

make_scene_list.py

Rich Stoner, UCSD 2011

List of all scenes to be viewed

Scene 0 - Rest

Scene settings

Scene items

Scene items

Scene 1 - Fixation

Scene settings

Scene items

```
import json, os, glob, datetime, time, pprint
```

```
scene_list = []
```

```
scene = {}
scene['name'] = '0 - Rest'
scene['base_time'] = 5.0
scene['flex_time'] = 0.0
scene['trigger'] = 'timer'
scene_items = []
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'fixation target'
scene_item['color'] = 'red'
scene_item['location'] = 'center'
scene_item['touchable'] = False
scene_item['hidden'] = False
scene_items.append(scene_item)
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'touch target'
scene_item['color'] = 'blue'
scene_item['location'] = 'randomHorizontalMidline'
scene_item['hidden'] = True
scene_item['touchable'] = True
scene_items.append(scene_item)
```

```
scene['items'] = scene_items
scene_list.append(scene)
```

```
scene = {}
scene['name'] = '1 - Preparation'
scene['base_time'] = 3.0
scene['flex_time'] = 2.0
scene['trigger'] = 'timer'
scene_items = []
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'touch target'
scene_item['color'] = 'blue'
scene_item['location'] = 'sameHorizontalMidline'
scene_item['hidden'] = False
scene_item['touchable'] = False
scene_items.append(scene_item)
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'fixation target'
scene_item['location'] = 'center'
scene_item['color'] = 'red'
scene_item['hidden'] = False
scene_item['touchable'] = False
scene_items.append(scene_item)
```

```
scene['items'] = scene_items
```

Scene 2 - Movement 0

Scene settings

Scene items

Scene 3 - Movement 1

Scene settings

Scene items

Scene 4 - Movement 2

Scene settings

```
scene_list.append(scene)
```

```
scene = {}
scene['name'] = '2 - Movement 0'
scene['base_time'] = 200.0
scene['flex_time'] = 0.0
scene['trigger'] = 'touch'
scene_items = []
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'touch target'
scene_item['color'] = 'blue'
scene_item['location'] = 'sameHorizontalMidline'
scene_item['touchable'] = True
scene_item['hidden'] = False
scene_items.append(scene_item)
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'fixation target'
scene_item['location'] = 'center'
scene_item['color'] = 'green'
scene_item['touchable'] = False
scene_item['hidden'] = False
scene_items.append(scene_item)
```

```
scene['items'] = scene_items
scene_list.append(scene)
```

```
scene = {}
scene['name'] = '3 - Movement 1'
scene['base_time'] = 200.0
scene['flex_time'] = 0.0
scene['trigger'] = 'touch'
scene_items = []
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'touch target'
scene_item['color'] = 'blue'
scene_item['location'] = 'oppositeHorizontalMidline'
scene_item['touchable'] = True
scene_item['hidden'] = False
scene_items.append(scene_item)
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'fixation target'
scene_item['location'] = 'center'
scene_item['color'] = 'green'
scene_item['touchable'] = False
scene_item['hidden'] = False
scene_items.append(scene_item)
```

```
scene['items'] = scene_items
scene_list.append(scene)
```

```
scene = {}
scene['name'] = '4 - Movement 2'
scene['base_time'] = 200.0
scene['flex_time'] = 0.0
scene['trigger'] = 'touch'
scene_items = []
```

Scene items

Scene 5 - Movement 3

Scene settings

Scene items

Scene 6 - Movement 4

Scene settings

Scene items

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'touch target'
scene_item['location'] = 'oppositeHorizontalMidline'
scene_item['color'] = 'blue'
scene_item['touchable'] = True
scene_item['hidden'] = False
scene_items.append(scene_item)
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'fixation target'
scene_item['location'] = 'center'
scene_item['color'] = 'green'
scene_item['touchable'] = False
scene_item['hidden'] = False
scene_items.append(scene_item)
```

```
scene['items'] = scene_items
scene_list.append(scene)
```

```
scene = {}
scene['name'] = '5 - Movement 3'
scene['base_time'] = 200.0
scene['flex_time'] = 0.0
scene['trigger'] = 'touch'
scene_items = []
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'touch target'
scene_item['location'] = 'oppositeHorizontalMidline'
scene_item['color'] = 'blue'
scene_item['touchable'] = True
scene_item['hidden'] = False
scene_items.append(scene_item)
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'fixation target'
scene_item['location'] = 'center'
scene_item['color'] = 'green'
scene_item['touchable'] = False
scene_item['hidden'] = False
scene_items.append(scene_item)
```

```
scene['items'] = scene_items
scene_list.append(scene)
```

```
scene = {}
scene['name'] = '6 - Movement 4'
scene['base_time'] = 200.0
scene['flex_time'] = 0.0
scene['trigger'] = 'touch'
scene_items = []
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'touch target'
scene_item['location'] = 'oppositeHorizontalMidline'
scene_item['color'] = 'blue'
scene_item['touchable'] = True
scene_item['hidden'] = False
scene_items.append(scene_item)
```

```
scene_item = {}
scene_item['shape'] = 'circle'
```

Scene 7 - Rest

Scene settings

Scene items

Scene items

Generate file

Settings for generated file

Write file

Print console output

```
scene_item['id'] = 'fixation target'
scene_item['location'] = 'center'
scene_item['color'] = 'green'
scene_item['touchable'] = False
scene_item['hidden'] = False
scene_items.append(scene_item)
```

```
scene['items'] = scene_items
scene_list.append(scene)
```

```
scene = {}
scene['name'] = '7 - Rest'
scene['base_time'] = 5.0
scene['flex_time'] = 0.0
scene['trigger'] = 'timer'
scene_items = []
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'fixation target'
scene_item['color'] = 'red'
scene_item['location'] = 'center'
scene_item['touchable'] = False
scene_item['hidden'] = False
scene_items.append(scene_item)
```

```
scene_item = {}
scene_item['shape'] = 'circle'
scene_item['id'] = 'touch target'
scene_item['color'] = 'blue'
scene_item['location'] = 'randomHorizontalMidline'
scene_item['hidden'] = True
scene_item['touchable'] = True
scene_items.append(scene_item)
```

```
scene['items'] = scene_items
scene_list.append(scene)
```

```
filename = 'exampled_trial.json'
foutput = open(filename, 'w')
```

```
foutput.write(json.dumps(scene_list))
foutput.close()
```

```
pprint.pprint(scene_list)
```