

PSYSCRIPT3 TUTORIAL #1

- INSTALLATION
- STARTING A PROJECT
- USING AN IMAGE AS A STIMULUS
- MORE ?



SECTION 1: INSTALLATION

How to install PsyScript

<https://open.psych.lancs.ac.uk/software/PsyScript3/>

want to use it for serious work if your work involves
stimuli. Also, it's not possible to use this c

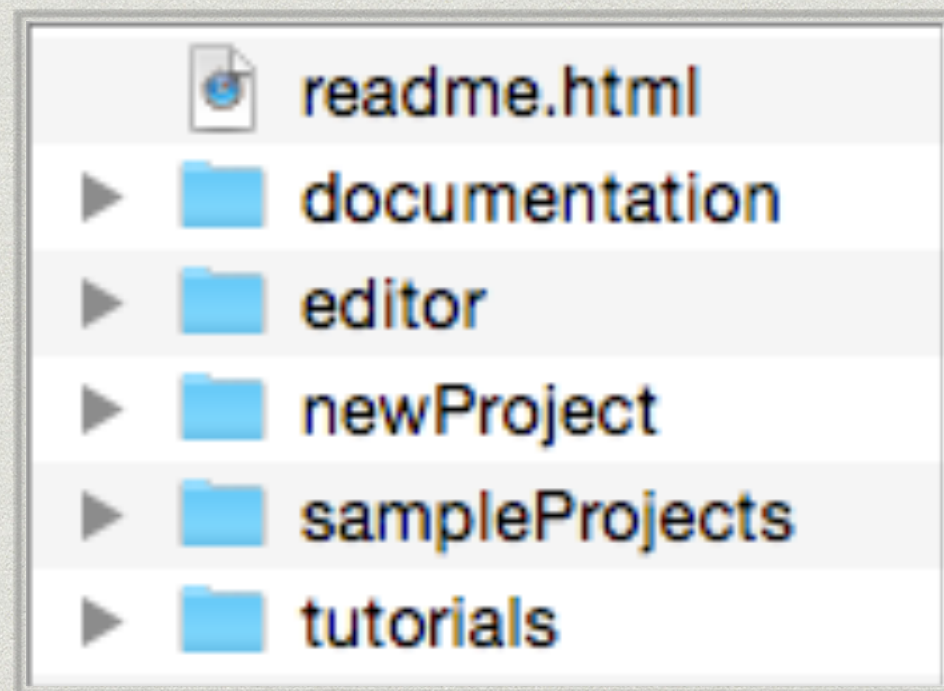
Download your own copy

Click [here](#) to download PsyScript version 3.0.0
introduction to how to use PsyScript.

