target coding

t > 0 N / 360

distractorinsensitive

t > d & d = 0

N / 360

1 / 360

conflictinsensitive

t > c & c = 0N / 360

target & conflict 1/360

conflict coding c > 0

N / 360

target & distractor 1/360

all 0 / 360

conflict & distractor 0/360

distractor coding d > 0N / 360