LSL Github link

<https://github.com/sccn/labstreaminglayer>

LSL Git repository

<https://github.com/sccn/labstreaminglayer.git>

LSL legacy files can be found here with compiled binaries

<ftp://sccn.ucsd.edu/pub/software/LSL/>

LSL4Unity git hub page

<https://github.com/jelenaLis/LSL4Unity>

Link to git repository

<https://github.com/jelenaLis/LSL4Unity.git>

My GitHub Repository

<https://github.com/tomishninja/LabSteamingLayer-TomsDemo.git>

Other examples of the lab streaming layer being used (you tube vids)

LSL demonstration video (linked to via the source code)

<https://www.youtube.com/watch?v=Y1at7yrcFW0>

Slides used for the above video

<ftp://sccn.ucsd.edu/pub/bcilab/lectures/Demo_1_The_Lab_Streaming_Layer.pdf>

Real-Time MI based BCI A example of it being used with unity to control an avatar

<https://www.youtube.com/watch?v=soOuyIBpzZA>

Cognionics LSL Demo: This is just a demo of how it can be used to get large amounts of data out of things. This one is looking at someone opening and closing their eyes.

<https://www.youtube.com/watch?v=SNDp2WUkXE8>