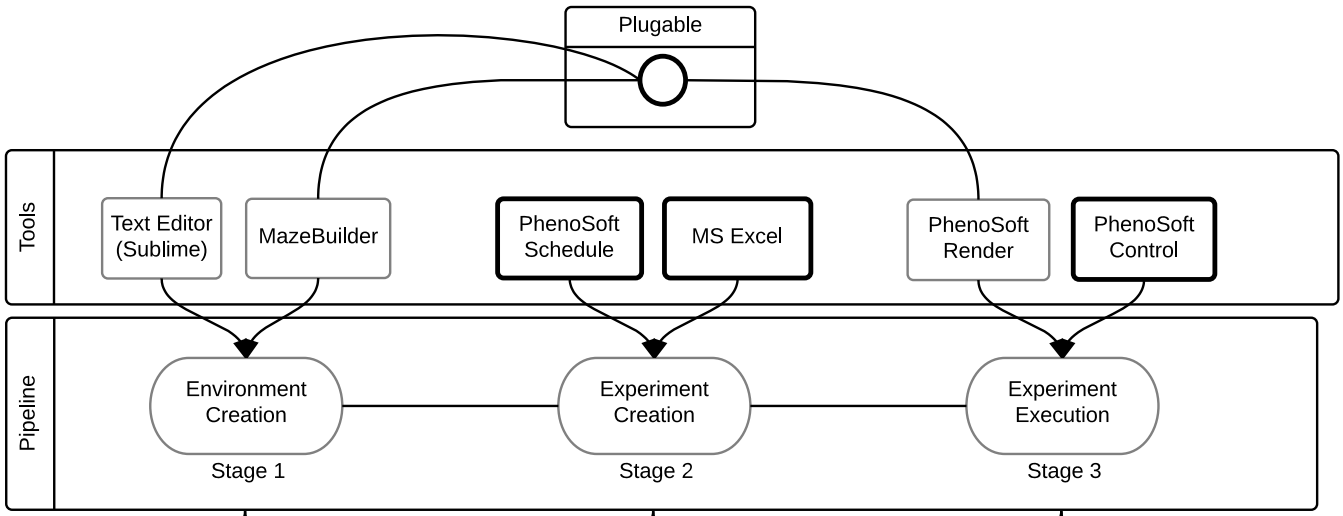

Design and implementation of the virtual environment that the experiment will take place in. With the JetBall VR system, the environment is a maze that is constructed in two dimensions, that is, all of the maze elements lie on a single plane. Environments for the JetBall consist of rooms and linear corridors connecting those rooms. It also allows the placement of "objects," 3D meshes that can be installed in the environment.

Design and implementation of the experiment to be executed in the virtual environment. The experiment defines what activities the animal will be required to perform in the virtual environment, and the feedback protocols in response to those activites. The design of the experimental schedule uses information that was created in the "Environment Creation" section of the pipeline; namely, room and object locations.

Execution of the experiment developed in the previous stage. The experiment will take place in the environment specified in Stage 1. Tools can be used to monitor the status of the hardware components as the experiment executes. Logs are maintained by the control software. All of the configuration must be correct for the experiment to execute in the expected manner. An analog port can be used to obtain raw output from the device