Edfread Reference Manual

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1 Edfread Hierarchical Index

1.1 Edfread Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Blink 4

BOOKMARK 4

Button 4

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Eye 6

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2 Edfread Data Structure Index

2.1 Edfread Data Structures

Here are the data structures with brief descriptions:

ALLF_DATA 3

Blink 4

BOOKMARK 4

Button 4

Calibration 5

Eye 6

EyeCalib 7

FEVENT 8

Fixation 11

FSAMPLE 11

IMESSAGE 14

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LSTRING 15

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MICRO 15

RECORDINGS 16

Saccade 17

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StringField 18

StructField< C, T > 19

TRIAL 19

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3 Edfread File Index

3.1 Edfread File List

Here is a list of all files with brief descriptions:

edf.h 22

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edftypes.h 35

eye.h 36

result.h 36

trial.h 41

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types.h 42

4 Edfread Data Structure Documentation

4.1 ALLF_DATA Union Reference

`#include <edf_data.h>`

Data Fields

- FEVENT fe
- IMESSAGE im
- IOEVENT io
- FSAMPLE fs
- RECORDINGS rec

4.1.1 Field Documentation

4.1.1.1 FEVENT ALLF_DATA::fe

4.1.1.2 IMESSAGE ALLF_DATA::im

4.1.1.3 IOEVENT ALLF_DATA::io

4.1.1.4 FSAMPLE ALLF_DATA::fs

4.1.1.5 RECORDINGS ALLF_DATA::rec

The documentation for this union was generated from the following file:

- edf_data.h

4.2 Blink Class Reference

`#include <types.h>`

Data Fields

- INT32Field start
- INT32Field end

4.2.1 Field Documentation

4.2.1.1 INT32Field Blink::start

4.2.1.2 INT32Field Blink::end

The documentation for this class was generated from the following file:

- types.h

4.3 BOOKMARK Struct Reference

`#include <edf.h>`

Data Fields

- unsigned int id

4.3.1 Field Documentation

4.3.1.1 unsigned int BOOKMARK::id

The documentation for this struct was generated from the following file:

- edf.h

4.4 Button Class Reference

`#include <types.h>`

Data Fields

- INT32Field time
- UINT32Field code

4.4.1 Field Documentation

4.4.1.1 INT32Field Button::time

4.4.1.2 UINT32Field Button::code

The documentation for this class was generated from the following file:

- types.h

4.5 Calibration Class Reference

`#include <types.h>`

Public Member Functions

- Calibration (int trial)
- ~Calibration ()
- bool add_eye (int id)
- EyeCalib * get_eye (int id)

Data Fields

- vector< EyeCalib * > eyes
- int btrial

4.5.1 Constructor & Destructor Documentation

4.5.1.1 Calibration::Calibration (int *trial*) [inline]

4.5.1.2 Calibration::~Calibration () [inline]

4.5.2 Member Function Documentation

4.5.2.1 bool Calibration::add_eye (int *id*) [inline]

4.5.2.2 EyeCalib* Calibration::get_eye (int *id*) [inline]

4.5.3 Field Documentation

4.5.3.1 vector<EyeCalib *> Calibration::eyes

4.5.3.2 int Calibration::btrial

The documentation for this class was generated from the following file:

- types.h

4.6 Eye Class Reference

`#include <eye.h>`

Public Member Functions

- Eye ()
- void add_sac (UINT32 start, float sx, float sy, UINT32 stop, float ex, float ey, float vel)
- void add_blink (UINT32 start, UINT32 stop)
- void init_fix ()
- void stop_fix (UINT32 start, UINT32 stop)
- void sample (int time, float x, float y, float p)

Data Fields

- Saccade sac
- Fixation fix
- Blink blink
- Sample samples
- FloatField drift
- int start_fix

4.6.1 Constructor & Destructor Documentation

4.6.1.1 Eye::Eye () `[inline]`

4.6.2 Member Function Documentation

4.6.2.1 void Eye::add_sac (UINT32 *start*, float *sx*, float *sy*, UINT32 *stop*, float *ex*, float *ey*, float *vel*) `[inline]`

4.6.2.2 void Eye::add_blink (UINT32 *start*, UINT32 *stop*) `[inline]`

4.6.2.3 void Eye::init_fix () `[inline]`

4.6.2.4 void Eye::stop_fix (UINT32 *start*, UINT32 *stop*) `[inline]`

4.6.2.5 void Eye::sample (int *time*, float *x*, float *y*, float *p*) `[inline]`

4.6.3 Field Documentation

4.6.3.1 Saccade Eye::sac

4.6.3.2 Fixation Eye::fix

4.6.3.3 Blink Eye::blink

4.6.3.4 Sample Eye::samples

4.6.3.5 FloatField Eye::drift

4.6.3.6 int Eye::start_fix

The documentation for this class was generated from the following file:

- eye.h

4.7 EyeCalib Class Reference

`#include <types.h>`

Public Member Functions

- EyeCalib ()

Data Fields

- float avg
- float max
- float off_deg
- float off_x
- float off_y
- float res_x
- float res_y
- string ctype
- FloatField coeff

4.7.1 Constructor & Destructor Documentation

4.7.1.1 EyeCalib::EyeCalib () `[inline]`

4.7.2 Field Documentation

4.7.2.1 float EyeCalib::avg

4.7.2.2 float EyeCalib::max

4.7.2.3 float EyeCalib::off_deg

4.7.2.4 float EyeCalib::off_x

4.7.2.5 float EyeCalib::off_y

4.7.2.6 float EyeCalib::res_x

4.7.2.7 float EyeCalib::res_y

4.7.2.8 string EyeCalib::ctype

4.7.2.9 FloatField EyeCalib::coeff

The documentation for this class was generated from the following file:

- types.h

4.8 FEVENT Struct Reference

`#include <edf_data.h>`

Data Fields

- UINT32 time
- INT16 type
- UINT16 read
- INT16 eye
- UINT32 sttime
- UINT32 entime
- float hstx
- float hsty
- float gstx
- float gsty
- float sta
- float henx
- float heny
- float genx
- float geny
- float ena
- float havx
- float havy
- float gavx
- float gavy

- float ava
- float avel
- float pvel
- float svel
- float evel
- float supd_x
- float eupd_x
- float supd_y
- float eupd_y
- UINT16 status
- UINT16 flags
- UINT16 input
- UINT16 buttons
- UINT16 parsedby
- LSTRING * message

