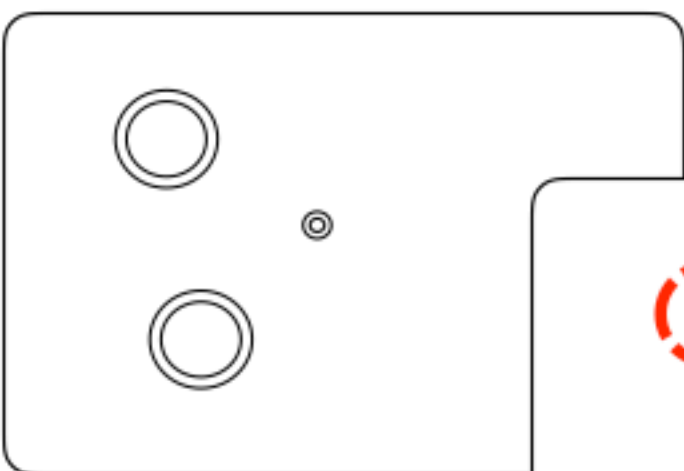
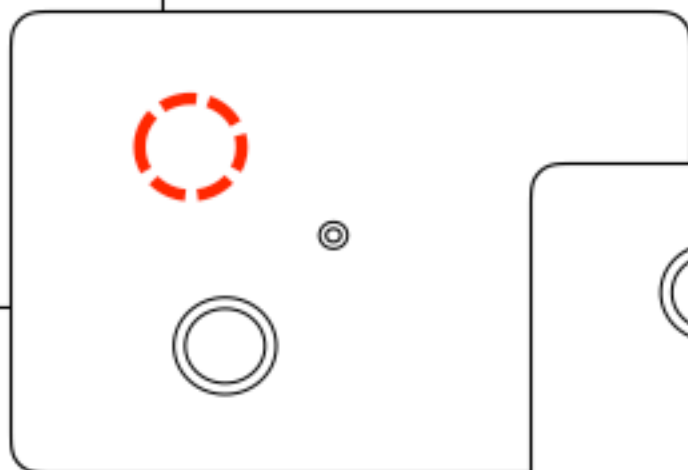


CTOA



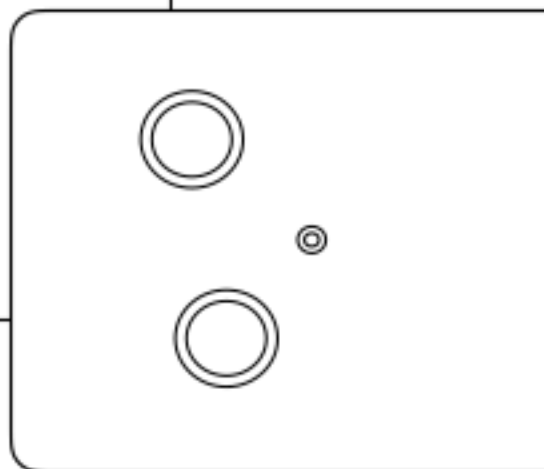
500-800ms

Cue On



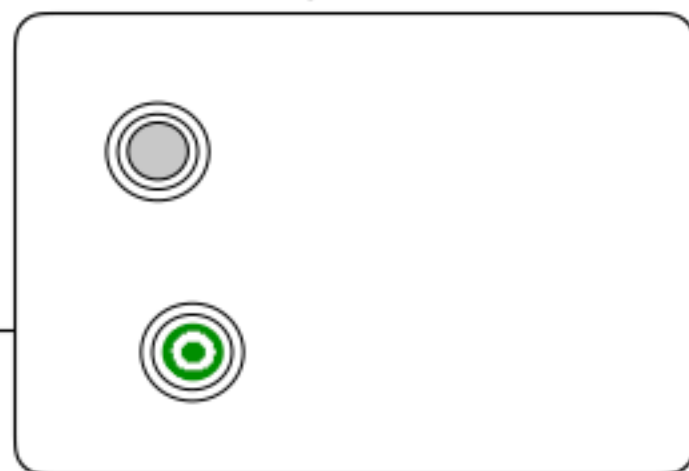
50ms

Cue Off

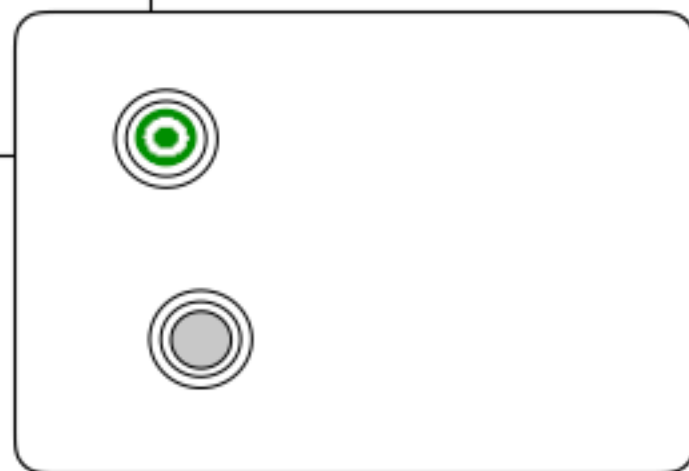


500-700ms

Target IOR



Distractor IOR



Until saccade completion

Trial time

