```
% read the data, always supply absolute path
                                                                  Trials
[trials, info] = edfread('/path/to/test.edf');
                                                                                                                                                      Info
                                                                                                                                                (plus global meta data)
% plot left fixations from first trial
                                                          Left
plot(trials(1).left.fixation.x,
                                                                                                                                              header: N char
    trials(1).left.fixation.y);
                                                          Right
                                                                                                                                              calib
                                                          Button
                                                                                                                                              SUBJECTINDEX: N char
% get all data from the left eye
                                                          Metadata
L = [trials.left];
% make a matrix of all fixations
Lfix = [L.fixation];
                                                                                                                                                  Calibration
% scatter plot them
                                                                   Eye
                                                                                            Button
                                                                                                                      Metadata
scatter([Lfix.x],[Lfix.y]);
                                                                                           (joypad only)
                                                                                                                                              left
                                                                                                                                              right
                                                          Fixation
                                                                                     time: Int32 (Time)
                                                                                                                time: Int32
                                                                                     code: Int32 (ButtonID)
                                                                                                                value: Single
                                                          Saccade
                                                          Blink
                                                          Sample
                                                          Drift: 3x1 Single
                                                                                                                                                          Eye Calibration
                                                                                                                                              max: Maximum Validation Error
                                                                                                                                              avg: Average Validation Error
                                                                                                                                              off deg: Offset in Degrees
                                                                                                                                              off x: Pixel Offset X
         Fixation
                                    Saccade
                                                                  Blink
                                                                                            Sample
                                                                                                                  Drift: 3x1 Single
                                                                                                                                              off y: Pixel Offset Y
                                                                                                                                              res x: X Resolution at Screen Center
                                                                                                                                              res y: Y Resolution at Screen Center
                                                          start: Int32
                                                                                     time: Int32
                                                                                                                1 Screen Offset X
    start: Int32 (Time)
                               start: Int32 (Time)
                                                                                                                                              type: Calibration Type (Points)
    end: Int32 (Time)
                               sx: Single (Start X)
                                                          end: Int32
                                                                                     x: Single
                                                                                                                2 Screen Offset Y
                                                                                                                                              coeff: Coefficients for LSQ fitting
    x: Single
                               sy: Single (Start Y)
                                                                                     y: Single
                                                                                                                3 Offset Angle
                                                                                     pupil: Single
                               end: Int32 (Time)
    y: Single
                               ex: Single (End X)
    pupil: Single
                               ey: Single (End Y)
                               speed: Single
                               (accumulated Speed)
                                                                  FixMat
                                                                                          The ID of this edfread release is
                                                                                          $Id: cheatsheet.svg 11 2007-06-18 05:38:21Z jsteger $
```

% read the data, always supply absolute path fixmat = fixread('/path/to/*.EDF')

% subject index is read from the edfread

% INFO structure

% Metadata fields from TRIALS are also added

start: Int32 (Time)
sx: Single (Start X)
sy: Single (Start Y)
end: Int32 (Time)
index: UInt16
pupil: Single
drift: 3x Single
subject: UInt16

To check out the latest version, issue:

svn co svn+ssh://yourname@hal.ikw.uos.de/srv/svnroot/nbp/eyetracking/edfread/current edfread This will create a new 'edfread' directory in your current path.

Add this to your Matlab path as well:
addpath('/path/to/edfread')

If you already checked out edfread, you can just 'cd' into that directory and do: svn up