4.8.1 Field Documentation

4.8.1.1 UINT32 FEVENT::time

4.8.1.2 INT16 FEVENT::type

4.8.1.3 UINT16 FEVENT::read

4.8.1.4 INT16 FEVENT::eye

4.8.1.5 UINT32 FEVENT::sttime

4.8.1.6 UINT32 FEVENT::entime

4.8.1.7 float FEVENT::hstx

4.8.1.8 float FEVENT::hsty

4.8.1.9 float FEVENT::gstx

4.8.1.10 float FEVENT::gsty

4.8.1.11 float FEVENT::sta

4.8.1.12 float FEVENT::henx

4.8.1.13 float FEVENT::heny

4.8.1.14 float FEVENT::genx

4.8.1.15 float FEVENT::geny

4.8.1.16 float FEVENT::ena

4.8.1.17 float FEVENT::havx

4.8.1.18 float FEVENT::havy

4.8.1.19 float FEVENT::gavx

4.8.1.20 float FEVENT::gavy

4.8.1.21 float FEVENT::ava

4.8.1.22 float FEVENT::avel

4.8.1.23 float FEVENT::pvel

4.8.1.24 float FEVENT::svel

4.8.1.25 float FEVENT::evel

4.8.1.26 float FEVENT::supd_x

4.8.1.27 float FEVENT::eupd_x

4.8.1.28 float FEVENT::supd_y

4.8.1.29 float FEVENT::eupd_y

4.8.1.30 UINT16 FEVENT::status

4.8.1.31 UINT16 FEVENT::flags

4.8.1.32 UINT16 FEVENT::input

4.8.1.33 UINT16 FEVENT::buttons

4.8.1.34 UINT16 FEVENT::parsedby

4.8.1.35 LSTRING* FEVENT::message

The documentation for this struct was generated from the following file:

- edf_data.h

4.9 Fixation Class Reference

`#include <types.h>`

Data Fields

- INT32Field start
- INT32Field end
- FloatField x
- FloatField y
- FloatField pupil

4.9.1 Field Documentation

4.9.1.1 INT32Field Fixation::start

4.9.1.2 INT32Field Fixation::end

4.9.1.3 FloatField Fixation::x

4.9.1.4 FloatField Fixation::y

4.9.1.5 FloatField Fixation::pupil

The documentation for this class was generated from the following file:

- types.h

4.10 FSAMPLE Struct Reference

`#include <edf_data.h>`

Data Fields

- UINT32 time
- UINT16 flags
- float px [2]
- float py [2]
- float hx [2]

- float hy [2]
- float pa [2]
- float gx [2]
- float gy [2]
- float rx
- float ry
- UINT16 status
- UINT16 input
- UINT16 buttons
- INT16 htype
- INT16 hdata [8]
- UINT16 errors
- float gxvel [2]
- float gyvel [2]
- float hxvel [2]
- float hyvel [2]
- float rxvel [2]
- float ryvel [2]
- float fgxvel [2]
- float fgyvel [2]
- float fhxvel [2]
- float fhyvel [2]
- float frxvel [2]
- float fryvel [2]

4.10.1 Field Documentation

4.10.1.1 UINT32 FSAMPLE::time

4.10.1.2 UINT16 FSAMPLE::flags

4.10.1.3 float FSAMPLE::px[2]

4.10.1.4 float FSAMPLE::py[2]

4.10.1.5 float FSAMPLE::hx[2]

4.10.1.6 float FSAMPLE::hy[2]

4.10.1.7 float FSAMPLE::pa[2]

4.10.1.8 float FSAMPLE::gx[2]

4.10.1.9 float FSAMPLE::gy[2]

4.10.1.10 float FSAMPLE::rx

4.10.1.11 float FSAMPLE::ry

4.10.1.12 UINT16 FSAMPLE::status

4.10.1.13 UINT16 FSAMPLE::input

4.10.1.14 UINT16 FSAMPLE::buttons

4.10.1.15 INT16 FSAMPLE::htype

4.10.1.16 INT16 FSAMPLE::hdata[8]

4.10.1.17 UINT16 FSAMPLE::errors

4.10.1.18 float FSAMPLE::gxvel[2]

4.10.1.19 float FSAMPLE::gyvel[2]

4.10.1.20 float FSAMPLE::hxvel[2]

4.10.1.21 float FSAMPLE::hyvel[2]

4.10.1.22 float FSAMPLE::rxvel[2]

4.10.1.23 float FSAMPLE::ryvel[2]

4.10.1.24 float FSAMPLE::fgxvel[2]

4.10.1.25 float FSAMPLE::fgyvel[2]

4.10.1.26 float FSAMPLE::fhxvel[2]

4.10.1.27 float FSAMPLE::fhyvel[2]

4.10.1.28 float FSAMPLE::frxvel[2]

4.10.1.29 float FSAMPLE::fryvel[2]

The documentation for this struct was generated from the following file:

- edf_data.h

4.11 IMESSAGE Struct Reference

`#include <edf_data.h>`

Data Fields

- UINT32 time
- INT16 type
- UINT16 length
- byte text [260]

4.11.1 Field Documentation

4.11.1.1 UINT32 IMESSAGE::time

4.11.1.2 INT16 IMESSAGE::type

4.11.1.3 UINT16 IMESSAGE::length

4.11.1.4 byte IMESSAGE::text[260]

The documentation for this struct was generated from the following file:

- edf_data.h

4.12 IOEVENT Struct Reference

`#include <edf_data.h>`

Data Fields

- UINT32 time
- INT16 type
- UINT16 data

4.12.1 Field Documentation

4.12.1.1 UINT32 IOEVENT::time

4.12.1.2 INT16 IOEVENT::type

4.12.1.3 UINT16 IOEVENT::data

The documentation for this struct was generated from the following file:

- edf_data.h

4.13 LSTRING Struct Reference

`#include <edf_data.h>`

Data Fields

- INT16 len
- char c

4.13.1 Field Documentation

4.13.1.1 INT16 LSTRING::len

4.13.1.2 char LSTRING::c

The documentation for this struct was generated from the following file:

- edf_data.h

4.14 Message Class Reference

`#include <types.h>`

Data Fields

- INT32Field time
- StringField msg

4.14.1 Field Documentation

4.14.1.1 INT32Field Message::time

4.14.1.2 StringField Message::msg

The documentation for this class was generated from the following file:

- types.h

4.15 MICRO Struct Reference

`#include <edftypes.h>`

Data Fields

- INT32 msec
- INT16 usec

4.15.1 Field Documentation

4.15.1.1 INT32 MICRO::msec

4.15.1.2 INT16 MICRO::usec

The documentation for this struct was generated from the following file:

