**Instructions for Running NEDE VR-Online Version**

**Running a New Subject**

1. **Set Up Biosmi** - Turn on the Biosemi and make sure everything is plugged in.
   1. Gel subject in
   2. Open Actiview from desktop and confirm that signal quality is good.
   3. On the desktop, open the application BioSemi.exe – Shortcut. Set ‘EEG Channel Subset’ to 64 and click ‘link’.
2. **Set Up Eye Tracker** - Turn on the Oculus. Make sure the power cable is plugged in to the oculus (it will still turn on if the power cable is not plugged in). On the desktop, open the application iViewNG-HMD-LSL.exe – Shortcut.
   1. Click into the iViewNG-HMD-LSL application and enter “9” to run the 9 point calibration. (can do 3 or 5 instead)
   2. In the bottom right corner on the windows task bar, click on the oculus icon and then click “Configuration Utility”. Confirm that the oculus is on and the tracker is connected.
   3. Click “Show Demo Scene” and center the oculus to the subjects natural center.
3. **Run EEGNET Classifier** – two options:
   1. Via Spyder
      1. Open Anaconda Prompt on Desktop
      2. Type “activate NEDE\_VR”
      3. Type “spyder”
      4. Open the file classifier.py
      5. Adjust the settings at the top of the script
      6. Run it by clicking the green “play button at the top”
      7. If error’s occur or kernel dies, under IPython console, x-out of the Console you are in and a new one will appear.
   2. Via command line
      1. Open Anaconda Prompt on Desktop
      2. Type “activate NEDE\_VR”
      3. Type “cd NEDE\_VR/Data\_Analysis/Scripts”
      4. Type “python classifier.py”
4. **Run Subject**
   1. Open Unity from the desktop
   2. Select NEDE\_VR from the list of projects
   3. In the project window in unity, select “Scenes”, then select “Startup”
   4. Select three distractors and a target from the top four categories listed.
   5. Inform the subject what the target will be.
   6. On the right side, under “Presentation Type”, select “Follow” (This sets it so that there is a second car that you are following).
   7. Press “Start Now” at the bottom of the screen
   8. Have the subject perform one block as practice to get comfortable with the game