

```
<values userparams>
/ trackingcondition = 0
/ runstandard = 1
/ feedbackduration = 2000
</values>
```

```
<values taskparams>
/ buttonsselected = 0
/ Bluebuttonstate = 1
/ Redbuttonstate = 1
/ Yellowbuttonstate = 1
/ Bluebuttonhposition = 0
/ Redbuttonhposition = 0
/ Yellowbuttonhposition = 0
/ Totalpoints = 0
/ summary = 0
</values>
```

```
<text totalscore>
/ items = ("Total score: <% values.Totalpoints %>")
/ position = (50%, 10%)
/ fontstyle = ("Arial", 14pt, true)
/ txbgcolor = (255,255,255)
/ txcolor = (0,0,0)
/ onprepare =[values.Totalpoints = values.Totalpoints + 1]
</text>
```

```
<text pointstxt>
/ position = (50%,90%)
/ txcolor = black
/ txbgcolor = white
</text>
```

```
<item points>
/ 1 = "+1"
</item>
```

```
<expressions>
/ total = (values.totalpoints)
/ totalabs = (abs(expressions.total))
</expressions>
```

```
<item instructionstxt>
```

```
/ 1 = "Welcome to the Button Sequence Task!"
```

~rIn this task, you must collect as many points as possible.

You can acquire these points by pressing the buttons in any combination.

~r~r~r~r~r~r~r~r~r~r~r~r

~rHowever, you will find out that the different combination of buttons work while others do not. It

is your job to earn as many points as possible

~rYou can choose one of the three buttons by clicking on it with the mouse.

~rTRY TO EARN AS MANY POINTS AS POSSIBLE BY PRESSING BUTTONS!

~r~rGood luck!

~rClick the left mouse button to begin."

<text instructions>

```
/ items = instructionstxt
```

```
 / txbgcolor = (255,255,255)
```

```
/ txcolor = (0,0,0)
```

/ vjustify = center

/ select = sequence

```
/ resetinterval = 0
```

```
/ size = (95%, 95%)
```

</text>

<picture instructpic1>

```
/ items = ("BluebuttonN.gif")
```

```
/ transparentcolor = (0,0,0)
```

```
/ hposition = trial.instructions
```

/ position = (20%,38%)

```
/ erase = false
```

```
/ size = (40%, 40%)
```

</picture>

<picture instructpic2>

```
/ items = ("RedbuttonN.gif")
```

```
/ transparentcolor = (0,0,0)
```

```
/ hposition = trial.instructions
```

```
/ position = (50%,40%)
```

```
/ erase = false
```

```
/ size = (40%, 40%)
```