- edftypes.h

4.16 RECORDINGS Struct Reference

```
#include <edf_data.h>
```

Data Fields

- UINT32 time
- byte state
- byte record_type
- byte pupil_type
- byte recording_mode
- byte filter_type
- float sample_rate
- byte pos_type
- byte eye
- UINT16 eflags
- UINT16 sflags

4.16.1 Field Documentation

4.16.1.1 UINT32 RECORDINGS::time

4.16.1.2 byte RECORDINGS::state

4.16.1.3 byte RECORDINGS::record_type

4.16.1.4 byte RECORDINGS::pupil_type

4.16.1.5 byte RECORDINGS::recording_mode

4.16.1.6 byte RECORDINGS::filter_type

4.16.1.7 float RECORDINGS::sample_rate

4.16.1.8 byte RECORDINGS::pos_type

4.16.1.9 byte RECORDINGS::eye

4.16.1.10 UINT16 RECORDINGS::eflags

4.16.1.11 UINT16 RECORDINGS::sflags

The documentation for this struct was generated from the following file:

- edf_data.h

4.17 Saccade Class Reference

`#include <types.h>`

Data Fields

- INT32Field start
- INT32Field end
- FloatField sx
- FloatField ex
- FloatField sy
- FloatField ey
- FloatField speed

4.17.1 Field Documentation

4.17.1.1 INT32Field Saccade::start

4.17.1.2 INT32Field Saccade::end

4.17.1.3 FloatField Saccade::sx

4.17.1.4 FloatField Saccade::ex

4.17.1.5 FloatField Saccade::sy

4.17.1.6 FloatField Saccade::ey

4.17.1.7 FloatField Saccade::speed

The documentation for this class was generated from the following file:

- types.h

4.18 Sample Class Reference

`#include <types.h>`

Data Fields

- INT32Field time
- FloatField x
- FloatField y
- FloatField pupil

4.18.1 Field Documentation

4.18.1.1 INT32Field Sample::time

4.18.1.2 FloatField Sample::x

4.18.1.3 FloatField Sample::y

4.18.1.4 FloatField Sample::pupil

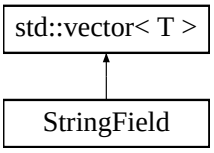
The documentation for this class was generated from the following file:

- types.h

4.19 StringField Class Reference

`#include <types.h>`

Inheritance diagram for StringField::



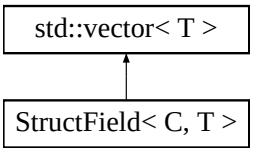
The documentation for this class was generated from the following file:

- types.h

4.20 StructField< C, T > Class Template Reference

`#include <types.h>`

Inheritance diagram for StructField< C, T >::



Public Member Functions

- StructField (int size)
- StructField ()

template<mxClassID C, typename T> class StructField< C, T >

4.20.1 Constructor & Destructor Documentation

4.20.1.1 template<mxClassID C, typename T> StructField< C, T >::StructField (int *size*) [inline]

4.20.1.2 template<mxClassID C, typename T> StructField< C, T >::StructField () [inline]

The documentation for this class was generated from the following file:

- types.h

4.21 TRIAL Struct Reference

`#include <edf.h>`

Data Fields

- RECORDINGS * rec
- unsigned int duration
- unsigned int starttime
- unsigned int endtime

4.21.1 Field Documentation

4.21.1.1 RECORDINGS* TRIAL::rec

4.21.1.2 unsigned int TRIAL::duration

4.21.1.3 unsigned int TRIAL::starttime

4.21.1.4 unsigned int TRIAL::endtime

The documentation for this struct was generated from the following file:

- edf.h

4.22 Trial Class Reference

`#include <trial.h>`

Public Member Functions

- Trial (char *filter[ ], int flen)
- ~Trial ()
- void sample (FSAMPLE *sam)
- void button (UINT32 time, UINT32 button)
- void message (char *filter, UINT32 time, const char *msg)
- void meta (string key, UINT32 time, string msg)

Data Fields

- UINT32 start
- Button ebuttons
- msgmap msgs
- Eyes * eyes

4.22.1 Constructor & Destructor Documentation

4.22.1.1 Trial::Trial (char * *filter*[ ], int *flen*) [inline]

4.22.1.2 Trial::~Trial () [inline]

4.22.2 Member Function Documentation

4.22.2.1 void Trial::sample (FSAMPLE * *sam*) [inline]

4.22.2.2 void Trial::button (UINT32 *time*, UINT32 *button*) [inline]

4.22.2.3 void Trial::message (char * *filter*, UINT32 *time*, const char * *msg*) [inline]

4.22.2.4 void Trial::meta (string *key*, UINT32 *time*, string *msg*) [inline]

4.22.3 Field Documentation

4.22.3.1 UINT32 Trial::start

4.22.3.2 Button Trial::ebuttons

4.22.3.3 msgmap Trial::msgs

4.22.3.4 Eyes* Trial::eyes

The documentation for this class was generated from the following file:

- trial.h

4.23 Trials Class Reference

`#include <trials.h>`

Public Member Functions

- Trials (char *filter[ ], int flen)
- ~Trials ()
- void newCalibration ()
- void newTrial ()
- bool parse_meta (char *m, string &k, string &v)
- void check_calib (FEVENT fe)
- void handle_message (FEVENT fe)
- bool readfile (char *file)

Private Attributes

- char ** msgfilter
- int filtermsgcount
- Trial * current
- trial_list * trials
- calib_list calib
- string header
- int current_calibe
- Calibration * current_calib
- int start_count
- strstrmap metadata

4.23.1 Constructor & Destructor Documentation

4.23.1.1 Trials::Trials (char * *filter*[ ], int *flen*) [inline]

4.23.1.2 Trials::~Trials () [inline]

4.23.2 Member Function Documentation

4.23.2.1 void Trials::newCalibration () [inline]

4.23.2.2 void Trials::newTrial () [inline]

4.23.2.3 bool Trials::parse_meta (char * *m*, string & *k*, string & *v*) [inline]

4.23.2.4 void Trials::check_calib (FEVENT *fe*) [inline]

4.23.2.5 void Trials::handle_message (FEVENT *fe*) [inline]

4.23.2.6 bool Trials::readfile (char **file*) [inline]

4.23.3 Field Documentation

4.23.3.1 char** Trials::msgfilter [private]

