

EVENTIDE SOFTWARE WHITE PAPER

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1 SOFTWARE DESCRIPTION

EventIDE is an integrated development environment that simplifies designing and running cutting-edge behavioral experiments. It features a versatile GUI designer incorporating selection of modern programming languages and visual tools for stimulus presentation, data collection, and research hardware control. The core innovation of EventIDE is that researchers can choose a balance between coding and visual drag-and-drop design according to their personal preferences. This flexibility applies to all aspects of experiment design and makes EventIDE a very intuitive yet powerful tool.

Along with the richest feature set, extensive hardware support, and utmost timing accuracy, EventIDE is capable of boundless customization through integration with existing research packages and user extensions. While fulfilling all requirements for running regular behavioral studies, EventIDE delivers many advanced features, including real-time eye-tracking analysis, synchronized data recording, and online signal processing. These features enable seamless expansion of standard behavioral experiments with multi-modal data collection, neurofeedback, and closed-loop techniques.

1.1 KEY SOFTWARE FEATURES

- User-friendly GUI that visualizes all stages of experiment design and data collection
- Inline scripting with selection of programming languages (Python, C#, VB) and pluggable libraries
- Rich feature set for stimulus presentation, data collection, and online analysis
- Modular architecture allowing integration with existing research packages and user extensions
- Utmost timing accuracy with real-time resolution in 0.02 ms
- Multi-modal data acquisition with embedded drivers for popular research hardware
- Suitable for researchers of all levels and across multiple fields of study

1.2 SOFTWARE EFFICIENCY

To determine whether adoption of new software is justified, it is crucial to verify that it outperforms existing competitors or packages. Besides financial considerations, software efficiency can be assessed by comparing the workload required to implement the same task across different software packages.

The following tables provide an approximate comparison of coding workloads (measured in terms of code length and complexity) for two common experimental tasks.

1.2.1 Stroop task

| | Python (PsychoPy) | MatLab (Psychophysics toolbox) | Visual Basic | Python or C# (EventIDE) |
|--|----------------------|--------------------------------------|--------------|----------------------------|
| Number of unique API functions (complexity) | 48 | 45 | 72 | 4 |
| Overall code length in lines | 244 | 120 | 380 | 12 |

1.2.2 Attentional blink in RSVP

| | Python (PsychoPy) | MatLab (Psychophysics toolbox) | Visual Basic | Python or C# (EventIDE) |
|---|----------------------|--------------------------------------|--------------|----------------------------|
| Number of unique API functions (complexity) | 84 | 52 | 72 | 13 |
| Overall code length in lines | 409 | 190 | 520 | 59 |

The tables clearly demonstrate that EventIDE outperforms other packages. Even for a relatively elaborative task, such as RSVP, the coding workload is approximately five times less, both in terms of code length and complexity.

1.3 HISTORY

EventIDE was initially developed as a neuroscience tool with high demands for precision and reliability. Over the next eight years, the software gained popularity and was adopted by numerous research labs worldwide for diverse research projects. The following table provides a list of research institutes currently utilizing the software.

1.4 HARDWARE/SOFTWARE REQUIREMENTS

Platforms: PC, Surface Pro, Mac with Bootcamp

Recommended PC configuration: Intel Core i7, 16GB RAM, 1.0TB SDD, USB 3.0 and A dual - monitor graphics board.

Supported OS: Window XP/Vista (older version), 7, 8, 10, 11.

1.5 INTEGRATION WITH OTHER PACKAGES

In addition to creating user extensions, EventIDE allows for seamless integration with various research-related software packages:

- [FieldTrip](#) for advanced signal analysis
- [LSL](#) for signal acquisition
- [MATLAB](#) for calculus and data analysis
- [OpenCV](#) for fast computer graphics and vision algorithms
- [OpenVibe](#) for signal acquisition and processing
- [Math.NET Numerics](#) for ultra-fast numerical computations
- [Psychophysics Toolbox](#) for vision and neuroscience functions
- [PsychoPy](#) for stimulus presentation and psychophysics functions
- [Unity](#) for 2D or 3D task design and VR

1.6 SUPPORTED HARDWARE

1.6.1 Eye-trackers

- Arrington Research
- EyeLink
- EyeTech
- Eye Tribe
- Pupil labs
- SMI
- Tobii
- Tobii Glasses 2/3

- Gazepoint
- ISCAN
- Jazz-Novo
- Mirametrix
- LiveTrack
- Eyelogic
- Any analogue eye-tracker via DAQ boards.
- GazePointer (webcam software)

1.6.2 Bio-hardware (EEG, MEG, ECG, NIRS) for multi-modal data acquisition, online visualization and recording

via direct drivers:

[Artinis](#), [ANT/EEGO](#), [Biograph Infinity](#), [Biosignal Plux](#), [Brain Products](#), [BrainMaster](#), [Biosemi](#), [Empatica](#), [Emotiv](#), [HeartLive](#), [Hypnodyne ZMax](#), [Neulog](#), [Neurosky](#), [Nonin](#), [OpenBCI](#), [Shimmer](#), [TMSi \(Refa&Saga\)](#) and any other signal hardware connected via the [Advantech](#), [National Instruments](#), [Measurement Computing](#) DAQ boards.

via third-party protocols, such as LSL, OpenVibe, FieldTrip and OpenEEG:

[ANT/EEmagine](#), [ANT/Neuro](#), [Artinis \(NIRS\)](#), [Cognionics](#), [Corvision \(NIRS\)](#), [CTF/VSM](#), [EGI](#), [gTec](#), [Neuroelectric](#)s, [Neuroservo](#), [mBrainTrain](#), [MCS/MKS](#), [Micromed](#), [MindMedia](#), [Mitsar](#), [Muse](#), [NIRS](#).

1.6.3 Virtual reality hardware

| via direct drivers | via Unity integration |
|--|--|
| <ul style="list-style-type: none"> • Oculus Rift • Oculus Remote • Oculus Touch | <ul style="list-style-type: none"> • Google Cardboard • Oculus Rift/Go/Quest • Vive Pro • Vive Focus Pro • Vive Focus 3 |

1.6.4 Motion capture and gesture recognition hardware

- Kinect for Windows
- Leap Motion

1.6.5 Hand-writing recognition and drawing hardware

- Touch screen
- Pen tablet
- Trackball mouse

1.6.6 Music hardware

- MIDI-compatible devices, for example, electronic pianos

1.6.7 Common psychophysics hardware

- [CRS](#) Stimulus processors
- [Cedrus](#) response boxes
- MC, NI, Advantech and Arduino DAQ boards
- All HID- compatible input devices, such as joysticks, gamepads, response boxes
- Bi-directional synchronization via LPT, COM, USB, network protocols and DAQ cards
- Parallel access to multiple keyboards and mice

1.7 CURRENT USERS

EventIDE was initially developed as a neuroscience tool with high demands for precision and reliability. Over the next eight years, the software gained popularity and was adopted by numerous research labs worldwide for diverse research projects. The following table provides a list of research institutes currently utilizing the software.

| Country | City | Institute |
|-----------------|-----------------|---|
| Australia | | |
| | Melbourne | The University of Melbourne |
| | Sydney | University of New South Wales |
| Chile | Santiago | Universidad de Chile |
| | Concepción | Universidad Católica de la Santísima Concepción |
| China | | |
| | Beijing | Beijing University |
| | Shanghai | Tongji University |
| | ShenZhen | ShenZhen Institute of Neuroscience |
| | ShenZhen | ShenZhen University |
| | Hangzhou | Zhejiang University |
| France | | |
| | Paris | Brain and Spine Institute |
| | Paris | Institut de la Vision |
| | Paris | Centre Attention & Vision |
| | Toulouse | Brain and Cognition Research Centre (CerCo) |
| | Lyon | Institute for Cognitive Sciences |
| | Lyon | Stem-cell and Brain Research Institute |
| | Marseille | Institute of Neuroscience of la Timone |
| | Grenoble | The Université Grenoble Alpes |
| Germany | | |
| | Bochum | Ruhr-University Bochum |
| | Göttingen | German Primate Centre |
| | Furtwangen | Furtwangen University |
| | Greifswald | Institute for Psychology |
| Israel | Haifa | Israel Institute of Technology |
| Italy | Trieste | The International School for Advanced Studies |
| | Verona | University of Verona |
| | Florence | University of Florence |
| Mexico | Mexico | University Autonomous of the Morelos State |
| Japan | Koto City | Shibaura Institute of Technology |
| Spain | Barcelona | University of Barcelona |
| | Barcelona | Universitat Pompeu Fabra |
| | Valencia | Universidad Politècnica de València |
| | Tarragona | Universitat Rovira i Virgili |
| Switzerland | Zürich | University Hospital of Zürich |
| | Fribourg | University of Fribourg |
| the Netherlands | Amsterdam | University of Amsterdam |
| | Maastricht | Maastricht University |
| UK | | |
| | Edinburg | Heriot Watt university |
| | Canterbury | Canterbury Christ Church University |
| | Luton | School of Computer Science & Technology |
| | London | Kingston University London |
| USA | | |
| | Dearborn | University of Michigan- Dearborn |
| | Cedar City | Southern Utah University |
| | Boston | Massachusetts General Hospital |
| | Charlottesville | University of Virginia |
| | Medford | Tufts University |
| | Brunswick | Bowdoin College |

1.8 ADDITIONAL INFORMATION

More software details are available on the company website, <https://www.okazolab.com>