Make sure inputs are valid

Make sure we don’t accidentally overwrite a data file

Set experiment constants

\*Set up condition ordering\*

Make the experiment run faster if subjID is ‘debug’

\*Read in the stimuli materials\*

\*Set up the data that we want to save\*

Set up screen and keyboard for Psychtoolbox

Set display options

Set loop variables

\*Present the experiment\*

Randomize table

Grade results

Debug

Want to:

Change inputs

Adjust outputs accordingly

Maybe each item is a condition?

Or, more realistically, maybe there are no conditions

i.e, there’s only one condition

NUM\_TRIALS should maybe not exist, else should be 60 trials

How to view .mat files in materials folder? What does a struct even look like? Anything?

Currently, it works. Now make it pretty and try to fix it if you break it.

Currently won’t show all the things because I don’t know how to do OptSeq and the order comes from that, so the given order isn’t long enough. Will probably want to take out the OptSeq ordering stuff and just make a manual 1-60 order, but that might set the script back in the big picture because we’ll need to build OptSeq back in eventually.

Big thing: get OptSeq working. Also: maybe get Info\_A1 going or merge it with AgentPatientStimuli\_materials. Clean up conditions a little more if possible, although they may come back and be useful, perhaps in a way that involves Info\_A1. Get more… info… about that.

I = imread(‘blankwhite.png’);

text\_str = whatever

position = x y

RGB = insertText(I,position,text\_str,’FontSize’,18)

figure

imshow(RGB)

**Tests**

Are all items shown?

Is the incrementing okay or is there excessive lag buildup?

Do you get the right error messages if there’s an input error?

Is anything being overwritten?

Are the correct materials being read in?

**Presentation**

Demonstrate AgentPatientStimuli.m (perhaps use ‘debug’)

Show output file

Show AgentPatientStimuli\_materials.csv

Explain OptSeq issues

Demonstrate TextToImage

**Ongoing questions**

How does the total time parameter work for OptSeq?

How do I get OptSeq to show all the materials?

What are the permutations of highlight, flip, and [everything else] that should be presented?

What’s the big picture with TextToImage (i.e., where does that come into the main script)?

Should I leave in the condition infrastructure in case we need it?

What specifically do we want out of the results file? (Order used – clarify?)

**Stuff to do**

Check outputs of AgentPatientStimuli.m

Write up paragraphs

Read about OptSeq

Gets down to Zach Star is shaking Kyle Square (last one)