4.23.3.2 int Trials::filtermsgcount [private]

4.23.3.3 Trial* Trials::current [private]

4.23.3.4 trial_list* Trials::trials [private]

4.23.3.5 calib_list Trials::calib [private]

4.23.3.6 string Trials::header [private]

4.23.3.7 int Trials::current_calibe [private]

4.23.3.8 Calibration* Trials::current_calib [private]

4.23.3.9 int Trials::start_count [private]

4.23.3.10 strstrmap Trials::metadata [private]

The documentation for this class was generated from the following file:

- trials.h

5 Edfread File Documentation

5.1 edf.h File Reference

```
#include "edf_data.h"
```

Data Structures

- struct TRIAL
- struct BOOKMARK

Defines

- #define NO_PENDING_ITEMS 0
- #define RECORDING_INFO 30
- #define EXPORT
- #define PUPIL_ONLY_250 0
- #define PUPIL_ONLY_500 1
- #define PUPIL_CR 2

Typedefs

- typedef _EDFFILE EDFFILE

Enumerations

- enum position_type { GAZE, HREF, RAW }

Functions

- EDFFILE *EXPORT edf_open_file (const char *fname, int consistency, int loadevents, int loadsamples, int *errval)
- int EXPORT edf_close_file (EDFFILE *ef)
- int EXPORT edf_get_next_data (EDFFILE *ef)
- ALLF_DATA *EXPORT edf_get_float_data (EDFFILE *ef)
- ALLF_DATA *EXPORT edf_get_sample_close_to_time (EDFFILE *ef, unsigned int time)
- unsigned int EXPORT edf_get_element_count (EDFFILE *ef)
- int EXPORT edf_get_preamble_text (EDFFILE *ef, char *buffer, int length)
- int EXPORT edf_get_preamble_text_length (EDFFILE *edf)
- int EXPORT edf_get_revision (EDFFILE *ef)
- int edf_get_eyelink_revision (EDFFILE *ef)
- int EXPORT edf_set_trial_identifier (EDFFILE *edf, char *start_marker_string, char *end_marker_string)
- char *EXPORT edf_get_start_trial_identifier (EDFFILE *ef)
- char *EXPORT edf_get_end_trial_identifier (EDFFILE *ef)
- int EXPORT edf_get_trial_count (EDFFILE *edf)
- int EXPORT edf_jump_to_trial (EDFFILE *edf, int trial)
- int EXPORT edf_get_trial_header (EDFFILE *edf, TRIAL *trial)
- int EXPORT edf_goto_previous_trial (EDFFILE *edf)
- int EXPORT edf_goto_next_trial (EDFFILE *edf)
- int EXPORT edf_goto_trial_with_start_time (EDFFILE *edf, unsigned int start_time)
- int EXPORT edf_goto_trial_with_end_time (EDFFILE *edf, unsigned int end_time)
- int EXPORT edf_set_bookmark (EDFFILE *ef, BOOKMARK *bm)
- int EXPORT edf_free_bookmark (EDFFILE *ef, BOOKMARK *bm)
- int EXPORT edf_goto_bookmark (EDFFILE *ef, BOOKMARK *bm)

- int EXPORT edf_goto_next_bookmark (EDFFILE *ef)
- int EXPORT edf_goto_previous_bookmark (EDFFILE *ef)
- char *EXPORT edf_get_version ()
- FEVENT *EXPORT edf_get_event (ALLF_DATA *allfdata)
- FSAMPLE *EXPORT edf_get_sample (ALLF_DATA *allfdata)
- RECORDINGS *EXPORT edf_get_recording (ALLF_DATA *allfdata)
- void EXPORT edf_get_uncorrected_raw_pupil (FSAMPLE *sam, float *rv)
- void EXPORT edf_get_uncorrected_raw_cr (FSAMPLE *sam, float *rv)
- UINT32 EXPORT edf_get_uncorrected_pupil_area (FSAMPLE *sam)
- UINT32 EXPORT edf_get_uncorrected_cr_area (FSAMPLE *sam)
- void EXPORT edf_get_pupil_dimension (FSAMPLE *sam, UINT32 *rv)
- void EXPORT edf_get_cr_dimension (FSAMPLE *sam, UINT32 *rv)
- void EXPORT edf_get_window_position (FSAMPLE *sam, UINT32 *rv)
- void EXPORT edf_get_pupil_cr (FSAMPLE *sam, float *rv)

5.1.1 Define Documentation

5.1.1.1 #define EXPORT

5.1.1.2 #define NO_PENDING_ITEMS 0

5.1.1.3 #define PUPIL_CR 2

5.1.1.4 #define PUPIL_ONLY_250 0

5.1.1.5 #define PUPIL_ONLY_500 1

5.1.1.6 #define RECORDING_INFO 30

5.1.2 Typedef Documentation

5.1.2.1 typedef struct _EDFFILE EDFFILE

5.1.3 Enumeration Type Documentation

5.1.3.1 enum position_type

Enumerator:

GAZE

HREF

RAW

5.1.4 Function Documentation

5.1.4.1 int EXPORT edf_close_file (EDFFILE * *ef*)

5.1.4.2 int EXPORT edf_free_bookmark (EDFFILE * *ef*, BOOKMARK * *bm*)

5.1.4.3 void EXPORT edf_get_cr_dimension (FSAMPLE * *sam*, UINT32 * *rv*)

5.1.4.4 unsigned int EXPORT edf_get_element_count (EDFFILE * *ef*)

5.1.4.5 char* EXPORT edf_get_end_trial_identifier (EDFFILE * *ef*)

5.1.4.6 FEVENT* EXPORT edf_get_event (ALLF_DATA * *allfdata*)

5.1.4.7 int edf_get_eyelink_revision (EDFFILE * *ef*)

5.1.4.8 ALLF_DATA* EXPORT edf_get_float_data (EDFFILE * *ef*)

5.1.4.9 int EXPORT edf_get_next_data (EDFFILE * *ef*)

5.1.4.10 int EXPORT edf_get_preamble_text (EDFFILE * *ef*, char * *buffer*, int *length*)

5.1.4.11 int EXPORT edf_get_preamble_text_length (EDFFILE * *edf*)

5.1.4.12 void EXPORT edf_get_pupil_cr (FSAMPLE * *sam*, float * *rv*)

5.1.4.13 void EXPORT edf_get_pupil_dimension (FSAMPLE * *sam*, UINT32 * *rv*)

