1. Clone the GitLab repository to a local directory as detailed in ‘1. Edit Locally’
2. Download *lib* in this folder (compatible with experiments compiled from PsychoPy Builder v2020.2.3)
3. Extract *lib* to the local directory at the same level as your experiment’s JavaScript file. E.g. If your JavaScript’s full path is C:\Experiments\Project1\My\_Awesome\_Experiment.js, then *lib*’s full path should be C:\Experiments\Project1\lib
4. To run the script locally (without the Pavlovia server), we need to let the computer know where your external files are (including Excel sheets, images, audio, etc.). To do that, navigate to this part of your JavaScript code:

psychoJS.start({

expName: expName,

expInfo: expInfo,

resources: []

});

Specify the ‘name’ and ‘path’ for each resource you need as such:

(Of course, there is simpler code to achieve this, but this is the idea)

psychoJS.start({

expName: expName,

expInfo: expInfo,

resources: [{name: 'sound\_1.wav', path: 'resources/sound\_1.wav'},

{name: 'sound\_2.wav', path: 'resources/sound\_2.wav'}

]

});

Note that you should modify ‘path’ to match the actual path

1. Then, to get a csv file when aborting the experiment, navigate to this part of your code:

function quitPsychoJS(message, isCompleted) {

// Check for and save orphaned data

if (psychoJS.experiment.isEntryEmpty()) {

psychoJS.experiment.nextEntry();

}

psychoJS.window.close();

psychoJS.quit({message: message, isCompleted: isCompleted});

return Scheduler.Event.QUIT;

}

Add one line:

function quitPsychoJS(message, isCompleted) {

// Check for and save orphaned data

if (psychoJS.experiment.isEntryEmpty()) {

psychoJS.experiment.nextEntry();

}

psychoJS.experiment.save();

psychoJS.window.close();

psychoJS.quit({message: message, isCompleted: isCompleted});

return Scheduler.Event.QUIT;

}

1. To run scripts, install the *script* package on Atom:

* Go to File -> Settings and select ‘Install’
* Search for ‘script’
* Install *script*

1. Tap to view index.html and press ctrl + shift + B to run!