolSize;
vr.plot(1).color = [1 0 0];

```

*In the runtime code*

```

% Normalize animal's y-position to range from -1 to 1 (the monitor range)
symbolYPosition = 2*(vr.position(2)-vr.trackMinY)/(vr.trackMaxY-vr.trackMinY) - 1;

% Update the y-position of the symbol
vr.plot(1).y = [-1 -1 1 1 -1]*vr.symbolSize + symbolYPosition;

```

## EXAMPLE: ACCESSING VALUES OF CUSTOM VARIABLES

The ViRMEn GUI allows the user to define [custom variables](#) that describe various features of the virtual world. Sometimes, it may be necessary to access the values of these variables during the experiment itself. This can be done by accessing `vr.exper.variables`. The following example assumes that a variable `trackLength` has been used to define the length of a linear track. Whenever the animal reaches the end of the linear track, he is teleported to the beginning. Using the custom variable guarantees that the code will work properly whenever `trackLength` is changed using the GUI in order to shorten or lengthen the track.

*In the initialization code*

```

% evaluate the expression for trackLength
vr.trackLength = eval(vr.exper.variables.trackLength);

```

*In the runtime code*

```

if vr.position(2) > vr.trackLength % check if the animal's y position exceeds trackLength
    vr.position(2) = 0; % teleport the animal to the beginning of the track
end

```

## TRANSFORMATION FUNCTIONS

A transformation function determines how 3D coordinates within the virtual world are transformed into 2D coordinates that the projector displays on the screen. A transformation function is specific to each experimental setup and is determined by the shape of the screen (flat, toroidal, conical, etc.) and the geometry of the projection (projector angle, mirror shape, etc.). Transformations functions recognized by ViRMEn must be .m or mex files placed in the “transformations” subfolder of ViRMEn. The following is the sequence of steps used by the ViRMEn engine to render a world on the screen. This should help you understand how to derive a transformation function for your experimental setup.

1. Whenever a world is loaded by the ViRMEn engine, it is *triangulated* – converted in to a set of triangles defined by their vertices and colors. Consider one of the vertices,  $(x, y, z)$ . Our goal is to understand where this vertex should appear on the computer monitor, and consequently in the projected image.
2. On every iteration of the engine, the animal's location in the virtual world is denoted by  $(x_a, y_a, z_a, \theta_a)$ . Here  $\theta_a$  is the view angle. The ViRMEn engine first subtracts the animal's location from the vertex location to produce the *translated* (subscript  $T$ ) version of the coordinates  $(x_T, y_T, z_T)$ , where  $x_T = x - x_a$ ,

$y_T = y - y_a$  and  $z_T = z - z_a$ . These are the coordinates of the vertex in the reference frame in which the animal is at the origin.

3. The vertex location is then rotated around the z axis in the opposite direction of the animal's view angle to produce the *translated and rotated* (subscript *T&R*) version of the coordinates  $(x_{T\&R}, y_{T\&R}, z_{T\&R})$ , where  $[x_{T\&R} \ y_{T\&R}]^T = R(-\theta_a)[x_T \ y_T]^T$ , where  $R(-\theta_a)$  is the rotation matrix of angle  $-\theta_a$ . The resulting coordinates are the coordinates of the vertex in the reference frame in which the animal is at the origin and facing in the direction of 0 degrees.
4. Steps 2 and 3 illustrate how ViRMEn handles animal's movements: instead of modifying the viewpoint on every iteration, it moves and rotates the entire world, while keeping the viewpoint stationary. This simplifies the 3D->2D transformation, because it allows us to assume that the animal is always at the origin facing in the 0-degree direction. The transformation function then converts the 3D coordinate  $(x_{T\&R}, y_{T\&R}, z_{T\&R})$  into a 2D monitor/projector coordinate  $(x_p, y_p)$ . In Matlab, the transformation function takes a 3xN matrix as input, with rows containing  $x_{T\&R}$ ,  $y_{T\&R}$  and  $z_{T\&R}$ . As output, it returns a 3xN matrix where the first two rows contain  $x_p$  and  $y_p$ . The third row of the output matrix contains 0's or 1's indicating whether the location is visible. This is necessary for making invisible those locations that are outside the projected image. The monitor/projector coordinate system is defined to be (0, 0) at the center of the monitor; the monitor is defined to be 2 units high, such that the top of the monitor is at  $y_p = 1$  and the bottom of the monitor is at  $y_p = -1$ . The limits of  $x_p$  depend on the aspect ratio of the monitor.
5. In the final step, ViRMEn sorts all triangles according to their distance from the animal. Triangles that are farther from the animal are rendered first, while triangles close to the animal are rendered last. This way, if two or more triangles overlap in the projected image, the triangle closest to the animal occludes those located farther away.

Transformation functions are often computationally intensive functions because they operate on large matrices of coordinates. Furthermore, the transformation function in use is called by the ViRMEn engine on every iteration and can therefore substantially slow down the engine refresh rate. I recommend coding transformation functions as mex files rather than Matlab routines.

As an example, see the [Appendix](#) for the derivation of transformation functions for radially symmetric screens.

## MOVEMENT FUNCTIONS

On each iteration, the ViRMEn engine calls a *movement function*, which returns values indicating the current velocity of the animal in the world. These velocity values are then used to update the animal's position and view angle in the world. Typically, a movement function will read data from analog input channels and appropriately filter and/or scale them. Alternatively, a movement function can calculate velocity using inputs from a mouse or keyboard.

Movement functions recognized by ViRMEn must be .m or mex files placed in the "movements" subfolder of ViRMEn. A movement function takes the [structure vr](#) as input. As output, it returns a vector of 4 values in the form  $(d/dt)[x, y, z, \text{viewAngle}]$ . The units the first three values are ViRMEn space units per second; the units for the fourth value are radians per second.

---

### EXAMPLE: MOVING FORWARD WITH CONSTANT VELOCITY

The following example is a movement function that moves the animal forward in the world (along the y direction) with a constant velocity. The value of velocity can be defined in the initialization code without having to change the movement function each time.

*In the initialization code*

