
NMRC Go/Nogo Task Documentation

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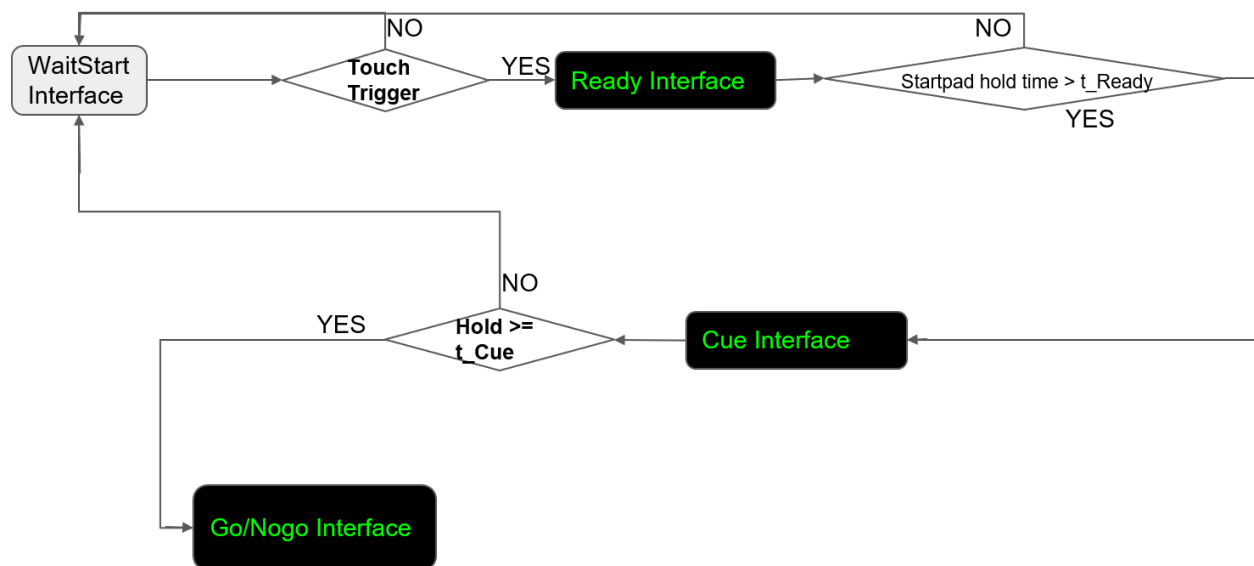
Jan 21, 2022

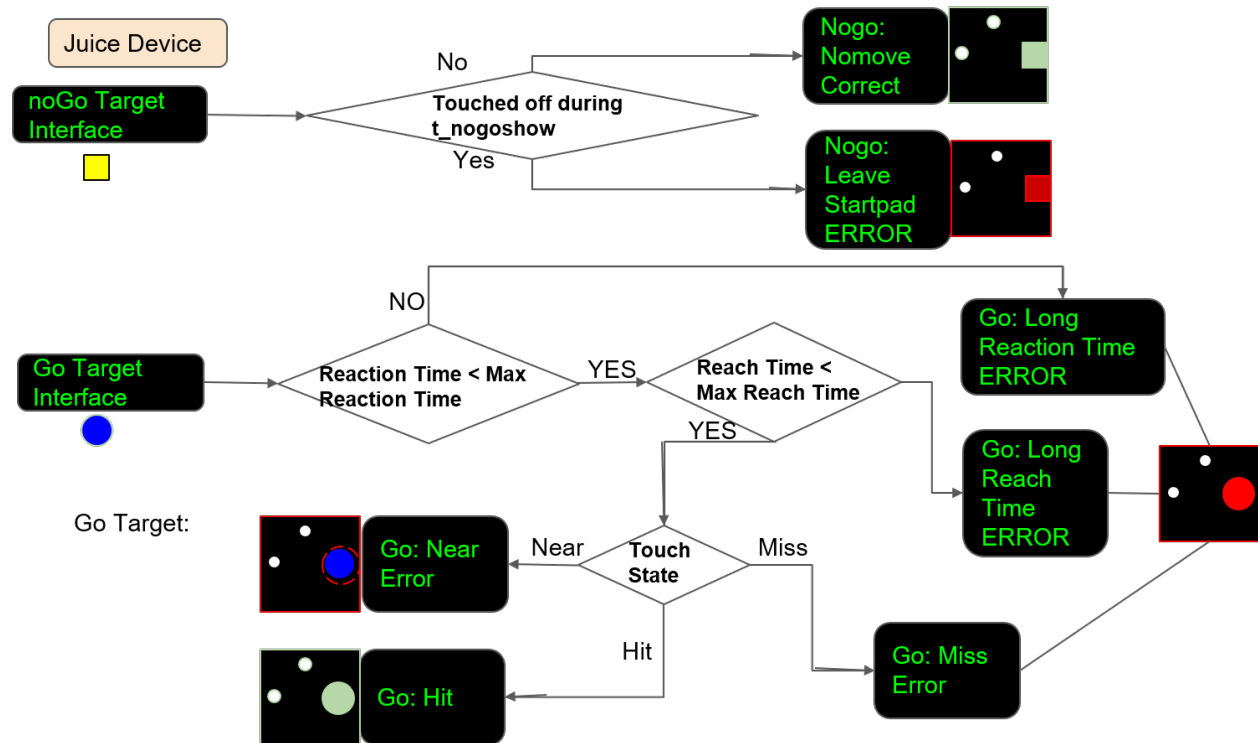
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FLOW DIAGRAM