5.1.4.14 RECORDINGS* EXPORT edf_get_recording (ALLF_DATA * *allfdata*)

5.1.4.15 int EXPORT edf_get_revision (EDFFILE * *ef*)

5.1.4.16 FSAMPLE* EXPORT edf_get_sample (ALLF_DATA * *allfdata*)

5.1.4.17 ALLF_DATA* EXPORT edf_get_sample_close_to_time (EDFFILE * *ef*, unsigned int *time*)

5.1.4.18 char* EXPORT edf_get_start_trial_identifier (EDFFILE * *ef*)

5.1.4.19 int EXPORT edf_get_trial_count (EDFFILE * *edf*)

5.1.4.20 int EXPORT edf_get_trial_header (EDFFILE * *edf*, TRIAL * *trial*)

5.1.4.21 UINT32 EXPORT edf_get_uncorrected_cr_area (FSAMPLE * *sam*)

5.1.4.22 UINT32 EXPORT edf_get_uncorrected_pupil_area (FSAMPLE * *sam*)

5.1.4.23 void EXPORT edf_get_uncorrected_raw_cr (FSAMPLE * *sam*, float * *rv*)

5.1.4.24 void EXPORT edf_get_uncorrected_raw_pupil (FSAMPLE * *sam*, float * *rv*)

5.1.4.25 char* EXPORT edf_get_version ()

5.1.4.26 void EXPORT edf_get_window_position (FSAMPLE * *sam*, UINT32 * *rv*)

5.1.4.27 int EXPORT edf_goto_bookmark (EDFFILE * *ef*, BOOKMARK * *bm*)

5.1.4.28 int EXPORT edf_goto_next_bookmark (EDFFILE * *ef*)

5.1.4.29 int EXPORT edf_goto_next_trial (EDFFILE * *edf*)

5.1.4.30 int EXPORT edf_goto_previous_bookmark (EDFFILE * *ef*)

5.1.4.31 int EXPORT edf_goto_previous_trial (EDFFILE * *edf*)

5.1.4.32 int EXPORT edf_goto_trial_with_end_time (EDFFILE * *edf*, unsigned int *end_time*)

5.1.4.33 int EXPORT edf_goto_trial_with_start_time (EDFFILE * *edf*, unsigned int *start_time*)

5.1.4.34 int EXPORT edf_jump_to_trial (EDFFILE * *edf*, int *trial*)

5.1.4.35 EDFFILE* EXPORT edf_open_file (const char * *fname*, int *consistency*, int *loadevents*, int *loadsamples*, int * *errval*)

5.1.4.36 int EXPORT edf_set_bookmark (EDFFILE * *ef*, BOOKMARK * *bm*)

5.1.4.37 int EXPORT edf_set_trial_identifier (EDFFILE * *edf*, char * *start_marker_string*, char * *end_marker_string*)

5.2 edf_data.h File Reference

```
#include "edftypes.h"
```

Data Structures

- struct LSTRING
- struct FSAMPLE
- struct FEVENT
- struct IMESSAGE
- struct IOEVENT
- struct RECORDINGS
- union ALLF_DATA

Defines

- #define MISSING_DATA -32768
- #define MISSING -32768
- #define INaN -32768
- #define LEFT_EYE 0
- #define RIGHT_EYE 1
- #define LEFTEYEI 0
- #define RIGHTEYEI 1
- #define LEFT 0
- #define RIGHT 1
- #define BINOCULAR 2
- #define SAMPLE_LEFT 0x8000
- #define SAMPLE_RIGHT 0x4000
- #define SAMPLE_TIMESTAMP 0x2000
- #define SAMPLE_PUPILXY 0x1000
- #define SAMPLE_HREFXY 0x0800
- #define SAMPLE_GAZEXY 0x0400
- #define SAMPLE_GAZERES 0x0200
- #define SAMPLE_PUPILSIZE 0x0100
- #define SAMPLE_STATUS 0x0080
- #define SAMPLE_INPUTS 0x0040
- #define SAMPLE_BUTTONS 0x0020
- #define SAMPLE_HEADPOS 0x0010
- #define SAMPLE_TAGGED 0x0008
- #define SAMPLE_UTAGGED 0x0004
- #define LSTRINGDEF 1
- #define FSAMPLEDEF 1
- #define FEVENTDEF 1
- #define SAMPLE_TYPE 200
- #define STARTPARSE 1
- #define ENDPARSE 2
- #define BREAKPARSE 10
- #define STARTBLINK 3
- #define ENDBLINK 4
- #define STARTSACC 5
- #define ENDSACC 6
- #define STARTFIX 7
- #define ENDFIX 8
- #define FIXUPDATE 9

- #define STARTSAMPLES 15
- #define ENDSAMPLES 16
- #define STARTEVENTS 17
- #define ENDEVENTS 18
- #define MESSAGEEVENT 24
- #define BUTTONEVENT 25
- #define INPUTEVENT 28
- #define LOST_DATA_EVENT 0x3F
- #define READ_ENDTIME 0x0040
- #define READ_GRES 0x0200
- #define READ_SIZE 0x0080
- #define READ_VEL 0x0100
- #define READ_STATUS 0x2000
- #define READ_BEG 0x0001
- #define READ_END 0x0002
- #define READ_AVG 0x0004
- #define READ_PUPILXY 0x0400
- #define READ_HREFXY 0x0800
- #define READ_GAZEXY 0x1000
- #define READ_BEGPOS 0x0008
- #define READ_ENDPOS 0x0010
- #define READ_AVGPOS 0x0020
- #define FRIGHTEYE_EVENTS 0x8000
- #define FLEFTEYE_EVENTS 0x4000
- #define LEFTEYE_EVENTS 0x8000
- #define RIGHTEYE_EVENTS 0x4000
- #define BLINK_EVENTS 0x2000
- #define FIXATION_EVENTS 0x1000
- #define FIXUPDATE_EVENTS 0x0800
- #define SACCADE_EVENTS 0x0400
- #define MESSAGE_EVENTS 0x0200
- #define BUTTON_EVENTS 0x0040
- #define INPUT_EVENTS 0x0020
- #define EVENT_VELOCITY 0x8000
- #define EVENT_PUPILSIZE 0x4000
- #define EVENT_GAZERES 0x2000
- #define EVENT_STATUS 0x1000
- #define EVENT_GAZEXY 0x0400
- #define EVENT_HREFXY 0x0200
- #define EVENT_PUPILXY 0x0100
- #define FIX_AVG_ONLY 0x0008
- #define START_TIME_ONLY 0x0004
- #define PARSEDBY_GAZE 0x00C0
- #define PARSEDBY_HREF 0x0080
- #define PARSEDBY_PUPIL 0x0040
- #define LED_TOP_WARNING 0x0080
- #define LED_BOT_WARNING 0x0040
- #define LED_LEFT_WARNING 0x0020
- #define LED_RIGHT_WARNING 0x0010
- #define HEAD_POSITION_WARNING 0x00F0

