

Appendix D

State Logic Scripts

The following is an example of a state logic script used in the Arrington Research ViewPoint EyeTracker, to: i) conjoin multiple videos into a single presentation, thus facilitating a single data file for each participant; and ii) allow us to flag essential data and timing points in the output data file, which aided subsequent analysis, cleaning and synchronisation of data.

Logic Scripts are divided into four file types. The main state logic script file (see Experiment 1a) applies to a complete test experiment and contains the main state information for all videos. The main script file is split into three parts. Initially the file defines the logic states, ensuring that a state number, name and action number are provided. Secondly, the action numbers are associated to the location of clip specific `initMovie`, `nextMovie` and `finishMovie` files, the other three types of state logic script files, which initialise, run and close video media respectively. The third and final section of the main state logic script file defines the state timings and the method used to move between states: a `timeout` command defines a time in seconds; a `keypress` command requires user prompting – in this case by pressing the ‘+’ key on the keyboard.

Experiment 1a

```

EchoLoadSettings      1
//
discriminatorRect     0      0.0    0.0    1      1
//
stateLogic_InitStateSpace
stateLogic_Tag&Name   0      A      Initializing_Band25
stateLogic_Tag&Name   1      B      Band_Clip25
stateLogic_Tag&Name   2      C      finish_Band25
stateLogic_Tag&Name   3      A      Initializing_Bathad5
stateLogic_Tag&Name   4      B      Bathad_Clip5
stateLogic_Tag&Name   5      C      finish_Bathad5
stateLogic_Tag&Name   6      A      Initializing_Chorus15
stateLogic_Tag&Name   7      B      Chorus_Clip15
stateLogic_Tag&Name   8      C      finish_Chorus15
stateLogic_Tag&Name   9      A      Initializing_Cook15
stateLogic_Tag&Name  10     B      Cook_Clip15
stateLogic_Tag&Name  11     C      finish_Cook15
stateLogic_Tag&Name  12     A      Initializing_Dalm25
stateLogic_Tag&Name  13     B      Dalm_Clip25
stateLogic_Tag&Name  14     C      finish_Dalm25
stateLogic_Tag&Name  15     A      Initializing_fcast5
stateLogic_Tag&Name  16     B      fcast_Clip5
stateLogic_Tag&Name  17     C      finish_fcast5
stateLogic_Tag&Name  18     A      Initializing_Lions5
stateLogic_Tag&Name  19     B      Lions_Clip5
stateLogic_Tag&Name  20     C      finish_Lions5
stateLogic_Tag&Name  21     A      Initializing_Nat15
stateLogic_Tag&Name  22     B      Nat_Clip15