</picture>

<picture instructpic3>

```
/ items = ("YellowbuttonN.gif")
```

```
 / transparentcolor = (0,0,0)
```

```
/ hposition = trial.instructions  
/ position = (80%,40%)  
/ erase = false  
/ size = (38%, 38%)  
</picture>
```

```
<trial instructions>  
/ stimulusframes = [1=instructions,instructpic1,instructpic2,instructpic3]  
/ inputdevice = mouse  
/ validresponse = (buttondown)  
/ responsetime = 1000  
/ recorddata = false  
</trial>
```

```
<data ButtonPressingTask>  
/ file = "BPT_summary.iqdat"  
/ columns = [date,time,script.subjectid, script.groupid, script.startdate, script.starttime,  
            expressions.total, values.totalpoints,values.trackingcondition,values.buttonsselected]  
/ separatefiles = true  
</data>
```

```
<trial buttonpositions>  
/ ontrialbegin = [values.Bluebuttonhposition=list.buttonpositions.nextvalue;  
                values.Redbuttonhposition=list.buttonpositions.nextvalue;  
                values.Yellowbuttonhposition=list.buttonpositions.nextvalue]  
/ validresponse = (noresponse)  
/ trialduration = 0  
/ recorddata = false  
</trial>
```

```
<text readytxt>  
/ items = ("Ready?")  
/ position = (50%,50%)  
/ size = (100%,100%)  
/ txcolor = black  
/ txbgcolor = white  
</text>
```

```
<trial start>  
/ stimulusframes = [1=readytxt]  
/ timeout = 3000  
</trial>
```

```
<trial BPTstd>
/ stimulusframes = [1=Bluebutton,Redbutton,Yellowbutton,totalscore]
/ inputdevice = mouse
/ validresponse = (Bluebutton,Redbutton,Yellowbutton)
/ ontrialend = [values.buttonselected+=1]
/ ontrialbegin = [if(trial.BPTstd.response=="Bluebutton"){values.Bluebuttonstate=2}]
/ ontrialbegin = [if(trial.BPTstd.response=="Redbutton"){values.Redbuttonstate=2}]
/ ontrialbegin = [if(trial.BPTstd.response=="Yellowbutton"){values.Yellowbuttonstate=2}]
/ ontrialend = [values.Bluebuttonstate=1;values.Redbuttonstate=1;values.Yellowbuttonstate=1]
</trial>
```

```
<trial feedback>
/ stimulusframes = [1=Bluebutton,Redbutton,Yellowbutton,summaryfeedback]
/ validresponse = (buttondown)
/ inputdevice = mouse
/ trialduration = values.feedbackduration
/ ontrialbegin = [values.Bluebuttonstate=1;values.Redbuttonstate=1;values.Yellowbuttonstate=1]
/ recorddata = false
</trial>
```

```
<trial stop>
/ stimulusframes = [1=stoptxt]
/ timeout = 2000
</trial>
```

```
<text stoptxt>
/ items = ("STOP!")
/ position = (50%,50%)
/ size = (100%,100%)
</text>
```

```
<text summaryfeedback>
/ items = summaryfeedback
/ select = values.summary
/ txbgcolor = (255,255,255)
/ position = (50%,10%)
</text>
```

```
<item summaryfeedback>
/ 1 = "Congratulations! You have collected <%expressions.total%> points!"
</item>
```

```
<block BPTstd>
```

```
/ onblockbegin = [values.buttonselected=0; values.totalpoints=0]
/ onblockbegin = [if(values.trackingcondition==1){text.totalscore=0}]
/ trials = [1=instructions; 2=start; 3-10=BPTstd; 11=stop; 12=feedback]
</block>
```

```
<expt BPTstd>
/ blocks = [1=BPTstd]
</expt>
```

```
<list buttonpositions>
/ items = (45,50,65)
/ selectionmode = sequence
/ selectionrate = always
</list>
```

```
<picture Bluebutton>
/ items = ("BluebuttonN.gif","BluebuttonP.gif")
/ select = values.Bluebuttonstate
```

```
/ hposition = values.Bluebuttonhposition
/ position = (20%, 68%)
/ valign = bottom
/ erase = false
/ size = (40%, 40%)
/ transparentcolor = (0,0,0)
</picture>
```

```
<picture Redbutton>
/ items = ("RedbuttonN.gif","RedbuttonP.gif")
/ select = values.Redbuttonstate
```

```
/ hposition = values.Redbuttonhposition
/ position = (50%, 70%)
/ valign = bottom
/ erase = false
/ size = (40%, 40%)
/ transparentcolor = (0,0,0)
</picture>
```

```
<picture Yellowbutton>
/ items = ("YellowbuttonN.gif","YellowbuttonP.gif")
/ select = values.Yellowbuttonstate
```

```
/ hposition = values.Yellowbuttonhposition  
/ position = (80%, 70%)  
/ valign = bottom  
/ erase = false  
/ size = (38%, 38%)  
/ transparentcolor = (0,0,0)  
</picture>
```

```
<defaults>  
/ canvassize = (100%, 100%)  
/ canvasaspectratio = (4,3)  
/ minimumversion = "4.0.0.0"  
/ inputdevice = mouse  
/ fontstyle = ("Verdana", 2.5%, false, false, false, false, 5, 0)  
/ txcolor = (0,0,0)  
/ txbgcolor = (255,255,255)  
</defaults>
```