```
vr.forwardVelocity = 20;
```

*In the movement function*

```
function velocity = moveForward(vr)

velocity = [0 vr.forwardVelocity 0 0];
```

## REAL-TIME WORLD MANIPULATIONS

You can program your [runtime code](#) to manipulate worlds in in real time by modifying values in the vr.worlds field on the [vr structure](#). This section will show you how to work with vr.worlds by demonstrating several simple examples of world manipulations.

The field vr.worlds is a cell array containing information about all worlds in the current experiment. To make real-time changes to the current world, we will make changes to vr.worlds{vr.currentWorld}

### EXAMPLE: MAKING THE WORLD INVISIBLE

Suppose we want to “turn off” the world and place the animal in complete darkness. The ViRMEn engine represents the entire worlds as a set of triangles, which are stored in the “surface” structure:

```
>> vr.worlds{vr.currentWorld}.surface
ans =
    vertices: [3x10793 double]
 triangulation: [3x19862 int32]
   visible: [1x19862 logical]
    colors: [4x10793 double]
```

This example world contains 10793 triangle vertices, whose coordinates are store in the “vertices” field (the 3 rows are x, y, and z coordinates). These vertices form 19862 triangles (many of vertices are shaped by multiple triangles. The matrix in the “triangulation” field indicates indices of the triplets of vertices that are linked into triangles. Each triangle has a visibility Boolean assigned to it, indicated by the “visible” field. To make the entire world invisible, set all of the visibility Booleans to false:

*In the runtime code*

```
vr.worlds{vr.currentWorld}.surface.visible(:) = false; % make all triangles invisible
```

### EXAMPLE: MOVING AN OBJECT

As mentioned above, the field vr.worlds{vr.currentWorld}.surface.vertices contains the coordinates of all triangles in the world. By changing these coordinates, we can instantaneously move objects in the world.

Suppose we have an object in the current world called targetCylinder, and we want to move this object 5 units along the y axis. To do so, we should change the 2nd row of vr.worlds{vr.currentWorld}.surface.vertices. However,

the world contains 10793 vertices, and only some of them belong to targetCylinder. Thus, we first need to find out which of the vertices we should change. To obtain this information, we will use the “objects.vertices” subfield:

```
>> vr.worlds{vr.currentWorld}.objects.vertices  
  
ans =  
  
      1      7357  
    7358    10169  
   10170    10467  
   10468    10793
```

These values indicate that there are 4 objects in the current world. The first object occupies vertices 1 through 7357, the second object occupies vertices 7358 through 10169, and so on. One of these four objects is our targetCylinder. To find out which one, we will use the “objects.indices” subfield:

```
>> vr.worlds{vr.currentWorld}.objects.indices  
  
ans =  
  
      roomWall: 1  
 objectCircularFloor: 2  
   targetCylinder: 3  
      cueCard: 4
```

The object named targetCylinder is the 3rd one, meaning that it occupies vertices 10170 through 10467. (This is why it’s important to [assign meaningful names](#) to all your objects). If we change columns 10170 through 10467 of vr.worlds{vr.currentWorld}.surface.vertices, we will instantaneously move targetCylinder without affecting any other objects. Putting all this together (note that the code which doesn’t need to get repeated on each iteration is placed in the [initialization code](#)):

#### *In the initialization code*

```
% determine the index of targetCylinder  
indx = vr.worlds{vr.currentWorld}.objects.indices.targetCylinder;  
  
% determine the indices of the first and last vertex of targetCylinder  
vertexFirstLast = vr.worlds{vr.currentWorld}.objects.vertices(indx,:);  
  
% create an array of all vertex indices belonging to targetCylinder and store it in vr  
vr.cylinderIndx = vertexFirstLast(1):vertexFirstLast(2);
```

#### *In the runtime code*

```
% determine the current y coordinates of targetCylinder vertices  
y = vr.worlds{vr.currentWorld}.surface.vertices(2, vr.cylinderIndx);  
  
% increase the y coordinates by 5 units  
vr.worlds{vr.currentWorld}.surface.vertices(2, vr.cylinderIndx) = y + 5;
```

---

## EXAMPLE: CHANGING OBJECT TRANSPARENCY

To change the transparency or color of an object, we will modify the “color” subfield of vr.worlds{vr.currentWorld}.surface:

```
>> vr.worlds{vr.currentWorld}.surface  
  
ans =  
  
      vertices: [3x10793 double]  
 triangulation: [3x19862 int32]  
      visible: [1x19862 logical]  
       colors: [4x10793 double]
```

The 4 rows of the “colors” matrix contain the RGB values and the Alpha (transparency) value. If the world does not contain any transparent objects, the matrix will only have 3 rows containing RGB values (see [changing transparency](#) for details). Each column of the “colors” matrix indicates the color and transparency of the corresponding vertex. (Triangles in OpenGL are colored according to their last vertex; for instance, a triangle composed of vertices [6 20 83] will be colored with the color assigned to vertex 83).

The following code sets the transparency of targetCylinder to 70%.

*In the initialization code*

