FSAMPLE:

The **FSAMPLE** structure holds information for each sample in the EDF file. Depending on the recording options, some of the fields may be empty.

Field	ROW 1	ROW 2	Notes
time	time stamp of sample (in milliseconds)		
px	left eye raw pupil x coordinates	right eye raw pupil x coordinates	Raw pupil-center position (or pupil minus CR if running in pupil-CR mode)
py	left eye raw pupil y coordinates	right eye raw pupil y coordinates	See above
hx	left eye head-referenced eye position x	right eye head-referenced eye position x	HREF data is related to the tangent of the rotation angle of the eye relative to the head.
hy	left eye head-referenced eye position y	right eye head-referenced eye position y	See above
pa	left eye pupil size data	right eye pupil size data	This value is uncalibrated and based on diameter or area (depending on which was chosen during data collection)
gx	X Gaze position for Left Eye	X Gaze position for Right Eye	Gaze in screen pixel co-ordinates
gy	Y Gaze position for Left Eye	Y Gaze position for Right Eye	See above
rx	left eye PPDx	right eye PPDx	Pixels per degree
ry	left eye PPDy	right eye PPDy	Pixels per degree
gxvel	left eye gaze velocity x	right eye gaze velocity x	Value in degrees of visual angle per second
gyvel	left eye gaze velocity y	right eye gaze velocity y	Value in degrees of visual angle per second
hxvel	left eye head-referenced eye velocity x	right eye head-referenced eye velocity x	See hx above
hyvel	left eye head-referenced eye velocity y	right eye head-referenced eye velocity y	See hy above
rxvel	left eye raw x velocity	righ eye raw x velocity	In degs per second
ryvel	left eye raw y velocity	right eye raw y velocity	In degs per second
fgxvel	left eye fast gaze x velocity	right eye fast gaze x velocity	fast = uses fast velocity model
fgyvel	left eye fast gaze y velocity	right eye fast gaze y velocity	See above
fhxvel	left eye fast head-referenced velocity x	right eye fast head-referenced velocity x	See above
fhyvel	left eye fast head-referenced velocity y	right eye fast head-referenced velocity y	See above
frxvel	left eye fast head-referenced ppdx	right eye fast head-referenced ppdx	See above
fryvel	left eye fast head-referenced ppdy	right eye fast head-referenced ppdy	See above
hdata	head-tracker data		
flags	flags to indicate contents		
input	extra (input word)		Unused
buttons	button state and changes		From button box attached to Host PC
htype	head tracker data type		
errors	process error flags		

FEVENT

The FEVENT structure holds information for each event in the EDF file. Depending on the recording options and the event type, some of the fields may be empty.

Field	ROW 1	ROW 2	Notes
time	effective time of event		
type	event type		(STARTBLINK=3, ENDBLINK=4, STARTSACC=5, ENDSACC=6, STARTFIX=7, ENDFIX=8, FIXUPDATE=9)
read	flags which items were included		
sttime	start time of the event		
entime	end time of the event		
hstx	headref starting points x		
hsty	headref starting points y		
gstx	gaze starting points x		
gsty	gaze starting points y		
sta	Pupil size at start		
henx	headref ending points x		
heny	headref ending points y		
genx	gaze ending points x		
geny	gaze ending points y		
ena	Pupil size at end		
havx	headref averages x		
havy	headref averages y		
gavx	gaze averages x		
gavy	gaze averages y		
ava	average pupil size		
avel	accumulated averge velocity		
pvel	accumulated peak velocity		
svel	start velocity		
evel	end velocity		
supd_x	start units per degree x		
eupd_x	end units per degreee x		
supd_y	start units per degree y		
eupd_y	end units per degree y		
eye	eye tracked:		0=left 1=right
status	error, warning flags		
flags	error, warning flags		
input			
buttons			
parsedby	7 bits of flags: PARSEDBY codes		
message	message/ any message string		
condestring	type of event		

IOEVENT

Button input or other simple events (e.g. changes in button status or input port data)

time	time stamp of above		
type	event type		
data	coded event data		
codestring	type of event		

RECORDINGS

The RECORDINGS structure holds information about a recording block in an EDF file. A RECORDINGS structure is present at the start of recording and the end of recording. Conceptually a RECORDINGS structure is similar to the START and END lines found in an EyeLink ASC file. RECORDINGS with a state field = 0 represent the end of a

time	time stamp		
sample_rate	sampling rate of recorded data		
eflags			
sflags			
state			
record_type			
pupil_type	0=area 1= diameter		
recording_mo	0=pupil, 1=corneal reflection		
filter_type	1,2, or 3		
pos_type	tracking data type: 0=gaze, 1=href, 2= raw		
eye	1= left, 2= right, 3= left and right		
codestring	type of event (in this case = RECORDING INFO)		

HEADER

header information found at the beginning of the edf file

FILENAME

Header information found at the beginning of the edf file