- #define LED_EXTRA_WARNING 0x0008
- #define LED_MISSING_WARNING 0x0004
- #define HEAD_VELOCITY_WARNING 0x0001
- #define CALIBRATION_AREA_WARNING 0x0002
- #define MATH_ERROR_WARNING 0x2000
- #define INTERP_SAMPLE_WARNING 0x1000
- #define INTERP_PUPIL_WARNING 0x8000
- #define CR_WARNING 0x0F00
- #define CR_LEFT_WARNING 0x0500
- #define CR_RIGHT_WARNING 0x0A00
- #define CR_LOST_WARNING 0x0300
- #define CR_LOST_LEFT_WARNING 0x0100
- #define CR_LOST_RIGHT_WARNING 0x0200
- #define CR_RECOV_WARNING 0x0C00
- #define CR_RECOV_LEFT_WARNING 0x0400
- #define CR_RECOV_RIGHT_WARNING 0x0800

5.2.1 Define Documentation

5.2.1.1 #define BINOCULAR 2

5.2.1.2 #define BLINK_EVENTS 0x2000

5.2.1.3 #define BREAKPARSE 10

5.2.1.4 #define BUTTON_EVENTS 0x0040

5.2.1.5 #define BUTTONEVENT 25

5.2.1.6 #define CALIBRATION_AREA_WARNING 0x0002

5.2.1.7 #define CR_LEFT_WARNING 0x0500

5.2.1.8 #define CR_LOST_LEFT_WARNING 0x0100

5.2.1.9 #define CR_LOST_RIGHT_WARNING 0x0200

5.2.1.10 #define CR_LOST_WARNING 0x0300

5.2.1.11 #define CR_RECOV_LEFT_WARNING 0x0400

5.2.1.12 #define CR_RECOV_RIGHT_WARNING 0x0800

5.2.1.13 #define CR_RECOV_WARNING 0x0C00

5.2.1.14 #define CR_RIGHT_WARNING 0x0A00

5.2.1.15 #define CR_WARNING 0x0F00

5.2.1.16 #define ENDBLINK 4

5.2.1.17 #define ENDEVENTS 18

5.2.1.18 #define ENDFIX 8

5.2.1.19 #define ENDPARSE 2

5.2.1.20 #define ENDSACC 6

5.2.1.21 #define ENDSAMPLES 16

5.2.1.22 #define EVENT_GAZERES 0x2000

5.2.1.23 #define EVENT_GAZEXY 0x0400

5.2.1.24 #define EVENT_HREFXY 0x0200

5.2.1.25 #define EVENT_PUPILSIZE 0x4000

5.2.1.26 #define EVENT_PUPILXY 0x0100

5.2.1.27 #define EVENT_STATUS 0x1000

5.2.1.28 #define EVENT_VELOCITY 0x8000

5.2.1.29 #define FEVENTDEF 1

5.2.1.30 #define FIX_AVG_ONLY 0x0008

5.2.1.31 #define FIXATION_EVENTS 0x1000

5.2.1.32 #define FIXUPDATE 9

5.2.1.33 #define FIXUPDATE_EVENTS 0x0800

5.2.1.34 #define FLEFTEYE_EVENTS 0x4000

5.2.1.35 #define FRIGHTEYE_EVENTS 0x8000

5.2.1.36 #define FSAMPLEDEF 1

5.2.1.37 #define HEAD_POSITION_WARNING 0x00F0

5.2.1.38 #define HEAD_VELOCITY_WARNING 0x0001

5.2.1.39 #define INaN -32768

5.2.1.40 #define INPUT_EVENTS 0x0020

5.2.1.41 #define INPUTEVENT 28

5.2.1.42 #define INTERP_PUPIL_WARNING 0x8000

5.2.1.43 #define INTERP_SAMPLE_WARNING 0x1000

5.2.1.44 #define LED_BOT_WARNING 0x0040

5.2.1.45 #define LED_EXTRA_WARNING 0x0008

5.2.1.46 #define LED_LEFT_WARNING 0x0020

5.2.1.47 #define LED_MISSING_WARNING 0x0004

5.2.1.48 #define LED_RIGHT_WARNING 0x0010

5.2.1.49 #define LED_TOP_WARNING 0x0080

5.2.1.50 #define LEFT 0

5.2.1.51 #define LEFT_EYE 0

5.2.1.52 #define LEFTEYE_EVENTS 0x8000

5.2.1.53 #define LEFTEYEI 0

5.2.1.54 #define LOST_DATA_EVENT 0x3F

5.2.1.55 #define LSTRINGDEF 1

5.2.1.56 #define MATH_ERROR_WARNING 0x2000

5.2.1.57 #define MESSAGE_EVENTS 0x0200

5.2.1.58 #define MESSAGEEVENT 24

5.2.1.59 #define MISSING -32768

5.2.1.60 #define MISSING_DATA -32768

5.2.1.61 #define PARSEDBY_GAZE 0x00C0

5.2.1.62 #define PARSEDBY_HREF 0x0080

5.2.1.63 #define PARSEDBY_PUPIL 0x0040

5.2.1.64 #define READ_AVG 0x0004

5.2.1.65 #define READ_AVGPOS 0x0020

5.2.1.66 #define READ_BEG 0x0001

5.2.1.67 #define READ_BEGPOS 0x0008

5.2.1.68 #define READ_END 0x0002

5.2.1.69 #define READ_ENDPOS 0x0010

5.2.1.70 #define READ_ENDTIME 0x0040

5.2.1.71 #define READ_GAZEXY 0x1000

5.2.1.72 #define READ_GRES 0x0200

5.2.1.73 #define READ_HREFXY 0x0800

5.2.1.74 #define READ_PUPILXY 0x0400

5.2.1.75 #define READ_SIZE 0x0080

5.2.1.76 #define READ_STATUS 0x2000

5.2.1.77 #define READ_VEL 0x0100

5.2.1.78 #define RIGHT 1

5.2.1.79 #define RIGHT_EYE 1

5.2.1.80 #define RIGHTEYE_EVENTS 0x4000

5.2.1.81 #define RIGHTEYEI 1

5.2.1.82 #define SACCADE_EVENTS 0x0400

5.2.1.83 #define SAMPLE_BUTTONS 0x0020

5.2.1.84 #define SAMPLE_GAZERES 0x0200

5.2.1.85 #define SAMPLE_GAZEXY 0x0400

5.2.1.86 #define SAMPLE_HEADPOS 0x0010

5.2.1.87 #define SAMPLE_HREFXY 0x0800

