Study: FFR Molis Tone Glide

Updated: 12/18/2017 by Brandon Madsen

**TO DO: Planned changes for next build:**

1. Improve handling of improper inputs. For instance, if someone puts in “10” for ten percent rather than “0.1” as the program currently calls for, either shift the decimal point to make it 0-1 or explicitly check for this and throw an error up front.

(TO DO updated 12/18/2017 by Brandon Madsen)

**\_2\_lessVerbose** – Includes several changes to the command line progress display, but processes the FFR data no differently than **\_1\_**.

(Description updated 12/18/2017 by Brandon Madsen)

**\_1\_** **–** Besides what is in the general processing description document, the function also contains the following:

1. When calling the function, arguments are passed to specify the number of samples in the prestimulus interval (prestimSamps) and in the duration of the stimulus (stimSamps), which will be used to determine the region of interest for artifact rejection. There is also an argument for how many additional samples (bufferSamps) should be included in the analysis following the end of the stimulus.
2. In gradually lowering the rejection threshold to reach the target reject ratio, the threshold is iteratively set to the highest amplitude in the analysis time-ranges of the remaining (not yet rejected) sweeps. This method provides the best balance between (i) speed of processing, and (ii) most precisely approximating the target reject ratio.
3. Includes an input argument nTotal, which documents the total number of sweeps in the original recording, as a way of preventing accidentally running already-processed data through multiple times and getting successively smaller numbers of sweeps.

(Description updated 11/29/2017 by Brandon Madsen)