Download a PHP script which

- * Download the .zip file from the PsyScript3 homepage

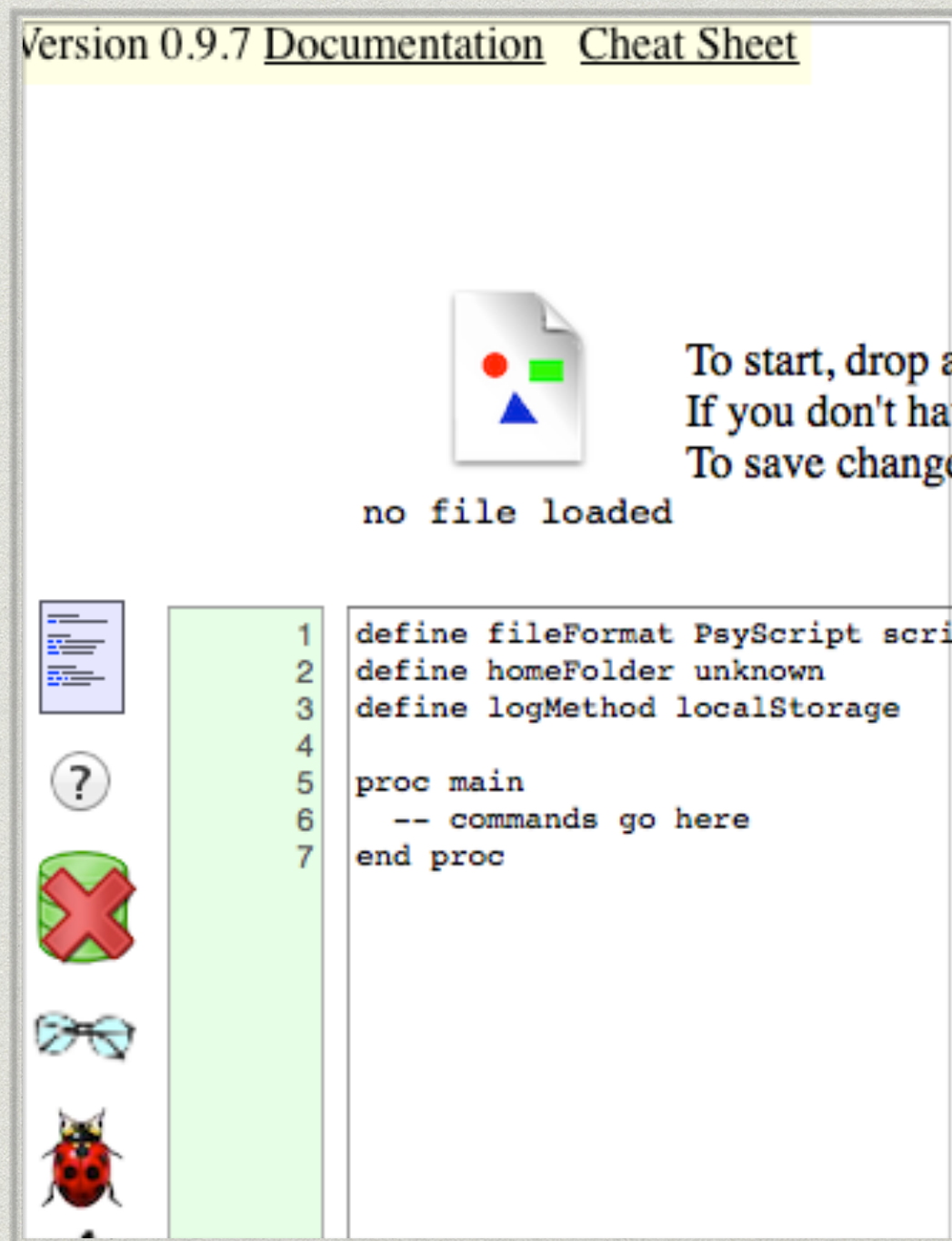
How to install PsyScript



what you get ...

- * Unzip it, giving you a folder containing **readme.html** and some folders (your computer may have unzipped it for you)
- * Put this folder somewhere on your computer. Don't put anything else in it including your own project folders.