5.2.1.88 #define SAMPLE_INPUTS 0x0040

5.2.1.89 #define SAMPLE_LEFT 0x8000

5.2.1.90 #define SAMPLE_PUPILSIZE 0x0100

5.2.1.91 #define SAMPLE_PUPILXY 0x1000

5.2.1.92 #define SAMPLE_RIGHT 0x4000

5.2.1.93 #define SAMPLE_STATUS 0x0080

5.2.1.94 #define SAMPLE_TAGGED 0x0008

5.2.1.95 #define SAMPLE_TIMESTAMP 0x2000

5.2.1.96 #define SAMPLE_TYPE 200

5.2.1.97 #define SAMPLE_UTAGGED 0x0004

5.2.1.98 #define START_TIME_ONLY 0x0004

5.2.1.99 #define STARTBLINK 3

5.2.1.100 #define STARTEVENTS 17

5.2.1.101 #define STARTFIX 7

5.2.1.102 #define STARTPARSE 1

5.2.1.103 #define STARTSACC 5

5.2.1.104 #define STARTSAMPLES 15

5.3 edfread.cpp File Reference

```
#include <stdlib.h>
#include <math.h>
#include "result.h"
#include "trials.h"
```

Defines

- #define mxCalloc calloc
- #define mxFree free

Functions

- int main (int argc, char *argv[ ])

5.3.1 Define Documentation

5.3.1.1 #define mxCalloc calloc

5.3.1.2 #define mxFree free

5.3.2 Function Documentation

5.3.2.1 int main (int *argc*, char * *argv*[ ])

5.4 edftypes.h File Reference

Data Structures

- struct MICRO

Defines

- #define FARTYPE
- #define BYTEDEF 1
- #define MICRODEF 1

Typedefs

- typedef unsigned char byte
- typedef short INT16
- typedef long INT32
- typedef unsigned short UINT16
- typedef unsigned long UINT32

5.4.1 Define Documentation

5.4.1.1 #define BYTEDEF 1

5.4.1.2 #define FARTYPE

5.4.1.3 #define MICRODEF 1

5.4.2 Typedef Documentation

5.4.2.1 typedef unsigned char byte

5.4.2.2 typedef short INT16

5.4.2.3 typedef long INT32

5.4.2.4 typedef unsigned short UINT16

5.4.2.5 typedef unsigned long UINT32

5.5 eye.h File Reference

```
#include "types.h"
```

Data Structures

- class Eye

Typedefs

- typedef vector< Eye > Eyes

5.5.1 Typedef Documentation

5.5.1.1 typedef vector<Eye> Eyes

5.6 result.h File Reference

Defines

- #define TRIAL_COUNTF 3
- #define TRIAL_LEFT 0
- #define TRIAL_RIGHT 1
- #define TRIAL_BUTTON 2
- #define EYE_COUNTF 5
- #define EYE_FIXATION 0
- #define EYE_SACCADE 1
- #define EYE_BLINK 2
- #define EYE_SAMPLES 3
- #define EYE_DRIFT 4
- #define FIX_COUNTF 5
- #define FIX_S 0
- #define FIX_E 1
- #define FIX_X 2
- #define FIX_Y 3
- #define FIX_P 4
- #define SAC_COUNTF 7
- #define SAC_ST 0
- #define SAC_SX 1
- #define SAC_SY 2
- #define SAC_ET 3
- #define SAC_EX 4
- #define SAC_EY 5
- #define SAC_SP 6
- #define BLINK_COUNTF 2
- #define BLINK_START 0
- #define BLINK_END 1
- #define SAMPLE_COUNTF 4
- #define SAMPLE_TIME 0

- #define SAMPLE_X 1
- #define SAMPLE_Y 2
- #define SAMPLE_PUPIL 3
- #define MSG_COUNTF 2
- #define MSG_S 0
- #define MSG_M 1
- #define BTN_COUNTF 2
- #define BTN_T 0
- #define BTN_K 1
- #define INFO_COUNTF 2
- #define INFO_HEAD 0
- #define INFO_CAL 1
- #define CAL_COUNTF 3
- #define CAL_TRIAL 0
- #define CAL_LEFT 1
- #define CAL_RIGHT 2
- #define EC_COUNTF 9
- #define EC_AVG 0
- #define EC_MAX 1
- #define EC_ODEG 2
- #define EC_OX 3
- #define EC_OY 4
- #define EC_RX 5
- #define EC_RY 6
- #define EC_TYPE 7
- #define EC_COEFF 8

Variables

- const char * trial_fields [TRIAL_COUNTF] = { "left", "right", "button" }
- const char * eye_fields [EYE_COUNTF] = { "fixation", "saccade", "blink", "samples", "drift" }
- const char * fix_fields [FIX_COUNTF] = { "start", "end", "x", "y", "pupil" }
- const char * sac_fields [SAC_COUNTF] = { "start", "sx", "sy", "end", "ex", "ey", "speed" }
- const char * blink_fields [BLINK_COUNTF] = { "start", "end" }
- const char * sample_fields [SAMPLE_COUNTF] = { "time", "x", "y", "pupil" }
- const char * msg_fields [MSG_COUNTF] = { "time", "msg" }
- const char * btn_fields [BTN_COUNTF] = { "time", "code" }
- const char * info_fields [INFO_COUNTF] = { "header", "calib" }
- const char * cal_fields [CAL_COUNTF] = { "trial", "left", "right" }
- const char * ec_fields [EC_COUNTF] = { "err_avg", "err_max", "off_deg", "off_x", "off_y", "res_x", "res_y", "type", "coeff" }

