

# Monkeypsych ToDo

Obsolete, see <https://github.com/dagdpz/monkeypsych>

## 20140217

1) Reach hand choice (reach\_hand==3) color is not defined

a. Use something in between blue and green?

2) Randomization parameters in the custom\_condition\_file are ignored, because randomizations happen before the file is run. Especially with randomized reach hands this leads to huge problems, since the colors don't match the task any more...

a. Don't define fractions in the custom conditions file, but rather assign the exact condition directly!

3) Issues with trial.reach\_hand...

a. If not, trial.reach\_hand is first overwritten by trial.task.reach\_hand (required hand), then again (!) with the hand that released the sensor (chosen hand), which potentially causes problems...  
Not sure if this is still true

b. So far, we have some sessions for Magnus (dec 2013), where trial.task.reach\_hand and trial.reach\_hand are not identical, though the trials were successful and both sensors were used (rest\_hand=[1 1]) We yet could not figure out how this happens, but for recent data it seems to be not the case any more, which is why we wanted to know if there was a recent change

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