event name	event description	event_value	event_time
EYE_pupilSizeLeft_raw	left eye pupil area	integer, raw value (arbitrary unit)	time at which a value was recorded
EYE_pupilSizeRight_raw	right eye pupil area	integer, raw value (arbitrary unit)	time at which a value was recorded
EYE_x_dva	calibrated gaze position	float, in degree visual angle	time at which a value was recorded
EYE_y_dva	calibrated gaze position	float, in degree visual angle	time at which a value was recorded
IO_buttonA	Boolean that specifies whether button is pressed or released	1 (button pressed) or 0 (button released)	time at which button was pressed or released
IO_fixationPoint	Boolean that specifies whether subject's gaze is within the fixation window	1 (gaze within window) or 0 (gaze outside window)	time at which gaze entered or left fixation window
IO_rewardA_ms	reward pump working	integer, duration in ms for how long reward pump was running	time at which reward pump started
IO_sync_16bit	synchronization variable sent to other systems to synchronize data	16bit integer	time at which new value was assigned
SPIKE_channelUnit	channel identifier for offline and online sorted spikes (see meta data for more information)	float assigned to each channel	time at which a spike was recorded in the given channel
STIM_background_colorB	blue component of background color	float between 0 and 1	time at which color changed
STIM_background_colorG	green component of background color	float between 0 and 1	time at which color changed
STIM_background_colorR	red component of background color	float between 0 and 1	time at which color changed
STIM_background_onset	background appears/disappears on the screen	1 (appears) or 0 (disappears)	time at which background appears or disappears
STIM_background_type	stimulus type of the background	string, always 'blankscreen'	time at which stimulus type for background was assigned
STIM_displayUpdate	frame shown on the screen, calculated by the graphic card in microseconds	integer, always 1	time of all display updates
STIM_fixationPoint_alphaMultiplier	transparency of fixation point	float between 0 (invisible) and 1 (solid)	time at wich transparency was assigned or updated
STIM_fixationPoint_colorB	blue component of fixation point color	float between 0 and 1	time at which color was assigned or updated
STIM_fixationPoint_colorG	green component of fixation point color	float between 0 and 1	time at which color was assigned or updated
STIM_fixationPoint_colorR	red component of fixation point color	float between 0 and 1	time at which color was assigned or updated
STIM_fixationPoint_onset	fixation point appears/disappears on the screen	1 (appears) or 0 (disappears)	time at which point appears or disappears
STIM_fixationPoint_posX	x-position of middle of the fixation point with respect to screen center	float, degrees of visual angle (negative values: left of center; positive values: right of center)	time at which position was assigned or updated
STIM_fixationPoint_posY	y-position of middle of the fixation point with respect to screen center	float, degrees of visual angle (negative values: below center; positive values: above center)	time at which position was assigned or updated
STIM_fixationPoint_rotation	rotation of the fixation point	float, angle in degrees, from 0 to 360	time at which value was assigned or updated
STIM_fixationPoint_sizeX	width of fixation point	float, in degrees of visual angle	time at which value was assigned or updated
STIM_fixationPoint_sizeY	height of fixation point	float, in degrees of visual angle	time at which value was assigned or updated
STIM_fixationPoint_type	stimulus type of the fixation point	string, always 'point'	time at which value was assigned or updated
STIM_fixationPoint_width	side-length of square fixation window	float; degrees in visual angle	time at which value was assigned or updated
STIM_MappingProbe_alphaMultiplier	transparency of mapping probe	float between 0 (invisible) and 1 (solid)	time at wich transparency was assigned or updated
STIM_MappingProbe_colorB	blue component of mapping probe color	float between 0 and 1	time at which color was assigned or updated
STIM_MappingProbe_colorG	green component of mapping probe color	float between 0 and 1	time at which color was assigned or updated
STIM_MappingProbe_colorR	red component of mapping probe color	float between 0 and 1	time at which color was assigned or updated
STIM_MappingProbe_direction	direction of mapping probe motion	float, in degrees (0-360)	time at which direction was assigned or changed
STIM_MappingProbe_dotSize	dot radius of mapping probe dots	float; in degrees of visual angle	time at which value was assigned or updated
STIM_MappingProbe_numberOfDots	number of dots in the mapping probe	integer	time at which value was assigned or updated
STIM_MappingProbe_onset	mapping probe appears/disappears on the screen	1 (appears) or 0 (disappears)	time at which mapping probe appears or disappears