```
% determine the index of targetCylinder
indx = vr.worlds{vr.currentWorld}.objects.indices.targetCylinder;

% determine the indices of the first and last vertex of targetCylinder
vertexFirstLast = vr.worlds{vr.currentWorld}.objects.indices(indx, :);

% create an array of all vertex indices belonging to targetCylinder and store it in vr
vr.cylinderIndx = vertexFirstLast(1):vertexFirstLast(2);
```

*In the runtime code*

```
% set the transparency of targetCylinder to 0.7
vr.worlds{vr.currentWorld}.surface.colors(4,vr.cylinderIndx) = 0.7;
```

## INPUT-OUTPUT METHODS

The ViRMEn engine does not include any built-in features for reading and outputting data. These features must be written in Matlab and included in your code. This section provides examples for how to integrate simple input/output methods into custom ViRMEn code.

### EXAMPLE: INTERFACING WITH A DAQ

To interface with a DAQ, you need the Matlab Data Acquisition Toolbox installed. Refer to Matlab documentation for how to install and register your DAQ hardware in Matlab.

The easiest way to deal with a DAQ is to define all input and output channels in the [initialization code](#) of your custom ViRMEn code. Handles of all input and output objects should be stored in the [vr structure](#). That way, all functions run by ViRMEn during the experiment (e.g., the [runtime function](#) and the [movement function](#)) will have access to these objects. The following is sample code illustrating how to define 2 analog input objects for use in ViRMEn.

*In the initialization code*

```
% reset DAQ in case it's still in use by a previous Matlab program
daqreset;

% connect to the DAQ card dev1; store the input object handle in vr for use by ViRMEn
vr.ai = analoginput('nidaq','dev1');

% start analog input channels 0 and 1
addchannel(vr.ai,0:1);

% define the sampling rate to 1kHz and set the duration to be unlimited
set(vr.ai,'samplerate',1000,'samplespertrigger',inf)

% set the buffering window to be 8 ms long - shorter than a single ViRMEn refresh cycle
set(vr.ai,'bufferingconfig',[8 100]);
```

```

% define a temporary log file to be deleted at the end of the experiment
set(vr.ai, 'loggingmode', 'Disk');
vr.tempfile = [tempname '.log'];
set(vr.ai, 'logfilename', vr.tempfile);

% start acquisition from the analog input object
start(vr.ai);

```

*In the termination function*

```

% stop the analog input object
stop(vr.ai);

% delete the temporary log file
delete(vr.tempfile);

```

I recommend using the Matlab commands `peekdata` for reading data from an analog input object and `putsample` for writing data to an analog output object. These are both non-blocking functions that will not slow down the execution of the VIRMEn engine. Refer to the Matlab help on these functions. Data can be read or written in the [runtime function](#) or your custom code. In addition, you can read data from a DAQ within your [movement function](#) in order to obtain velocity information from an input device (such as an optical mouse).

## EXAMPLE: LOGGING TO A FILE

Writing to a binary file in Matlab is fast and can be implemented within the [runtime function](#) or your Matlab code. Use this to log behavioral data – or other relevant information – to a file. The following example shows how to log the animal's time-stamped position and velocity and how to reconstruct these data after you're done with the experiment.

*In the initialization code*

```

% open or create binary file for writing and store its file ID in vr
vr.fid = fopen('virmenLog.dat', 'w');

```

*In the runtime code*

```

% obtain the current timestamp
timestamp = now;

% write timestamp and the x & y components of position and velocity to a file
% using floating-point precision
fwrite(vr.fid, [timestamp vr.position(1:2) vr.velocity(1:2)], 'double');

```

*In the termination code*

```

% close the file
fclose(vr.fid);

```

*External code used to log and plot behavioral data*

```

% open the binary file
fid = fopen('virmenLog.data');

% read all data from the file into a 5-row matrix
data = fread(fid, [5 inf], 'double');

% close the file
fclose(fid);

% plot the 2D position information
plot(data(2,:), data(3,:));

```



## OBJECT-ORIENTED PROGRAMMING

Object-oriented programming allows you to manipulate and display virtual worlds programmatically with Matlab scripts without using the ViRMEn GUI. This is a powerful tool that allows you to code experiments that would be too time-consuming to create with the GUI and gives you more flexibility for making complex changes. For this section, I suggest some knowledge of object-oriented programming and the Matlab class structure.

Object-oriented commands allow you to create experiments and worlds entirely from scratch. Alternatively, they let you make changes to an experiment you created with the ViRMEn GUI. To do so, load the .mat file stored in the “experiments” subfolder of ViRMEn. This file contains a single variable **exper**, which is a variable of class `virmenExperiment` (described below).

## VIRMEN CLASSES

ViRMEn object-oriented programming includes 5 variable classes:

1. `virmenExperiment` – ViRMEn experiment
2. `virmenWorld` – environment (world)
3. `virmenObject` – 3D object (such as a vertical cylinder)
4. `virmenTexture` – texture of an object
5. `virmenShape` – 2D shape (such as rectangle) used in textures

Classes `virmenObject` and `virmenShape` are superclasses containing individual object and shape types. For example, the `virmenVerticalCylinder` class is a subclass of `virmenObject`, and `shapeRectangle` is a subclass of `virmenShape`. All recognized [objects classes](#) are defined in the “objects” subfolder of ViRMEn. All recognized [shape classes](#) are defined in the “shapes” subfolder of ViRMEn.

## CREATING VIRMEN CLASS VARIABLES

You can create **experiments**, **worlds**, and **textures** by simply calling the corresponding ViRMEn class name. For example, the following code creates a ViRMEn experiment:

```
>> ex = virmenExperiment
ex =
    virmenExperiment handle

Properties:
    antialiasing: 0
    movementFunction: @undefined
    transformationFunction: @undefined
    experimentCode: @undefined
    codeText: {}
    worlds: {[1x1 virmenWorld]}
    name: 'virmenExperiment'
    parent: {}
    items: [1x1 struct]
    symbolic: [1x1 struct]
    variables: [1x1 struct]

Methods, Events, Superclasses
```

To create **objects** or **shapes**, call the particular object or shape class type. For example, the following code creates a vertical cylinder object:

```
>> c = objectVerticalCylinder

c =

objectVerticalCylinder handle

Properties:
    radius: 5
    bottom: 0
    startAngle: 0
    stopAngle: 360
    top: 40
    x: [0x1 double]
    y: [0x1 double]
    tiling: [5 5]
    edgeRadius: NaN
    texture: [1x1 virmenTexture]
    iconLocations: [2x2 double]
    name: 'objectVerticalCylinder'
    parent: {}
    items: [1x1 struct]
    symbolic: [1x1 struct]
    variables: [1x1 struct]

Methods, Events, Superclasses
```

To create a **color** to add to a texture, use the built-in shapeColor class:

```
>> c = shapeColor

c =

shapeColor handle

Properties:
    R: []
    G: []
    B: []
    Alpha: NaN
    x: [0x1 double]
    y: [0x1 double]
    iconLocations: [2x2 double]
    name: 'shapeColor'
    parent: {}
    symbolic: [1x1 struct]
    variables: [1x1 struct]

Methods, Events, Superclasses
```

## VIRMEN CLASS PROPERTIES

All ViRMEn classes have properties assigned to them. These properties are easy to set. For example, the following code creates a world and changes its background color to white:

```
>> w = virmenWorld;
>> w.backgroundColor = [1 1 1]

w =

virmenWorld handle
```

```
Properties:
  backgroundColor: [1 1 1]
  startLocation: [0 0 0 0]
  objects: {}
    name: 'virmenWorld'
  parent: {}
  items: [1x1 struct]
  symbolic: [1x1 struct]
  variables: [1x1 struct]
```

[Methods](#), [Events](#), [Superclasses](#)

Object and shape classes have type-dependent properties. For example, a variable of type `objectVerticalCylinder` has a property named `radius`. To obtain a list of all properties for a given class, use the Matlab `properties` command:

```
>> properties(objectVerticalCylinder)

Properties for class objectVerticalCylinder:

  radius
  bottom
  startAngle
  stopAngle
  top
  x
  y
  tiling
  edgeRadius
  texture
  iconLocations
  name
  parent
  items
  symbolic
  variables
```

The properties can also be specified using custom variables. Just set the property value to a string containing a mathematical expression. For example, to create a vertical cylinder and set its radius to a variable 'r' (see [symbolic property](#) for more details):

```
>> c = objectVerticalCylinder;
>> c.radius = 'r';
```

The following sections are a reference of the properties of all ViRMEn.

---

## VIRMENEXPERIMENT PROPERTIES

- **antialiasing**: level of [antialiasing](#) used for rendering the experiment's worlds
- **movementFunction**: Matlab function handle of the experiment's [movement function](#)
- **transformationFunction**: Matlab function handle of the experiment's [transformation function](#)
- **experimentCode**: Matlab function handle of the file containing the experiment's [initialization](#), [runtime](#), and [transformation](#) functions
- **codeText**: cell array of strings containing all the code from the experiment's .m file. Note that if you change the .m file, the codeText property does not automatically update. To update the codeText property, use the [updateCodeText method](#).
- **worlds**: cell array of virmenWorld variables containing all of the experiment's worlds

---

## VIRMENWORLD PROPERTIES

- **backgroundColor:** [background color](#) of the world (1x3 array)
- **startLocation:** the animal's [starting location](#) in the world (1x4 array in the form [x, y, z, viewAngle])
- **objects:** cell array of `virmenObject` variables containing all of the world's objects

---

## VIRMENOBJECT PROPERTIES

Properties of ViRMEn objects depend of the object class type. For instance, a variable of class `objectVerticalCylinder` has a property called `radius`. For reference on these properties, refer to the particular object type. In addition, there are properties of all ViRMEn objects, independent of the object type, listed below.

- **x:** x component of the object's [locations](#) (Nx1 array for N locations or a scalar if all x coordinates are the same)
- **y:** y component of the object's [locations](#) (Nx1 array for N locations or a scalar if all y coordinates are the same)

For example, to create 2 vertical cylinders and placed at (0, 0) and (100, 200):