Flow Diagram of the Software

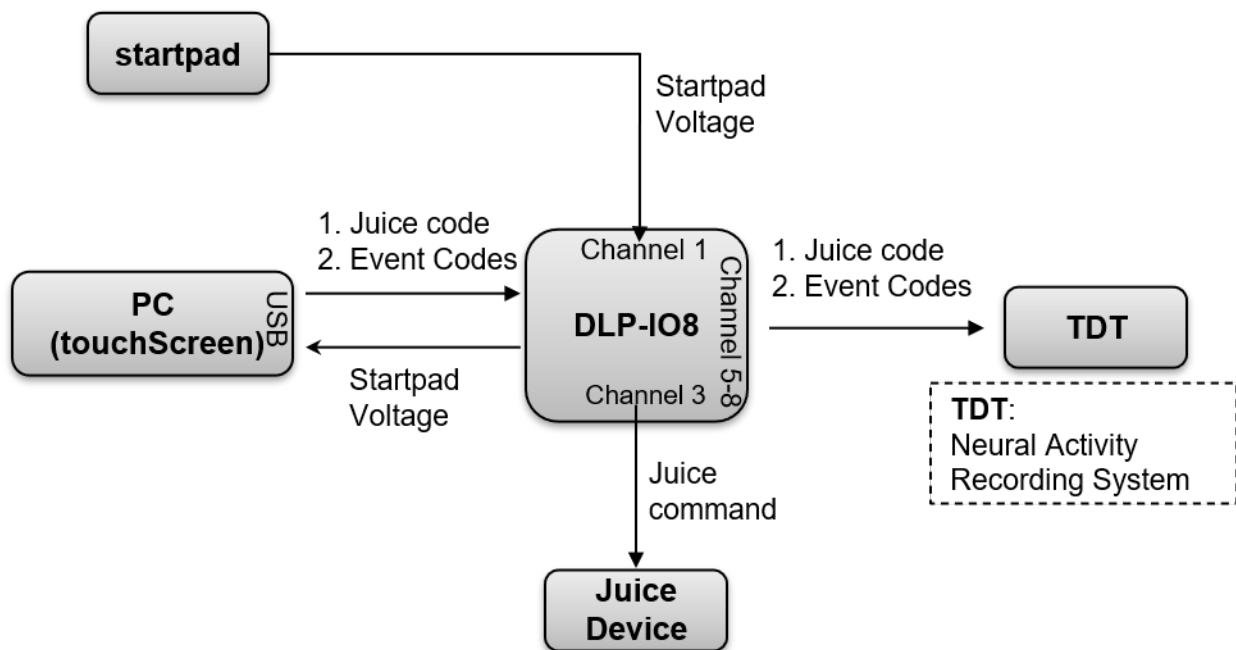




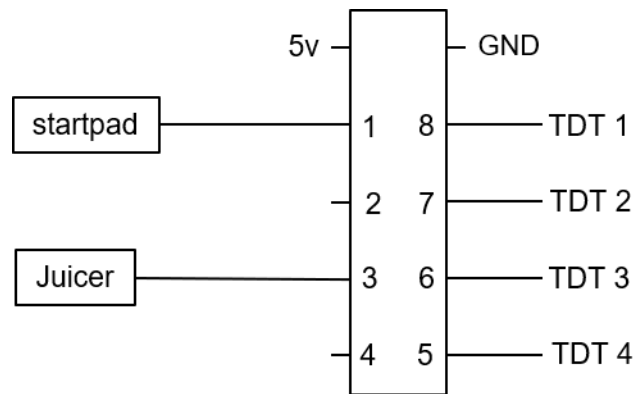
HARDWARE FRAMEWORK

Hardware Framework

Hardware Framework



IO8 Channel Connection



INTERFACE GO

Function Wait_Reach():

Output Member Variables: gotargetTouchstate: GoTargetTouchState.goHit, GoTargetTouch-
State.goClose, or GoTargetTouchState.goMiss

SHUFFLE TRIALS

function: private void Shuffle_GonogoTrials(int gotrialnum, int nogotrialnum)

Output Member Variables: targetType_List: new List<TargetType>(), Go or Nogo for each trial

ISSUES

1. noGo Task: Hold all the time, thus no delay for the following trial.
2. Some Miss is misclassified into Close.
3. ~~Add audio~~

PRESENTATION CLASS

Namespace: GonoGoTask_wpfVer

Inheritance: System.Windows.Window

6.1 Properties

Interface Related

t_Ready_List	List<float>	len = ntrials, random t_Ready for each trial, generated in function Shuffle_GonogoTrials
t_Cue_List	List<float>	len = ntrials, random t_Cue for each trial, generated in function Shuffle_GonogoTrials
t_noGoShow_List	List<float>	len = ntrials, random t_noGoShow for each trial, generated in function Shuffle_GonogoTrials

Touch Points Related

Property	Data Type		Used Function
tMax_1Touch	List<float>	the Duration for One Touch (set 10ms)	
touch-Points_Id	Hash-Set<int>	Unique Touch Point Id within Each Touch Duration	Added/Removed: Touch_FrameReported()
down-Points_Pos	List<double>	X, Y position of Each Touchdown Point within Each Touch Duration (tMax_1Touch)	Added: Touch_FrameReported() Used/Removed: calc_GoTargetTouchState()

6.2 Methods

Wait_Reach():

Output Member Variables: gotargetTouchstate: GoTargetTouchState.goHit, GoTargetTouchState.goClose, or GoTargetTouchState.goMiss