STIM_MappingProbe_posX	x-position of middle of the mapping probe with respect to screen center	float, degrees of visual angle (negative values: left of center; positive values: right of center)	time at which value was assigned or updated
STIM_MappingProbe_posY	y-position of middle of the mapping probe with respect to screen center	float, degrees of visual angle (negative values: below center; positive values: above center)	time at which value was assigned or updated
STIM_MappingProbe_posZ	z-position of middle of the mapping probe	float, degrees of visual angle (not used here)	time at which value was assigned or updated
STIM_MappingProbe_RDPtype	type of random dot pattern	string, 'linear', 'spiral' (each with 100% coherence), 'linearMask', or 'spiralMask' (each with 0% coheren	time at which RDP type was assigned or updated
STIM_MappingProbe_sizeRadius	radius of mapping probe	float, degrees of visual angle	time at which value was assigned or updated
STIM_MappingProbe_speed	speed of mapping probe	float, degrees of visual angle per second	time at which value was assigned or updated
STIM_MappingProbe_type	stimulus type of the mapping probe	string, always 'dynamic random dots'	time at which value was assigned or updated
STIM_mask_alphaMultiplier	transparency of mask	float between 0 (invisible) and 1 (solid)	time at wich transparency was assigned or updated
STIM_mask_colorB	blue component of mask color	float between 0 and 1	time at which color was assigned or updated
STIM_mask_colorG	green component of mask color	float between 0 and 1	time at which color was assigned or updated
STIM_mask_colorR	red component of mask color	float between 0 and 1	time at which color was assigned or updated
STIM_mask_onset	mask appears/disappears on the screen	1 (appears) or 0 (disappears)	time at which mask appears or disappears
STIM_mask_posX	x-position of middle of the mask with respect to screen center	float, degrees of visual angle (negative values: left of center; positive values: right of center)	time at which position was assigned or updated
STIM_mask_posY	y-position of middle of the mask with respect to screen center	float, degrees of visual angle (negative values: below center; positive values: above center)	time at which position was assigned or updated
STIM_mask_rotation	rotation of the mask	float, angle in degrees, from 0 to 360	time at which value was assigned or updated
STIM_mask_sizeX	width of mask	float, in degrees of visual angle	time at which value was assigned or updated
STIM_mask_sizeY	height of mask	float, in degrees of visual angle	time at which value was assigned or updated
STIM_mask_type	stimulus type of the mask	string, always 'circle'	time at which value was assigned or updated
STIM_nDimRDP_alphaMultiplier	transparency of nDimRDP	float between 0 (invisible) and 1 (solid)	time at wich transparency was assigned or updated
STIM_nDimRDP_colorB	blue component of nDimRDP color	float between 0 and 1	time at which color was assigned or updated
STIM_nDimRDP_colorG	green component of nDimRDP color	float between 0 and 1	time at which color was assigned or updated
STIM_nDimRDP_colorR	red component of nDimRDP color	float between 0 and 1	time at which color was assigned or updated
STIM_nDimRDP_dotSize	dot radius of nDimRDP dots	float; in degrees of visual angle	time at which value was assigned or updated
STIM_nDimRDP_maxSpeed	maximum speed of nDimRDP	float, in degrees of visual angle per second (here always 20)	time at which value was assigned or updated
STIM_nDimRDP_numberOfDots	number of dots in the stimulus	integer	time at which value was assigned or updated
STIM_nDimRDP_onset	nDimRDP appears/disappears on the screen	1 (appears) or 0 (disappears)	time at which nDimRDP appears or disappears
STIM_nDimRDP_posX	x-position of middle of the nDimRDP with respect to screen center	float, degrees of visual angle (negative values: left of center; positive values: right of center)	time at which position was assigned or updated
STIM_nDimRDP_posY	y-position of middle of the nDimRDP with respect to screen center	float, degrees of visual angle (negative values: below center; positive values: above center)	time at which position was assigned or updated
STIM_nDimRDP_probePosition	speed and direction of the segments of the nDimRDP	vector of floats, containing alternating direction and speed values for the segments of the nDimRDP, starting with the bottom left segment and moving row-wise to the top right segment	time at which direction and speed values were assigned or updated
STIM_nDimRDP_RCsampleTime	duration of one sample	integer, in display updates; here always 12 (setup A) or 6 (setup B), which equals 100ms	time at which value was assigned or updated
STIM_nDimRDP_sizeX	width of nDimRDP	float, in degrees of visual angle	time at which value was assigned or updated

Variable	Description	Value	Time
STIM_nDimRDP_sizeY	height of nDimRDP	float, in degrees of visual angle	time at which value was assigned or updated
STIM_nDimRDP_speed	speed of nDimRDP	float, degrees of visual angle per second	time at which value was assigned or updated