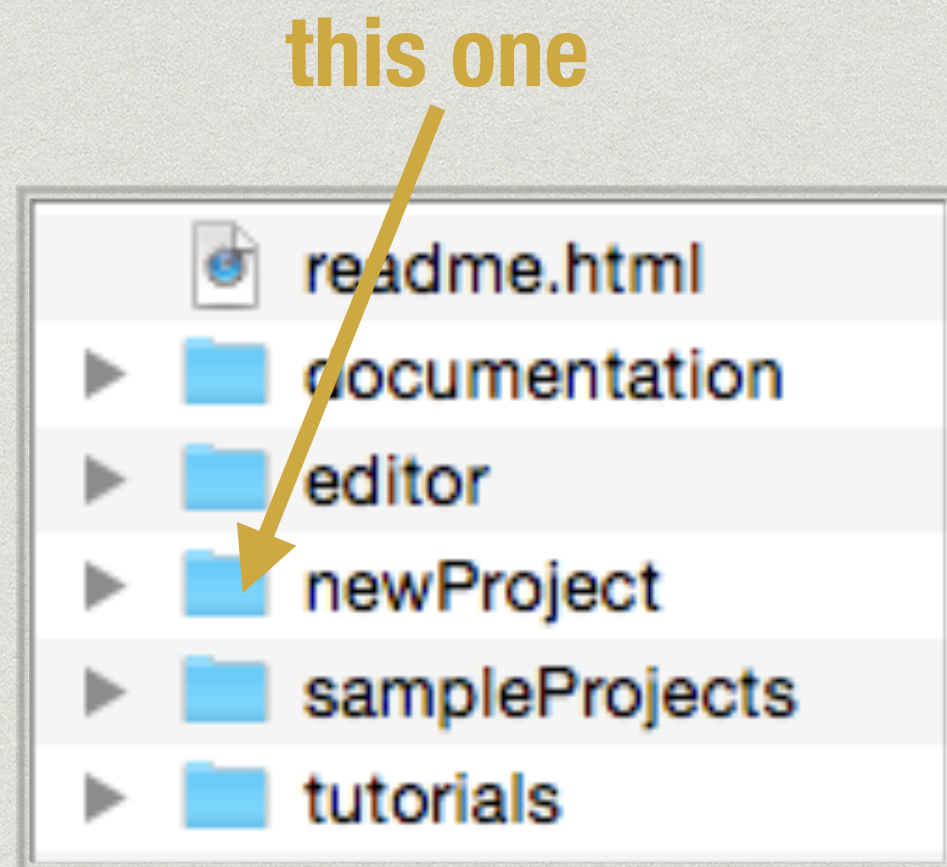
How to install PsyScript



- * Open the **readme.html** file in your preferred browser (not Internet Explorer)
- * Follow the link to the editor
- * Bookmark the editor page – you're going to use use it a lot
- * Optionally bookmark other links from **readme.html**

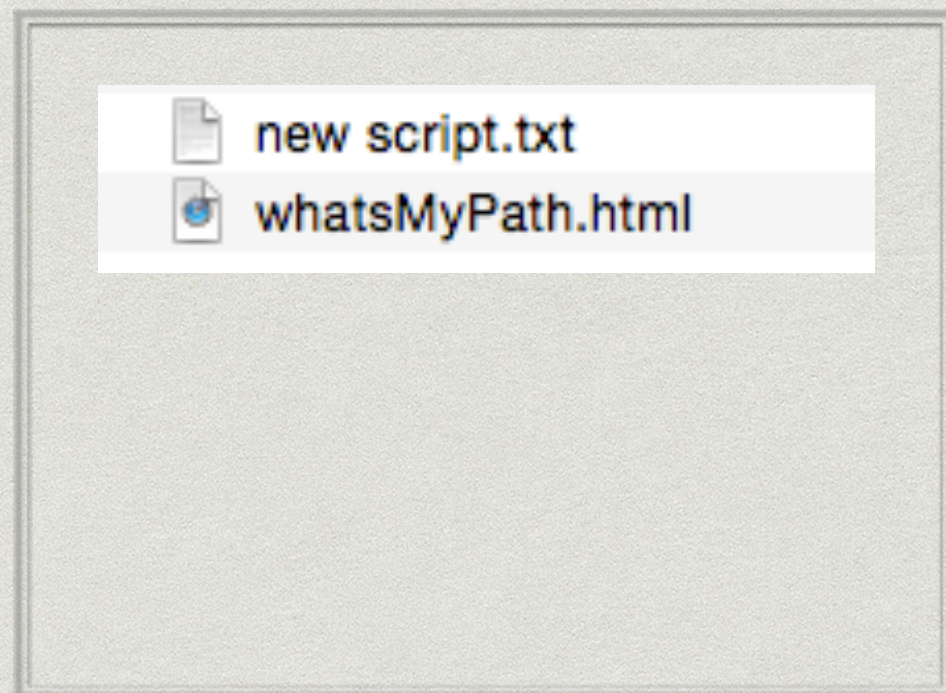
SECTION 2 OF 4: STARTING A PROJECT

Starting a project



- * You could just copy the folder of one of your existing projects, but usually ...
- * make a copy of this folder
- * put it somewhere else (not inside your PsyScript3 folder)