```

```

stateLogic_Tag&Name      23      C      finish_Nat15
stateLogic_Tag&Name      24      A      Initializing_News5
stateLogic_Tag&Name      25      B      News_Clip5
stateLogic_Tag&Name      26      C      finish_News5
stateLogic_Tag&Name      27      A      Initializing_Rugby25
stateLogic_Tag&Name      28      B      Rugby_Clip25
stateLogic_Tag&Name      29      C      finish_Rugby25
stateLogic_Tag&Name      30      A      Initializing_Snook15
stateLogic_Tag&Name      31      B      Snook_Clip15
stateLogic_Tag&Name      32      C      finish_Snook15
stateLogic_Tag&Name      33      A      Initializing_Space25
stateLogic_Tag&Name      34      B      Space_Clip25
stateLogic_Tag&Name      35      C      finish_Space25
//
stateLogic_ActionFile 0      StateLogic:MovieListShow:BAND:initMovieList25
stateLogic_ActionFile 1      StateLogic:MovieListShow:BAND:showNextMovie
stateLogic_ActionFile 2      StateLogic:MovieListShow:BAND:finishedMovieList
//
stateLogic_ActionFile 3      StateLogic:MovieListShow:BATHAD:initMovieList5
stateLogic_ActionFile 4      StateLogic:MovieListShow:BATHAD:showNextMovie
stateLogic_ActionFile 5      StateLogic:MovieListShow:BATHAD:finishedMovieList
//
stateLogic_ActionFile 6      StateLogic:MovieListShow:CHORUS:initMovieList15
stateLogic_ActionFile 7      StateLogic:MovieListShow:CHORUS:showNextMovie
stateLogic_ActionFile 8      StateLogic:MovieListShow:CHORUS:finishedMovieList
//
stateLogic_ActionFile 9      StateLogic:MovieListShow:COOK:initMovieList15
stateLogic_ActionFile 10     StateLogic:MovieListShow:COOK:showNextMovie
stateLogic_ActionFile 11     StateLogic:MovieListShow:COOK:finishedMovieList
//
stateLogic_ActionFile 12     StateLogic:MovieListShow:DALM:initMovieList25
stateLogic_ActionFile 13     StateLogic:MovieListShow:DALM:showNextMovie
stateLogic_ActionFile 14     StateLogic:MovieListShow:DALM:finishedMovieList
//
stateLogic_ActionFile 15     StateLogic:MovieListShow:FCAST:initMovieList5
stateLogic_ActionFile 16     StateLogic:MovieListShow:FCAST:showNextMovie
stateLogic_ActionFile 17     StateLogic:MovieListShow:FCAST:finishedMovieList
//
stateLogic_ActionFile 18     StateLogic:MovieListShow:LIONS:initMovieList5
stateLogic_ActionFile 19     StateLogic:MovieListShow:LIONS:showNextMovie
stateLogic_ActionFile 20     StateLogic:MovieListShow:LIONS:finishedMovieList
//
stateLogic_ActionFile 21     StateLogic:MovieListShow:NAT:initMovieList15
stateLogic_ActionFile 22     StateLogic:MovieListShow:NAT:showNextMovie
stateLogic_ActionFile 23     StateLogic:MovieListShow:NAT:finishedMovieList
//
stateLogic_ActionFile 24     StateLogic:MovieListShow:NEWS:initMovieList5
stateLogic_ActionFile 25     StateLogic:MovieListShow:NEWS:showNextMovie
stateLogic_ActionFile 26     StateLogic:MovieListShow:NEWS:finishedMovieList
//
stateLogic_ActionFile 27     StateLogic:MovieListShow:RUGBY:initMovieList25
stateLogic_ActionFile 28     StateLogic:MovieListShow:RUGBY:showNextMovie
stateLogic_ActionFile 29     StateLogic:MovieListShow:RUGBY:finishedMovieList
//
stateLogic_ActionFile 30     StateLogic:MovieListShow:SNOOK:initMovieList15
stateLogic_ActionFile 31     StateLogic:MovieListShow:SNOOK:showNextMovie
stateLogic_ActionFile 32     StateLogic:MovieListShow:SNOOK:finishedMovieList
//
stateLogic_ActionFile 33     StateLogic:MovieListShow:SPACE:initMovieList25
stateLogic_ActionFile 34     StateLogic:MovieListShow:SPACE:showNextMovie
stateLogic_ActionFile 35     StateLogic:MovieListShow:SPACE:finishedMovieList
//BD
stateLogic_keyPress 0      1      +
stateLogic_TimeOut 1      2      36
stateLogic_TimeOut 2      3      1
//BA
stateLogic_keyPress 3      4      +
stateLogic_TimeOut 4      5      25
stateLogic_TimeOut 5      6      1
//CH
stateLogic_keyPress 6      7      +
stateLogic_TimeOut 7      8      33
stateLogic_TimeOut 8      9      1
//OR
stateLogic_keyPress 9      10     +
stateLogic_TimeOut 10     11     39
stateLogic_TimeOut 11     12     1

```

```

//DA
stateLogic_keyPress 12 13 +
stateLogic_TimeOut 13 14 33
stateLogic_TimeOut 14 15 1
//FC
stateLogic_keyPress 15 16 +
stateLogic_TimeOut 16 17 45
stateLogic_TimeOut 17 18 1
//LN
stateLogic_keyPress 18 19 +
stateLogic_TimeOut 19 20 32
stateLogic_TimeOut 20 21 1
//NA
stateLogic_keyPress 21 22 +
stateLogic_TimeOut 22 23 37
stateLogic_TimeOut 23 24 1
//NW
stateLogic_keyPress 24 25 +
stateLogic_TimeOut 25 26 38
stateLogic_TimeOut 26 27 1
//RG
stateLogic_keyPress 27 28 +
stateLogic_TimeOut 28 29 34
stateLogic_TimeOut 29 30 1
//SN
stateLogic_keyPress 30 31 +
stateLogic_TimeOut 31 32 34
stateLogic_TimeOut 32 33 1
//SP
stateLogic_keyPress 33 34 +
stateLogic_TimeOut 34 35 37
//
action_MovieAutoStart 1
stateLogic_START_ACTION
//
//action_END

```

Band Video Clip

BAND:initMovieList25

```

// (c) 2001, Arrington Research, Inc.
// ViewPoint EyeTracker Settings
//
//
action_MovieList_Init
//
// PICTURES
action_MovieList_AddName ModelFest:BD25.mpg
//
action_MovieList_Randomize
//
END
//

```

BAND:showNextMovie

```

action_FullMovie MOVIE_LIST
action_StartMovie
action_MovieList_Increment
//
action_END
END

```

BAND:finishedMovieList

```

// -- Wait State -- finishedMovieList
action_END
END

```