STIM_nDimRDP_type	stimulus type of the nDimRDP	string, always 'n_dim_rdp'	time at which value was assigned or updated
STIM_RecmaskBottom_alphaMultiplier	transparency of bottom nDimRDP-mask	float between 0 (invisible) and 1 (solid)	time at wich transparency was assigned or updated
STIM_RecmaskBottom_colorB	blue component of bottom nDimRDP-mask color	float between 0 and 1	time at which color was assigned or updated
STIM_RecmaskBottom_colorG	green component of bottom nDimRDP-mask color	float between 0 and 1	time at which color was assigned or updated
STIM_RecmaskBottom_colorR	red component of bottom nDimRDP-mask color	float between 0 and 1	time at which color was assigned or updated
STIM_RecmaskBottom_onset	bottom nDimRDP-mask appears/disappears on the screen	1 (appears) or 0 (disappears)	time at which bottom mask appears or disappears
STIM_RecmaskBottom_posX	x-position of middle of the bottom nDimRDP-mask with respect to screen center	float, degrees of visual angle (negative values: left of center; positive values: right of center)	time at which position was assigned or updated
STIM_RecmaskBottom_posY	y-position of middle of the bottom nDimRDP-mask with respect to screen center	float, degrees of visual angle (negative values: below center; positive values: above center)	time at which position was assigned or updated
STIM_RecmaskBottom_rotation	rotation of the bottom nDimRDP-mask	float, angle in degrees, from 0 to 360	time at which value was assigned or updated
STIM_RecmaskBottom_sizeX	width of bottom nDimRDP-mask	float, in degrees of visual angle	time at which value was assigned or updated
STIM_RecmaskBottom_sizeY	height of bottom nDimRDP-mask	float, in degrees of visual angle	time at which value was assigned or updated
STIM_RecmaskBottom_type	stimulus type of the bottom nDimRDP-mask	string, always 'rectangle'	time at which value was assigned or updated
STIM_RecmaskLeft_alphaMultiplier	transparency of left nDimRDP-mask	float between 0 (invisible) and 1 (solid)	time at wich transparency was assigned or updated
STIM_RecmaskLeft_colorB	blue component of left nDimRDP-mask color	float between 0 and 1	time at which color was assigned or updated
STIM_RecmaskLeft_colorG	green component of left nDimRDP-mask color	float between 0 and 1	time at which color was assigned or updated
STIM_RecmaskLeft_colorR	red component of left nDimRDP-mask color	float between 0 and 1	time at which color was assigned or updated
STIM_RecmaskLeft_onset	left nDimRDP-mask appears/disappears on the screen	1 (appears) or 0 (disappears)	time at which left mask appears or disappears
STIM_RecmaskLeft_posX	x-position of middle of the left nDimRDP-mask with respect to screen center	float, degrees of visual angle (negative values: left of center; positive values: right of center)	time at which position was assigned or updated
STIM_RecmaskLeft_posY	y-position of middle of the left nDimRDP-mask with respect to screen center	float, degrees of visual angle (negative values: below center; positive values: above center)	time at which position was assigned or updated
STIM_RecmaskLeft_rotation	rotation of the left nDimRDP-mask	float, angle in degrees, from 0 to 360	time at which value was assigned or updated
STIM_RecmaskLeft_sizeX	width of left nDimRDP-mask	float, in degrees of visual angle	time at which value was assigned or updated
STIM_RecmaskLeft_sizeY	height of left nDimRDP-mask	float, in degrees of visual angle	time at which value was assigned or updated
STIM_RecmaskLeft_type	stimulus type of the left nDimRDP-mask	string, always 'rectangle'	time at which value was assigned or updated
STIM_RecmaskRight_alphaMultiplier	transparency of right nDimRDP-mask	float between 0 (invisible) and 1 (solid)	time at wich transparency was assigned or updated
STIM_RecmaskRight_colorB	blue component of right nDimRDP-mask color	float between 0 and 1	time at which color was assigned or updated
STIM_RecmaskRight_colorG	green component of right nDimRDP-mask color	float between 0 and 1	time at which color was assigned or updated
STIM_RecmaskRight_colorR	red component of right nDimRDP-mask color	float between 0 and 1	time at which color was assigned or updated
STIM_RecmaskRight_onset	stimulus appear/disappear on the screen	1 (appears) or 0 (disappears)	time at which right mask appears or disappears
STIM_RecmaskRight_posX	x-position of middle of the right nDimRDP-mask with respect to screen center	float, degrees of visual angle (negative values: left of center; positive values: right of center)	time at which position was assigned or updated
STIM_RecmaskRight_posY	y-position of middle of the right nDimRDP-mask with respect to screen center	float, degrees of visual angle (negative values: below center; positive values: above center)	time at which position was assigned or updated
STIM_RecmaskRight_rotation	rotation of the right nDimRDP-mask	float, angle in degrees, from 0 to 360	time at which angle was assigned or updated
