

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

P0: Perceive Visual
Gaussian CV
290, (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)

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)