```
>> c = objectVerticalCylinder;  
>> c.x = [0; 100];  
>> c.y = [0; 200];
```

- **tiling:** amount of texture [tiling](#) on the surface of the object (1x2 array in the form [vertical horizontal])
- **edgeRadius:** radius of the physical [edge](#) around the object (NaN for no edge)
- **texture:** `virmenTexture` variable containing the object's texture
- **iconLocations:** matrix containing xy locations of the object for display in the icon representing the object in the *Add object* dropdown menu of the ViRMEn GUI (Nx2 matrix)

---

## VIRMENTEXTURE PROPERTIES

- **width:** the width of the texture. Typically set to 1 and not changed.
- **height:** the height of the texture. Typically set to 1 and not changed.
- **tilable:** Booleans indicating whether the texture is [tilable](#) (1x2 array in the form [vertical horizontal])
- **refining:** the texture's triangulation [refining parameters](#) (1x2 array in the form [vertical horizontal])
- **shapes:** cell array of `virmenShape` variables containing all of the texture's shapes
- **triangles:** structure containing information about all of the triangles making up the texture's triangulation. Note that the triangles property does not automatically update if you make changes to the texture. To update the triangles property, use the [compute method](#). The triangles structure contains the following fields

*vertices:* coordinates of all triangle vertices (Nx2 matrix of x and y values)

*triangulation:* indices of vertex triplets that are linked together to create triangles (Mx3 array matrix of triplet). A single vertex can be shared by multiple triangles.

*cdata:* color and transparency values of all triangle vertices (Nx4 matrix of RGB and Alpha values). A triangle is assigned the color and transparency of its last (3rd) listed vertex.

---

## VIRMENSHAPE PROPERTIES

Properties of ViRMEn shapes depend of the shape class type. For instance, a variable of class `shapeRegularPolygon` has a property called `radius`. For reference on these properties, refer to the particular shape type. In addition, there are properties of all ViRMEn shapes, independent of the shape type, listed below.

- **x**: x component of the shape's [locations](#) (Nx1 array for N locations)
- **y**: y component of the shape's [locations](#) (Nx1 array for N locations)
- **iconLocations**: matrix containing xy locations of the shape for display in the icon representing the shape in the *Add shape* dropdown menu of the ViRMEn GUI (Nx2 matrix)

---

## PROPERTIES COMMON TO ALL VIRMEN CLASSES

The following are properties carried by variables of any ViRMEn class type. For instance, any ViRMEn item – be it a `virmenExperiment`, `virmenWorld`, etc – has a property called “name”.

- **name**: the item's name. When a ViRMEn variable is created, it is automatically given a name according to the variable class (e.g., “`virmenExperiment`”, “`virmenWorld`”, etc.)
- **parent**: handle of the item one step above the variable in the hierarchy (`virmenExperiment` → `virmenWorld` → `virmenObject` → `virmenTexture` → `virmenShape`). For example, the parent of a `virmenWorld` is a `virmenExperiment` variable; the parent of a `virmenTexture` is a `virmenObject` variable. The parent of a `virmenExperiment` variable is an empty array.
- **symbolic**: structure containing all of the item's properties in symbolic form. This is useful for looking up expressions of the objects properties that were specified using [custom variables](#).

For example, suppose we want to create a vertical cylinder and assign it a radius indicated by a custom variable `r`. To do so, you can simply set the object's `radius` property to the string '`r`'. Once you do that, you will be prompted for the value of the new variable `r`. Enter 10 for the value.

```
>> c = objectVerticalCylinder;
>> c.radius = 'r';
```

Now, when you prompt for the `radius` property of the cylinder, the value 10 is returned

```
>> c.radius
ans =
    10
```

However, when you prompt for the symbolic property, the string '`r`' is returned

```
>> c.symbolic.radius
ans =
    r
```

To change the radius to a different symbolic expression, change the `radius` property (not the symbolic property):

```
>> c.radius = '2*r';
>> c.radius
ans =
    20
```

- **variables**: a structure containing all [custom variable](#) names and values.

For instance, after running the above example, you will find the variable `r` in this structure:

```
>> c.variables  
ans =  
    r: '10'
```

You can set the variable to a new value, which must be a string containing an expression. This will automatically update all properties that depend on the variable. For instance, in the above example, changing the variable `r` will automatically change the radius of the cylinder (which has been set to  $2*r$ ):