STIM_RecmaskRight_sizeX	width of right nDimRDP-mask	float, in degrees of visual angle	time at which value was assigned or updated
STIM_RecmaskRight_sizeY	height of right nDimRDP-mask	float, in degrees of visual angle	time at which value was assigned or updated
STIM_RecmaskRight_type	stimulus type of the right nDimRDP-mask	string, always 'rectangle'	time at which value was assigned or updated
STIM_RecmaskTop_alphaMultiplier	transparency of top nDimRDP-mask	float between 0 (invisible) and 1 (solid)	time at wich transparency was assigned or updated
STIM_RecmaskTop_colorB	blue component of top nDimRDP-mask color	float between 0 and 1	time at which color was assigned or updated
STIM_RecmaskTop_colorG	green component of top nDimRDP-mask color	float between 0 and 1	time at which color was assigned or updated
STIM_RecmaskTop_colorR	red component of top nDimRDP-mask color	float between 0 and 1	time at which color was assigned or updated
STIM_RecmaskTop_onset	stimulus appear/disappear on the screen	1 (appears) or 0 (disappears)	time at which top mask appears or disappears
STIM_RecmaskTop_posX	x-position of middle of the top nDimRDP-mask with respect to screen center	float, degrees of visual angle (negative values: left of center; positive values: right of center)	time at which position was assigned or updated
STIM_RecmaskTop_posY	y-position of middle of the top nDimRDP-mask with respect to screen center	float, degrees of visual angle (negative values: below center; positive values: above center)	time at which position was assigned or updated
STIM_RecmaskTop_rotation	rotation of the top nDimRDP-mask	float, angle in degrees, from 0 to 360	time at which angle was assigned or updated
STIM_RecmaskTop_sizeX	width of top nDimRDP-mask	float, in degrees of visual angle	time at which value was assigned or updated
STIM_RecmaskTop_sizeY	height of top nDimRDP-mask	float, in degrees of visual angle	time at which value was assigned or updated
STIM_RecmaskTop_type	stimulus type of the top nDimRDP-mask	string, always 'rectangle'	time at which value was assigned or updated
STIM_TuningProbe_alphaMultiplier	transparency of tuning probe	float between 0 (invisible) and 1 (solid)	time at wich transparency was assigned or updated
STIM_TuningProbe_colorB	blue component of tuning probe color	float between 0 and 1	time at which color was assigned or updated
STIM_TuningProbe_colorG	green component of tuning probe color	float between 0 and 1	time at which color was assigned or updated
STIM_TuningProbe_colorR	red component of tuning probe color	float between 0 and 1	time at which color was assigned or updated
STIM_TuningProbe_direction	direction of tuning probe motion	float, in degrees (0-360)	time at which direction was assigned or updated
STIM_TuningProbe_dotSize	dot radius of tuning probe dots	float; in degrees of visual angle	time at which value was assigned or updated
STIM_TuningProbe_numberOfDots	number of dots in the tuning probe	integer	time at which value was assigned or updated
STIM_TuningProbe_onset	tuning probe appears/disappears on the screen	1 (appears) or 0 (disappears)	time at which tuning probe appears or disappears
STIM_TuningProbe_posX	x-position of middle of the tuning probe with respect to screen center	float, degrees of visual angle (negative values: left of center; positive values: right of center)	time at which position was assigned or updated
STIM_TuningProbe_posY	y-position of middle of the tuning probe with respect to screen center	float, degrees of visual angle (negative values: below center; positive values: above center)	time at which position was assigned or updated
STIM_TuningProbe_posZ	z-position of middle of the tuning probe	float, in degrees of visual angle (not used here)	time at which position was assigned or updated
STIM_TuningProbe_RDPtype	type of random dot pattern	string, 'linear', 'spiral' (each with 100% coherence), 'linearMask', or 'spiralMask' (each with 0% coheren	time at which RDP type was assigned or updated
STIM_TuningProbe_sizeRadius	radius of tuning probe	float, degrees of visual angle	time at which value was assigned or updated
STIM_TuningProbe_speed	speed of tuning probe	float, degrees of visual angle per second	time at which value was assigned or updated
STIM_TuningProbe_type	stimulus type of the tuning probe	string, always 'dynamic random dots'	time at which value was assigned or updated
TRIAL_end	end of a trial	integer, trial number	time at which trial ended
TRIAL_outcome	outcome of a trial	string, "hit", "failure", or "brokeFixation"	time at which trial outcome was determined
TRIAL_responseEvent	response of the subject	integer, always 1	time at which the response occured
TRIAL_responseTrigger	change of stimulus to which subject should respond	integer, always 1	time at which the response trigger occured
TRIAL_start	start of a trial	integer, trial number	time of trial start
TRIAL_type	type of trials	string, "Mapping", "Tuning", or "Reverse Correlation"	time at which trial type was assigned