1. Files in the folder

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| File name | Description |
| Readme.docx | This file |
| game1(photograph)/ | Click on game1.exe in this folder for running the photograph session. |
| game2(line-drawing)/ | Click on game2.exe in this folder for running the line-drawing session. |

1. Files in game1 (same for game2)

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| File name | Description |
| game1.exe | The executable program. |
| config/\*.bmp | To modify the instructions, just modify the instruction images (maximum 7 images) in the config/ folder. Then modify the settings in config/general.txt if the filenames are changed. |
| config/general.txt | The gerenal.txt is written in INI file format. The basic configuration such as timing, event codes, number of training trials, can be modified in this file. |
| config/pictures/\*.txt | The config/pictures/\*.txt (i.e. angry\_faces.txt, happy\_faces.txt, and neutral\_faces.txt) contain the filename lists that are required for the program to load pictures.  NOTE: There should be one empty end line in the end of \*.txt so that the program can successfully load all pictures assigned in the txt files. |
| config/pictures/pix/\*.bmp or \*.jpg | To change face stimuli, just modify pictures in config/pictures/pix/\*.bmp or \*.jpg. The first character of the picture name should be 0 for angry, 1 for neutral, 2 for happy face. |
| reports/\*.csv | After running the program, a .csv file will be stored in the reports/ folder, recording the behavior (including picture names, emotionality score, and reaction time) for both training and test trials. The face stimuli in training trials are randomly picked in config/pictures/\*.bmp or \*.jpg. The event codes of training and test trials are different, so that the EEGs in training trials can be ignored in later off-line analysis. |