```
>> c.variables.r = '100';  
>> c.radius  
ans =  
    200
```

Note that all variables are shared by members of the same hierarchy. For instance, each of the objects inside a world will have the same variables structure as the world itself.

## VIRMEN CLASS METHODS

### VIRMENEXPERIMENT METHODS

- **addWorld**  
addWorld(e, w) adds the virmenWorld w to the virmenExperiment e. To delete a world from the experiment, simply remove it from the e.worlds array.
- **updateCodeText**  
updateCodeText(e) updates the [codeText property](#) of the virmenExperiment e by loading the code from the .m file
- **run**  
err = run(e) runs the the virmenExperiment e in the ViRMEn engine. Variable err contains any errors that were produced during the engine log.

### VIRMENWORLD METHODS

- **draw3D**  
h = draw3D(w) creates a 3D rendering of the virmenWorld w in a Matlab figure. Output h is the handle of the 3D surface.
- **draw2D**  
[ho he ha] = draw2D(w) creates a 2D top-view sketch of the virmenWorld w in a Matlab figure. The outputs ho contains handles of all objects sketched, he contains handles of all [edges](#) around objects, and ha contains the handle of the square-and-arrow symbol representing the animal's [starting location](#) in the world.
- **addObject**  
addObject(w, obj) adds the virmenObject obj to the virmenWorld w. To delete an object from the world, simply remove it from the o.objects array.
- **triangulate**

`tri = triangulate(w)` creates a structure `tri` containing the triangulation of the world. This structure is the same as those stored in [vr.worlds](#).

---

## VIRMENOBJECT METHODS

- **locations**  
`loc = locations(obj)` returns an Nx2 matrix of the [locations](#) of the `virmenObject` `obj`.
- **draw3D**  
`h = draw3D(obj)` creates a 3D rendering of the `virmenObject` `obj` in a Matlab figure. Output `h` is the handle of the 3D surface.
- **draw2D**  
`[ho he] = draw2D(obj)` creates a 2D top-view sketch of the `virmenObject` `obj` in a Matlab figure. The output `ho` contains the handle of the object sketch, and `he` contains the handle of the [edge](#) around the object.
- **setTexture**  
`setTexture(obj, t)` sets `virmenTexture` `t` as the texture of `virmenObject` `obj`.

---

## VIRMENTEXTURE METHODS

- **draw**  
`h = draw(t)` draws a triangulated image of `virmenTexture` `t`. The output `h` is a handle of the created surface object.
- **sketch**  
`h = sketch(t)` creates a un-triangulated sketch of `virmenTexture` `t`. The output `h` contains the handles of all shapes contained in the texture.
- **compute**  
`compute(t)` [computes](#) `virmenTexture` `t`. Running this method updates the [triangles property](#) of the texture.
- **addShape**  
`addShape(t, s)` adds the `virmenShape` `s` to the `virmenTexture` `t`. To delete a shape from the texture, simply remove it from the `t.shape` array. Note that adding or deleting a shape will not automatically update the triangulation of the texture. To update triangulation, run the `compute` method (see above).
- **loadImage**  
`loadImage(t, img, col)` converts an indexed [image](#) `img` (2D matrix) with colormap `col` (Nx3 matrix) to a `ViRMEn` texture `t`. The texture is represented as a set of colored regions, but is initially not triangulated. To triangulate, run the `compute` method (see above).

---

## VIRMENSHAPE METHODS

- **locations**  
`loc = locations(s)` returns an Nx2 matrix of the [locations](#) of the `virmenShape` `s`.

---

## METHODS COMMON TO ALL VIRMEN CLASSES

The following are methods allowed for any ViRMEn class type. For instance, any ViRMEn item – be it a `virmenExperiment`, `virmenWorld`, etc – has a method called “`fullName`”.

- **ancestor**  
Returns the handle of the top-level item in the ViRMEn class hierarchy (`virmenExperiment` → `virmenWorld` → `virmenObject` → `virmenTexture` → `virmenShape`). Usually, the ancestor of any ViRMEn item will be the `virmenExperiment` that this item is contained in.
- **children**  
Returns the handles of all items one level lower in the ViRMEn class hierarchy (`virmenExperiment` → `virmenWorld` → `virmenObject` → `virmenTexture` → `virmenShape`). For example, `virmenWorld` items are the children of a `virmenExperiment`, whereas a `virmenTexture` item is the child of a `virmenObject`.
- **descendants**  
Returns the handles of all items lower in the ViRMEn class hierarchy (`virmenExperiment` → `virmenWorld` → `virmenObject` → `virmenTexture` → `virmenShape`). For example, the descendants of a `virmenWorld` will include all `virmenObject` handles in that world, the `virmenTexture` handles assigned to those objects, and the `virmenShape` handles that make up those textures.
- **enableCallbacks**  
`enableCallbacks(e)` enables all of the automatic behavior that ViRMEn classes exhibit. In order for a ViRMEn class (such as a `virmenExperiment`) to function properly, you must run `enableCallbacks` whenever you load a saved ViRMEn class variable from a file.
- **fullName**  
Returns a string containing the full name of an item. This is normally the same as the [name property](#) of the item, except if there exist multiple items with the same name. For example, if there are two objects with the name “`myCylinder`”, the method `fullName` will return strings `'myCylinder(1)'` and `'myCylinder(2)'` for those objects.
- **copyVariable**: copy a ViRMEn class variable to a different variable:  
All ViRMEn classes are Matlab handles. This means that copying them is somewhat different from copying other variable types, such as arrays. For example, suppose you create a vertical cylinder object as a variable named `c1` and set its radius to 10:

```
>> c1 = objectVerticalCylinder;  
>> c1.radius = 10;
```

Now suppose you create a copy of variable `c1` and name it `c2`. Because `c1` and `c2` are handles, they point to the same object, and any change you make to one of them will now affect the other:

```
>> c2 = c1;  
>> c1.radius = 50;  
>> c2.radius  
  
ans =  
  
    50
```

If instead of having two handles that point to the same object, you want to duplicate the object itself, use the **`copyVirmenObject`** command:

```
>> c1 = objectVerticalCylinder;  
>> c1.radius = 10;
```



```
>> c2 = copyVirmenObject(c1);
```

Now, c1 and c2 refer to different objects, and changing one will have no effect on the other:

```
>> c1.radius = 50;  
>> c1.radius  
ans =  
    50  
  
>> c2.radius  
ans =  
    10
```

## CUSTOMIZING VIRMEN

### EDITING GUI LAYOUTS

The ViRMEn GUI has three built-in [layouts](#): Experiment, World and Texture. Each of these layouts displays a set of windows at particular positions within the GUI figure. You can customize the positions where these windows are displayed to suit your preferences. In addition, you can create your own custom layouts that display any subset of windows you wish. Information about all layouts recognized by the ViRMEn GUI is stored in the file **defaultLayouts.txt** in the “defaults” subfolder of ViRMEn. This file contains a tab-delimited table and is easiest to edit with a program like Microsoft Excel. To return this file to the “factory” default state, delete it and restart ViRMEn. ViRMEn will automatically create a new defaultLayouts.m file matching the “factory” default file.

### MODIFYING THE EXPERIMENT, WORLD AND TEXTURE LAYOUTS

To edit built-in layouts (Experiment, World and Texture), we will change values in the row entitled “Default” of the table in defaultLayouts.txt.

The Experiment layout includes three windows: Custom variables, Experiment properties, and Worlds menu. These are hard-wired into the Experiment layout – you cannot remove any of these three windows or add any window other than these three. (If you want more flexibility, see [creating a custom layout](#)). To change the position of one of these windows within the Experiment layout, find the name of the window among column headers of the table. Underneath, you will find sub-headers titled x, y, w, and h. These specify the bottom-left corner of the window (x, y), the width w, and the height h in normalized units.

Similarly, the World layout contains three windows: Object properties, World sketch, and World drawing. Changing the coordinates of any of these windows will affect the World layout. The Texture layout also contains three windows: Shape properties, Texture sketch, and Texture drawing.

### CREATING A CUSTOM LAYOUT

You can create your own layout other than the three built-in ones (Experiment, World and Texture). To do so, add a new row to the table in defaultLayouts.txt. In the first column of the new row, type in the title of your layout. To include a window in your layout, fill in the four values under the header of the desired window name: x, y, w, and h, specifying the bottom-left corner of the window (x, y), the width w, and the height h of the window in normalized units. For windows that you don’t want included in your layout, fill all cells with dashes (-).

For example, suppose you wanted to create a layout named “myLayout” that included only the Experiment properties window, and that you wanted this window to fill up the entire figure. The table would look like this (the values you would add to the existing table are emphasized in red):

-	variablesTable	-	-	-	experimentProperties	-	-	-	worldsMenu	-	-	-	objectProperties	-	-	-	...
Name	x	y	w	h	x	y	w	h	X	y	w	h	x	y	w	H	...
Default	0	0.5	1	0.5	0	0	0.25	0.5	0.25	0	0.75	0.5	0	0	0.25	1	...
myLayout	-	-	-	-	0	0	1	1	-	-	-	-	-	-	-	-	...

## OPENING A CUSTOM LAYOUT

After [creating a custom layout](#), restart the ViRMEn GUI. Your new layout will be available in the *Layout* dropdown menu.

## EDITING THE DEFAULT TEMPLATE CODE

When you save a newly created experiment, ViRMEn automatically creates a “template” .m file for your Matlab code containing the [initialization, runtime, and termination functions](#). You can change the default template file – for instance, to include code that you always want to have in all of your experiments. The default template file is called **defaultVirmenCode.m** and located in the “defaults” subfolder of ViRMEn. Changing this file will affect every new experiment you create. To return this file to the “factory” default state, delete it and restart ViRMEn. ViRMEn will automatically create a new defaultVirmenCode.m file matching the “factory” default file.

## CHANGING DEFAULT MOVEMENT AND TRANSFORMATION FUNCTIONS

The [movement function](#) and the [transformation function](#) are typically specific to a particular experimental setup and never change. You may therefore want to set the default movement and transformation functions so that the ViRMEn GUI assigns them automatically to new experiments you create. Default functions are listed in the **defaultFunctions.txt** file located in the “defaults” subfolder of ViRMEn. This is a tab-delimited text file. Simply change names of functions to those you want to use. To return functions to “factory” defaults, delete the defaultFunctions.txt file and restart ViRMEn. ViRMEn will automatically create a new defaultFunctions.txt file with “factory” defaults.

## CHANGING DEFAULT PROPERTY VALUES

You can customize certain default properties to change the behavior of the ViRMEn GUI. The following table lists these properties. Default property values are listed in the **defaultProperties.txt** file located in the “defaults” subfolder of ViRMEn. This file is a tab-delimited text file best edited with a program like Microsoft Excel. To return all default values to “factory” defaults, delete the defaultProperties.txt file and restart ViRMEn. ViRMEn will automatically create a new defaultProperties.txt file with all “factory” defaults.

Property	Explanation	“Factory” default value
antialiasing	amount of <a href="#">antialiasing</a>	0 (no antialiasing)
worldXLim	<a href="#">limits of the x-axis</a> on the world sketch	[-100 100]
worldYLim	<a href="#">limits of the y-axis</a> on the world sketch	[-100 100]
worldBackgroundColor	<a href="#">world background color</a>	[0 0 0] (black)
startLocation	<a href="#">starting location and view angle</a> of the animal, in the form [x, y, z, viewAngle]	[0 0 0 0]
tiling	amount of texture <a href="#">tiling</a> on the surface of an	[5 5]



$x_1=x_2$  and  $y_1=y_2$ , ViRMEn will draw a circular edge of [specified radius](#) around  $(x_1, y_1)$ . If these values are not equal, ViRMEn will draw an edge at the specified radius around a line segment connecting  $(x_1, y_1)$  and  $(x_2, y_2)$ .

To see some examples, look at some shape classes already available in the “objects” subfolder of ViRMEn. Once you create a new object class, restart ViRMEn. Your class should appear in the *Add object* dropdown menu.

## CREATING NEW SHAPE TYPES

To create a new shape type, you need to write a Matlab class definition describing that shape. Refer to Matlab help for all class programming information. The class must be a subclass of the `virmenShape` class. In order to be recognized by ViRMEn, the class definition file should be placed in the “shapes” subfolder of ViRMEn.

The class can have any custom properties you wish your shape to have, as well as the default values these properties. These properties will be recognized by the ViRMEn GUI, and the user will be allowed to [edit them](#). All properties should have the `SetObservable` meta-property set to true.

In addition, the class definition must contain 3 required methods, described below

1. **creation method.** This method must have the same name as the class itself. It will be executed each time the shape of your class is created. You might want to set [iconLocations](#) in this method. (The `iconLocations` property will determine how your class is displayed as an icon in the *Add shapes* dropdown menu of the ViRMEn GUI.)
2. **getPoints.** This method must query the user for shape [locations](#) and set the x and y [properties](#) of the class.
3. **coords2D.** This method must return the actual 2D coordinates of the line segments that make up the shape. The form for calling this method on shape `s` is `[x y] = coords2D(s)`; `x` and `y` should be `Nx1` arrays containing the x and y coordinates of the line segments.

To see some examples, look at some shape classes already available in the “shapes” subfolder of ViRMEn. Once you create a new shape class, restart ViRMEn. Your shape should appear in the *Add object* dropdown menu.

## APPENDIX

### DERIVATION OF A TRANSFORMATION FUNCTION

We will derive a [transformation function](#) for the screen in the shape of an inverted cone. The procedure we will use is applicable for any other [radially symmetric screen](#), such as a cylinder or a torus.

Note that ViRMEn is compatible with screens that are not radially symmetric, but you will have to derive a transformation function for each screen. For some particularly complex screens, it may be easiest to approximate a transformation function with empirical measurements (i.e., create a list of monitor locations and corresponding virtual reality screen locations, then fit relationship between them with some reasonably simple function).

At first, we define some constants that describe the shape of the screen and the projection geometry:

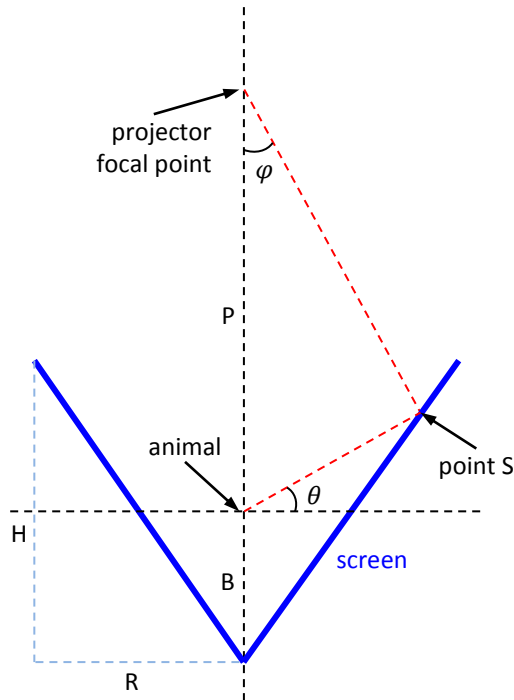
$B$  vertical distance from the animal to the apex of the cone. (Note that the bottom of the cone can be truncated, but we will nonetheless derive the equation as if the entire cone were intact.)

$H$  height of the screen

$R$  radius of the screen at the top

$P$  distance along the optical axis from the animal to the focal point of the projector

$\varphi_{max}$  maximum angle from the optical axis that the projector can project in every direction



1. Suppose the projector projects a point at some angle  $\varphi$  from the optical axis. This point will be projected at a location  $S$  on the screen. To the animal, point  $S$  appears to be at some elevation angle  $\theta$  above the horizon. Our first goal is to determine the relationship between angle  $\varphi$  and angle  $\theta$ . Suppose point  $S$  is located at some radial distance  $r_p$  from the animal. This means that its vertical distance  $z_s$  from the animal is

$$z_s = r_s \tan \theta$$

The shape of the screen can be described by the linear equation



