

SuperLab™ Ten Minute Manual

Welcome to SuperLab for Windows. This document assumes you are already familiar with basic Windows concepts such as clicking the mouse and using the menus. It describes briefly the basics of SuperLab.

The diskette included with this document contains a demonstration copy of SuperLab; the only limitation placed is that you cannot collect results and save them to disk. To install SuperLab:

1. Insert the diskette into the drive.
2. From the File menu in either the Program Manager or File Manager, choose Run.
3. Type a:\setup or (b:\setup). Press Enter.
4. The install program will run. Follow the onscreen instructions.

The demo diskette includes a sample experiment and its associated stimuli files. To run this experiment:

1. Run SuperLab, either by double-clicking on its icon in the Program Manager, or by running the File Manager, locating the superlab.exe file and double-clicking on that.
2. From within SuperLab, choose Open from the File menu. You see a familiar "Open File" dialog. Locate the experiment file named rotate.xpt, found in the tutorial directory.
3. Click on the OK button to open the file.
4. Choose Run from the Experiment menu.

Feel free to play with this Letter Rotation experiment. It was contributed to Cedrus by the National Institute on Aging where it's being used for research.

The main window in SuperLab is the Experiment Editor. You'll see in it three lists, Blocks, Trials, and Stimuli/Events. A block contains any number of trials; and a trial contains any number of events.



- ≡ An event is a visual or auditory stimulus, an inter-stimulus interval (ISI), or a digital output signal. An event may accept input and provide feedback

based on that input.

- ≡ A trial may consist of any number of events.
- ≡ To create a new block, trial, or event, click on the list then choose "One New Block" (or trial or event). If you want to create many new blocks, trials, or events, choose "Many New Blocks" instead; this way SuperLab will keep prompting you for new ones until you click the Cancel button.
- ≡ To edit an existing block, trial, or event, double-click on it.

The main thing to learn in SuperLab is the concept of "linking." The idea is that you create blocks, trials, and events separately, and then you link them together. This free-form approach allows you to use the same event or stimulus in more than one trial, or use the same trial in more than one block.

Notice in the figure above how you have a list of "diamonds" to the left of the trial and event names. Let's take an example. Suppose the block named 'test' should consist of 'Instructions,' and trials 1, 2, and 3 (see figure). You proceed by clicking on 'test.' Now to make the four trials part of this block, simply click on the diamonds next to them. Notice how the diamonds toggle from hollow (◊) to full (◆). A full diamond means the trial is included in the block. Trials will be presented in the order in which they appear in the window, regardless of the order of diamonds clicked. The same concept is applied for trial-events: simply click on the trial name itself then start clicking on the diamonds in the Stimuli/Events list. To toggle all the diamonds in a list, hold the <Alt> key down while clicking on any diamond. Try it a few times to get a feel for it.

Let's explore some more. In the Experiment Editor window, double-click on the event named LbR90. A dialog box similar to the one below appears. It is divided into three property sheets (sections) named Input, Feedback, and Event. Click on the Event button to switch to that property sheet:

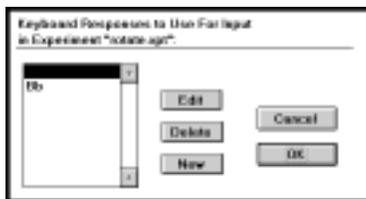
- ≡ Select the event type from the combo box on top.
- ≡ If the event type is Picture File, you can use the File button to load any Windows .BMP file. Once loaded, you can edit the size, position, and other miscellaneous features of the file.

Now click on the Input button to switch back to the Input property sheet:



- ≡ Turn on or off the “Event accepts input” check box depending on whether this event expects a response from the subject or not. If turned off, the event or visual stimulus will stay on the screen for the specified time limit.
- ≡ You can also specify how to terminate the event. This could be either after a criterion response from the subject, after a response or a time limit (whichever comes first), or only after a time limit expires even if the subject responds correctly. If a time limit is involved, type it in the edit field.
- ≡ Other radio buttons let you terminate the event based on “Any key” or “Correct key.”
- ≡ If you specify “Correct key,” a combo box lets you define what *you* consider to be the correct response. If you choose (None), SuperLab will treat any key as a correct response. Otherwise you can choose one of the listed responses.

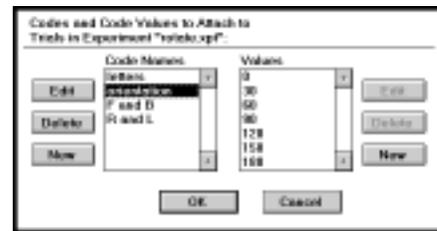
But you may wonder where did the listed responses come from. Simple. Click on either OK or Cancel to get rid of the Event Editor then go to the Experiment menu and choose Responses. This will bring up a small dialog where you get to edit or add *any* type of response you like from the keyboard.



For the sake of an example, suppose that either of the 1, 2, or 3 keys constitutes a valid response. Click on the New button and type 123. Click on OK. That’s it! Now, if you like, double-click on any event in the Experiment window to bring up the dialog, and click on the “Correct response” combo box. You will see 123 listed there.

Another nice feature of SuperLab is “codes.” The idea

is to attach codes to your trials. Here’s how it works.



- ≡ From the Experiment menu, choose Codes.
- ≡ The Letter Rotation experiment already has some codes defined. The list on the left shows available codes, and the one on the right shows the code values. Click on any code name on the left and its values automatically appear on the right.
- ≡ Double-click on any existing code name or code value to edit it. Or click on the New buttons to add a new code or a new code value.

Click on the Cancel button to close the Codes Editor. In the Experiment window double-click on trial 1 to edit it:



To use codes, click on the code values that you’d like to “attach” to this trial. Now, when you run the experiment, SuperLab will save the block, trial, and event information, the reaction time, whether the subject answered correctly or not, and the code values attached to the trial. Practically speaking, the results you’ve collected are already pre-coded, cutting down on the time needed for processing the data.

There are other many other features in SuperLab. Feel free to check out the various options available from the menus. A great deal of attention was accorded to the accuracy of timing and the user interface, making SuperLab an ideal tool for both research and education. For help in using the demo or for more information, please contact Cedrus:

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