

Have an item re-done [Eye and Pen v3]

The following script snippet shows how to have an item passed and if needed repassed.

The experimenter validates each item, and can restart an item.

Each item is recorded in a separate and numbered file. Thus, an item re-done is recorded as number 2, 3 etc.

; Wordlist.txt is a text only file containing a list of words, one per line.

; Matching pictures should be found in the Stimuli folder (each word name + ".bmp")

```
LoadList (WordsToCopy.txt)
```

```
RandomizeList
```

; Label anItem's value will be 1 at start. Each time the script will go again to anItem, its value will be added 1.

```
:anItem
```

; Number's value is reset to zero when starting with a new item

```
ResetLabelCounter (Number)
```

```
:Number
```

; Display word.bmp, centered on display (X=-1, y=-1), without time limit (-1)

```
DisplayPic (%L:anItem%.bmp, -1, -1-1)
```

; The filename will include Number's value. If the item is passed more than once, we'll have multiple recordings (1, 2, 3, etc.)

```
OpenRec (%L:anItem%_%I:Number%)
```

; Record tablet until the pen is pressed in the area (zone) defined by tablet coordinates (17327,5150,19850,2415);

```
WaitForTabZoneAt (17327, 5150, 19850, 2415, True, True)
```

; stop recording

```
CloseRec
```

; remove picture from the screen

```
HidePicture
```

; display the message, horizontally centered and at 800 pixels from the screen top, with no time limit (-1).

```
DisplayMsg (Again ? (Y/N) , -1, -1, 800, False)
```

```
WaitForKeyPress
```

```
HideMessage
```

; if key pressed was Y, then jump to to the label "Number": let's pass again the same item. Else continue script further.

```
JumpToIfKeypressedIs (Number, Y, False)
```

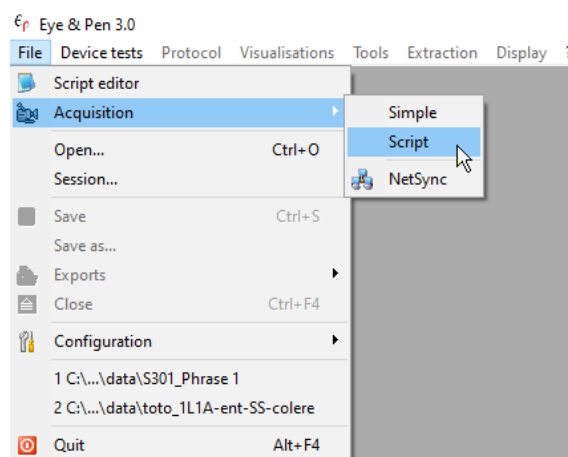
;if we are not at the end of the list, the jumpto to the label "anItem"

```
LoopIfLabelIsBelow (anItem, %M%, False)
```

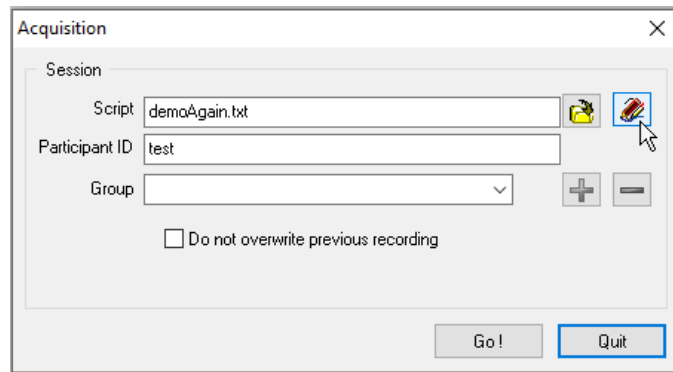
To play with this snippet more easily, here is a "light" version without tablet recording, using 8 items.

You may copy and paste into the script editor, save and run (text follows figures).

Step 1: Launch the script acquisition panel



Step 2: edit the current script



Step 3: copy and paste the script into the editor

```
Script editor - C:\Users\dchesnet\Documents\EP_Dev\scripts\demoAgain.txt
File Edit Command Script ?
1 ; Label anItem's value will be 1 at start. Each time the script will go again to AnItem, its value will be added 1. Then 2, 3, etc.
2 :anItem
3
4 ; Number's value is reset to 0 when starting with a new item
5 ResetLabelCounter(Number)
6 :Number
7
8 ; display centered on display (X=-1, y=-1), without time limit (-1)
9 DisplayMsg(Item %I:anItem% trial %I:Number%,2000,-1,-1,False)
10
11 ; display the message, horizontally centered and at 800 pixels from the screen top, with no time limit (-1):
12 DisplayMsg(Again ? (Y/N) ,-1,-1,800,False)
13 WaitForKeyPress
14 HideMessage
15
16 ; if key pressed was Y, then jump to the label "Number": let's pass again the same item...
17 JumpToIfKeyPressedIs(Number,Y,False)
18
19
20 ;if we are not at the end of the list (8 items), the jump to the label "anItem"
21 LoopIfLabelIsBelow(anItem,8,False)
```

Script text:

; Label anItem's value will be 1 at start. Each time the script will go again to anItem, its value will be added 1.

:anItem

; Number's value is reset to 0 when starting with a new item

ResetLabelCounter(Number)

:Number

; Display is centered on display (X=-1, y=-1), without time limit (-1)

DisplayMsg(Item %I:anItem% trial %I:Number%,2000,-1,-1,False)

; Display the message, horizontally centered and at 800 pixels from the screen top, with no time limit (-1).

DisplayMsg(Again ? (Y/N) ,-1,-1,800,False)

WaitForKeyPress

HideMessage

; If key pressed was Y, then jump to the label "Number": let's pass again the same item...

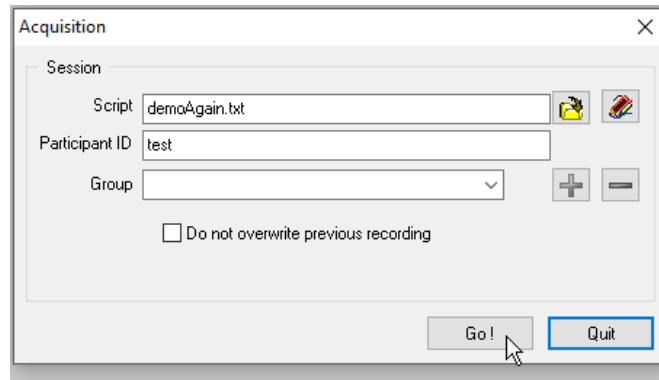
JumpToIfKeyPressedIs(Number,Y,False)

;if we are not at the end of the list (8 items), then jump to the label "anItem"

LoopIfLabelIsBelow(anItem,8,False)

Step 4: Save script and quit the editor

Step 5: select the script file in the panel and run



Step6: it's up to you!