```

function coords2D = transformConical(coords3D)

% define constants that describe setup geometry
alpha = 2.0349;
beta = -0.98988;

% create an output matrix of the same size as the input
% first two rows are x and y
% the third row indicates whether the location should be visible
coords2D = zeros(size(coords3D));

% by default, make all points visible
coords2D(3,:) = true;

% calculate radius
r = sqrt(coords3D(1,:).^2 + coords3D(2,:).^2);

% calculate a scaling factor
s = 1./(alpha*r + beta*coords3D(3,:));

% if a point is outside of the screen, set the scaling factor such that the
% point is plotted at the edge of the screen, and make the point invisible
% (if all 3 vertices of a triangle are invisible, it is not plotted)
f = find(s < 0 | r.*s > 1);
s(f) = 1./r(f);
coords2D(3,f) = false;

% calculate x and y components using the scaling factor
coords2D(1,:) = s.*coords3D(1,:);
coords2D(2,:) = s.*coords3D(2,:);

```

---

## EXTENSION TO ALL RADIALLY SYMMETRIC SCREENS: TOROIDAL EXAMPLE

For any other radially symmetric screen (e.g., cylinder or torus), it is necessary to calculate a different relationship between  $r_M$  and  $\theta$  (see steps 1 and 2 in the above derivation). This does not have to be derived, but can be calculated empirically by plotting circles of varying radii  $r_M$  on the monitor and measuring at what elevation angles  $\theta$  they appear on the virtual reality screen.

For example, for a mouse toroidal screen, this relationship was measured to be approximately linear

$$r_M = 0.4625\theta + 0.4929$$

(See Forrest Colman's Ph.D. dissertation).

Multiplying the right side of this equation by  $r/r$ , we again obtain version of the equation where the radius  $r$  is scaled to produce  $r_M$

$$r_M = r[(0.4625\theta + 0.4929)/r]$$

Here,  $r = \sqrt{x^2 + y^2}$  and  $\theta = z/r$ . The derivation of  $(x_M, y_M)$  then follows the same procedure as for the conical screen:

$$x_M = x[(0.4625\theta + 0.4929)/r]$$

$$y_M = y[(0.4625\theta + 0.4929)/r]$$

which are expressions of  $x_M$  and  $y_M$  in terms of  $x$ ,  $y$ , and  $z$  required by transformation function.

The same process can be followed for any other radially symmetric screen.