

Useful Terms & Links

Psychtoolbox Wiki: <http://psychtoolbox.org/wikka.php?wakka=HomePage>

Psychtoolbox Oneliners: <http://docs.psychtoolbox.org/PsychOneliners>

Alpha Blending: http://en.wikipedia.org/wiki/Alpha_compositing

CLUT: <http://en.wikipedia.org/wiki/CLUT>

Gamma Correction: http://en.wikipedia.org/wiki/Gamma_correction

Button Box Setup

HHSC 1X5D
HID Key 12345

Psychtoolbox Demos

In command line type “open Psychtoolbox/PsychDemos/ *Insert Demo Name Here*”

PsychExampleExperiments - Subfolder with real experiment scripts for tasks, contributed by users.

AlphaImageDemo - Simple demo of OpenGL alpha blending.

AlphaRotateDemo - A variant of AlphaImageDemoOSX, demonstrates rotated drawing.

ArcDemo - Demonstrate the 'FrameArc', 'FillArc' functions.

AudioTunnel3DDemo - Very sketchy demo on how to use OpenAL for 3D spatialized sound.

AudioTunnel3DDemo - Another sketchy demo on how to use OpenAL for 3D spatialized sound.

BasicAMAndMixScheduleDemo - Demonstrates basic use of sound schedules, volume controls, amplitude modulation and audio mixing of multiple voices.

BasicSoundFeedbackDemo - Demonstrates a audio feedback loop via PsychPortAudio(). See DelayedSoundFeedbackDemo for a more research grade approach.

BasicSoundInputDemo - Demonstrate basic usage of PsychPortAudio() for sound capture.

BasicSoundOutputDemo - Demonstrate basic usage of PsychPortAudio() for sound playback.

BasicSoundScheduleDemo - Demonstrate basic usage of sound schedules and buffers with PsychPortAudio().

BubbleDemo - Like GazeContingentDemoOSX, but with multiple apertures.

CalDemo - Demonstrate use of calibration structure and associated routines.

ClutAnimDemo - Demonstrate lookup table animation.

ContrastModulatedNoiseTheClumsyStyleDemo - Demonstrate creation of contrast modulated noise. Clumsy and inefficient, but works on old hardware.

ContrastModulatedNoiseTheElegantStyleDemo - Demonstrate creation of contrast modulated noise. Elegant and efficient, but needs recent hardware.

DatarecordingFromISCANDemo - Template for asynchronous data collection and timestamping of gaze samples from ISCAN eye tracker.

DatarecordingFromSerialPortDemo - Template for asynchronous data collection and timestamping from serial port.

DelayedSoundFeedbackDemo - Demonstrates a audio feedback loop via PsychPortAudio() with exactly controlled latency.

DotDemo - Animate dots with Screen('DrawDots').

DKLDemo - Demonstrate DKL color space.

DrawFormattedTextDemo - Demonstrate formatted text drawing via DrawFormattedText()

DrawHighQualityUnicodeTextDemo - Demonstrate drawing of high quality, anti-aliased and Unicode text.

DrawManuallyAntiAliasedTextDemo - Manually anti-alias text for special purpose applications.

DrawMirroredTextDemo - Shows how to draw horizontally mirrored text.

DrawSomeTextDemo - Very simple example of using 'DrawText'.

DriftDemo - Animation of grating using textures.

DriftDemo2 - More efficient animation of gratings using one texture.

DriftDemo3 - Even more efficient animation of gratings under some constraints.

DriftDemo4 - Very efficient animation of gratings on graphics hardware with shader support.

DriftDemo5 - Animation of dual-gratings via use of alpha blending and color masking.

DriftDemo6 - Very efficient animation of dual-gratings on graphics hardware with shader support.

DriftWaitDemo - Show how to optimally time animations.
ErrorCatchDemo - How to handle errors gracefully (try/catch).
ExpandingRingsDemo - Shows how GLSL procedural textures can be used to create some expanding rings stimulus.
FastNoiseDemo - Demo and benchmark on how to quickly draw noise stimuli.
FastMaskedNoiseDemo - Like FastNoiseDemo, but the noise patch is drawn through an aperture to demonstrate fast masking.
FitGammaDemo - Demonstrate gamma fitting routine FitGamma.
FontDemo - How to check for font availability and set font.
GarboriumDemo - Demonstrate superimposed drawing of many Gabors by use of alpha-blending, 'DrawTextures' batch drawing and PTB imaging pipeline.
GazeContingentDemo - Implementation of a simple gaze contingent display
GLSLCLUTAnimDemo - Demonstrates use of function moglClutBlit to perform CLUT animation with GLSL in an OS independent way.
GratingDemo - Basic display of a grating on the screen.
IsomerizationsInDishDemo - Compute photoreceptor isomerizations for retina in a dish.
IsomerizationsInEyeDemo - Compute photoreceptor isomerizations for human eye.
KbDemo - Demonstrate KbCheck, KbName, KbWait.
KinectDemo - Capture and display video and depths data from a Kinect box.
Kinect3DDemo - Capture data from a Kinect box and view it as a textured 3D point-cloud or mesh.
LineStippleDemo - Draw dotted and dashed lines.
MandelbrotDemo - Visualize the Mandelbrot fractal set by use of a GLSL procedural texture.
MouseTraceDemo - Track mouse around screen and draw contour.
MouseTraceDemo2 - More Tracking mouse around screen drawing contour.
MovieDemo - Animation without offscreen windows.
MovingLineDemo - Shows some horizontally moving lines to demonstrate flat panel display artifacts.
NomogramDemo - Compute photoreceptor nomograms.
OldNewRecogExp - A full old-new recognition experiment.
OpenGL4MatlabDemos - Subfolder: Demos on how to use MOGL OpenGL functions.
ProceduralGaborDemo - Demo for fast drawing of Gabors via procedural textures.
ProceduralGarboriumDemo - Same as GarboriumDemo, just with procedural gabor drawing.
PsychRTBoxDemo - Demonstrates basic use of the RTBox reaction time button response box.
QuicktimeDemos - Subfolder: Demos on how to use Quicktime movie playback.
RenderDemo - Render CIE xyY as a color patch.
SadowskiDemo - Shows the "Sadowski" color afterimage effect.
SimpleVoiceTriggerDemo - Demo of a simple voice trigger with PsychPortAudio.
SpriteDemo - Animates an image that follows the mouse.
StereoDemo - Drive stereo-displays e.g., CrystalEyes.
StereoViewer - A simple viewer for stereo image pairs.
StoreBit - Not at all clear why this is here
ValetonVanNorrenDemo - Exercise our code that implements the V-VN (1983) cone adaptation model.
VideoCaptureDemo - Simple demo for video capture functions.
VignettingCorrectionDemo - Demonstrate how to do display devignetting aka per-pixel gain correction.