Olfactometer User Interface

Graphical user interface, application

Description automatically generated

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| Item Number | Description |
| 1 | Select the required training level:  Use only Training0 until new updates. All other levels are non-functional at the moment. |
| 2 | Enter the dog’s name |
| 3 | Enter the handlers name |
| 4 | Select the number of trials within the session |
| 5 | Select the amount of time, in seconds, the dog is required to hold its muzzle within the port for a correct response |
| 6 | Enter the maximum amount of time a trial will run before it times out. |
| 7 | Enter the session number (if used) |
| 8 | Enter the day number (if used) |
| 9 | Select “yes” for no display of target odor port number.  Select “no” to display the target odor port on the computer screen. |
| 10 | Select “yes” to keep the trial running until the dog selects the correct port (up until the timeout time #6)  Select “no” to end the trial even if the false alerts or searches each port and does not alert to one, within the alert time (#5) after searching all three ports |
| 11 | Not functional at this time |
| 12 | Select the frequency of target presentations to blank presentations. 1.0 being all target, 0.9 is 9 target to 1 blank, 0.8 is 8 target to 2 blank etc. |
| 13 | Frequency at which a correct “all clear” response gets reinforced. 1.0 indicates every time the dog makes an “all clear” when no odor is present, the correct tone alerts. 0 indicates that when a correct “all clear” occurs when odor is absent, only the end of trial tone is played (and not the correct tone). The probability of the correct tone can be modified between 1-0. |
| 14 | Similar to 13, but the frequency for which a correct alert on the target odor is reinforced. 1.0 indicates all correct alerts on odor are reinforced. Can be modified to an intermittent schedule as desired. |
| 15 | Select “yes” to play a sound based on response  Select “no” for no sound |
| 16 | Option to run generalization probes in which no feedback (via tone) is provided and the odor presented is the “Probe” selected in 19. A “Probe” odor must be selected in 19 for this to work. |
| 17 | Score alerts via the infrared beams. |
| 18 | Not functional at the moment, click the tab “Edit odors” at the top to edit odor options. |
| 19 | Select “target” or “distractor” based on location within olfactometer |
| 20 | If multiple targets are selected, you can manipulate the relative frequency of each target. 1:1 indicates both targets are used equally. 2:1 indicates twice as many of the first target are presented as the second, etc. Non-functional if only one target is selected. |
| 21 | Start |