

P0 (A): perceive sound (x)  
Gaussian CV  
100, (random 0.1 1.0 1)

A0: attend sound (x)  
Gaussian CV  
50, (random 0.1 1.0 1)

C0: Initiate Eye Movement EyeMvmt  
Gaussian CV  
50, (random 0.1 1.0 1)

V0: verify sound (x)  
Gaussian CV  
50, (random 0.1 1.0 1)

P0: Perceive Visual  
Gaussian CV  
290, (random 0.1 1.0 1)

C0: Verify EyeMvmt  
Gaussian CV  
50, (random 0.1 1.0 1)

M0: Eye Movement EyeMvmt  
Gaussian CV  
30, (random 0.1 1.0 1)