5.6.1 Define Documentation

5.6.1.1 #define BLINK_COUNTF 2

5.6.1.2 #define BLINK_END 1

5.6.1.3 #define BLINK_START 0

5.6.1.4 #define BTN_COUNTF 2

5.6.1.5 #define BTN_K 1

5.6.1.6 #define BTN_T 0

5.6.1.7 #define CAL_COUNTF 3

5.6.1.8 #define CAL_LEFT 1

5.6.1.9 #define CAL_RIGHT 2

5.6.1.10 #define CAL_TRIAL 0

5.6.1.11 #define EC_AVG 0

5.6.1.12 #define EC_COEFF 8

5.6.1.13 #define EC_COUNTF 9

5.6.1.14 #define EC_MAX 1

5.6.1.15 #define EC_ODEG 2

5.6.1.16 #define EC_OX 3

5.6.1.17 #define EC_OY 4

5.6.1.18 #define EC_RX 5

5.6.1.19 #define EC_RY 6

5.6.1.20 #define EC_TYPE 7

5.6.1.21 #define EYE_BLINK 2

5.6.1.22 #define EYE_COUNTF 5

5.6.1.23 #define EYE_DRIFT 4

5.6.1.24 #define EYE_FIXATION 0

5.6.1.25 #define EYE_SACCADE 1

5.6.1.26 #define EYE_SAMPLES 3

5.6.1.27 #define FIX_COUNTF 5

5.6.1.28 #define FIX_E 1

5.6.1.29 #define FIX_P 4

5.6.1.30 #define FIX_S 0

5.6.1.31 #define FIX_X 2

5.6.1.32 #define FIX_Y 3

5.6.1.33 #define INFO_CAL 1

5.6.1.34 #define INFO_COUNTF 2

5.6.1.35 #define INFO_HEAD 0

5.6.1.36 #define MSG_COUNTF 2

5.6.1.37 #define MSG_M 1

5.6.1.38 #define MSG_S 0

5.6.1.39 #define SAC_COUNTF 7

5.6.1.40 #define SAC_ET 3

5.6.1.41 #define SAC_EX 4

5.6.1.42 #define SAC_EY 5

5.6.1.43 #define SAC_SP 6

5.6.1.44 #define SAC_ST 0

5.6.1.45 #define SAC_SX 1

5.6.1.46 #define SAC_SY 2

5.6.1.47 #define SAMPLE_COUNTF 4

5.6.1.48 #define SAMPLE_PUPIL 3

5.6.1.49 #define SAMPLE_TIME 0

5.6.1.50 #define SAMPLE_X 1

5.6.1.51 #define SAMPLE_Y 2

5.6.1.52 #define TRIAL_BUTTON 2

5.6.1.53 #define TRIAL_COUNTF 3

5.6.1.54 #define TRIAL_LEFT 0

5.6.1.55 #define TRIAL_RIGHT 1

5.6.2 Variable Documentation

5.6.2.1 const char* blink_fields[BLINK_COUNTF] = { "start", "end" }

5.6.2.2 const char* btn_fields[BTN_COUNTF] = { "time", "code" }

5.6.2.3 const char* cal_fields[CAL_COUNTF] = { "trial", "left", "right" }

5.6.2.4 const char* ec_fields[EC_COUNTF] = { "err_avg", "err_max", "off_deg", "off_x", "off_y", "res_x", "res_y", "type", "coeff" }

5.6.2.5 const char* eye_fields[EYE_COUNTF] = { "fixation", "saccade", "blink", "samples", "drift" }

5.6.2.6 const char* fix_fields[FIX_COUNTF] = { "start", "end", "x", "y", "pupil" }

5.6.2.7 const char* info_fields[INFO_COUNTF] = { "header", "calib" }

5.6.2.8 const char* msg_fields[MSG_COUNTF] = { "time", "msg" }

5.6.2.9 const char* sac_fields[SAC_COUNTF] = { "start", "sx", "sy", "end", "ex", "ey", "speed" }

5.6.2.10 const char* sample_fields[SAMPLE_COUNTF] = { "time", "x", "y", "pupil" }

5.6.2.11 const char* trial_fields[TRIAL_COUNTF] = { "left", "right", "button" }

5.7 trial.h File Reference

```
#include "types.h"
```

Data Structures

- class Trial

Typedefs

- typedef list< Trial * > trial_list

5.7.1 Typedef Documentation

5.7.1.1 typedef list<Trial *> trial_list

5.8 trials.h File Reference

```
#include "edf.h"
#include <iostream>
#include <sstream>
#include "types.h"
#include "eye.h"
#include "trial.h"
```

Data Structures

- class Trials

Defines

- #define DEBUG(x) cerr << __LINE__ << " " << x << endl;
- #define DEBUG2(x) cerr << __LINE__ << ":2 " << x << endl;
- #define CUREYE ((*(current → eyes))[fd → fe.eye])
- #define EVENT (fd → fe)

5.8.1 Define Documentation

5.8.1.1 #define CUREYE ((∗(current → eyes))[fd → fe.eye])

5.8.1.2 #define DEBUG(x) cerr << __LINE__ << " " << x << endl;

5.8.1.3 #define DEBUG2(x) cerr << __LINE__ << ":2 " << x << endl;

5.8.1.4 #define EVENT (fd → fe)

5.9 types.h File Reference

```
#include <vector>
#include <map>
#include <list>
#include <string>
```

Data Structures

- class StructField< C, T >
- class StringField
- class Message
- class EyeCalib
- class Calibration
- class Button
- class Fixation
- class Saccade
- class Blink
- class Sample

Defines

- #define mxClassID int
- #define mxUINT32_CLASS 13
- #define mxSINGLE_CLASS 7
- #define mxINT32_CLASS 12

Typedefs

- typedef map< string, string > strstrmap
- typedef StructField< mxUINT32_CLASS, UINT32 > UINT32Field
- typedef StructField< mxINT32_CLASS, INT32 > INT32Field
- typedef StructField< mxSINGLE_CLASS, float > FloatField
- typedef map< string, Message > msgmap
- typedef list< Calibration ∗ > calib_list

5.9.1 Define Documentation

5.9.1.1 #define mxClassID int

5.9.1.2 #define mxINT32_CLASS 12

5.9.1.3 #define mxSINGLE_CLASS 7

5.9.1.4 #define mxUINT32_CLASS 13

5.9.2 Typedef Documentation

5.9.2.1 typedef list<Calibration *> calib_list

5.9.2.2 typedef StructField<mxSINGLE_CLASS,float> FloatField

5.9.2.3 typedef StructField<mxINT32_CLASS,INT32> INT32Field

5.9.2.4 typedef map<string, Message> msgmap

5.9.2.5 typedef map<string, string> strstrmap

5.9.2.6 typedef StructField<mxUINT32_CLASS,UINT32> UINT32Field

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