Starting a project



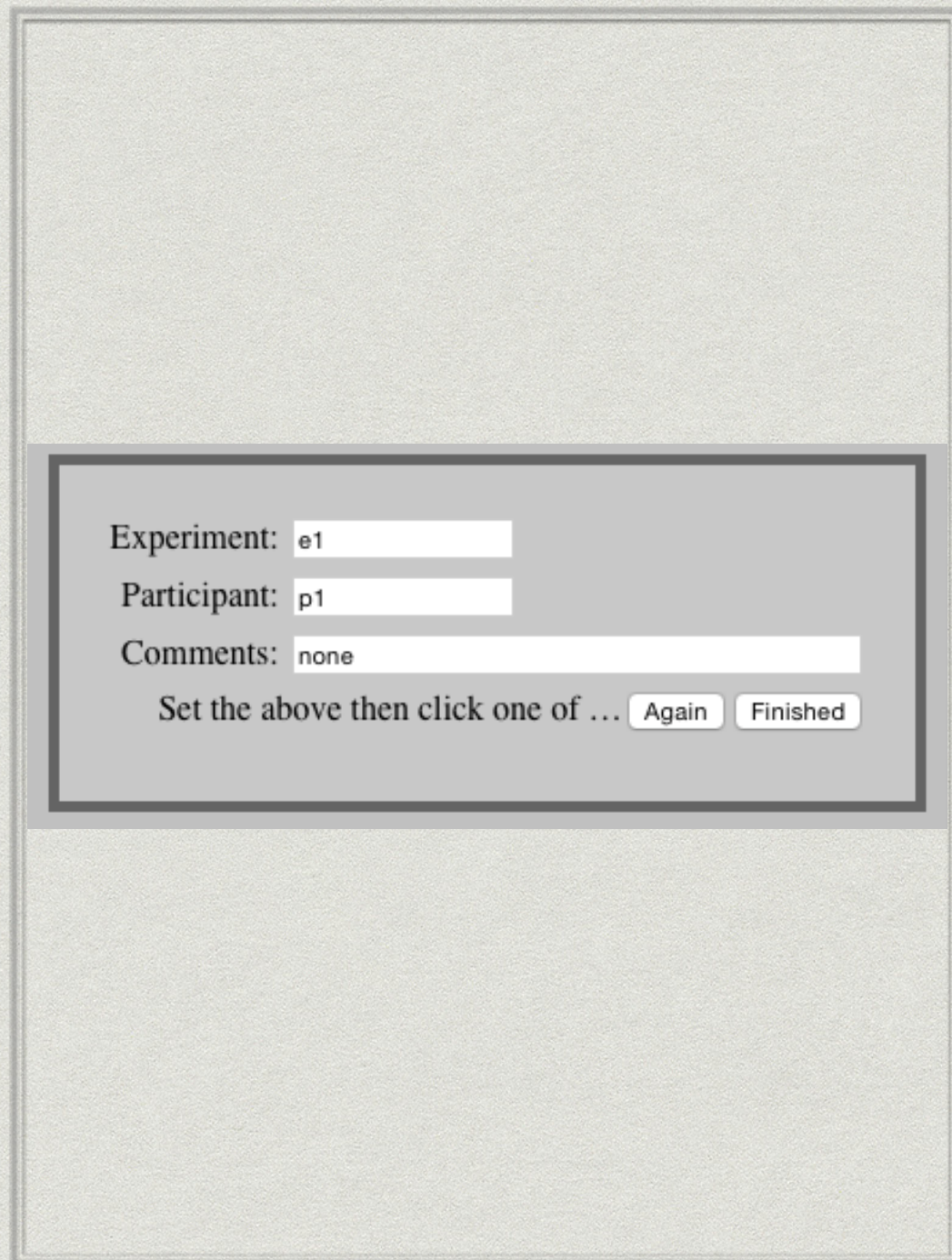
- * rename your new project folder
- * optional: rename the script file in it too
- * open the editor (which should be a bookmark in your browser)
- * drag the script file to the script file icon ('no file loaded') in your editor window

Starting a project

```
1 define fileFormat PsyScript script format
2 define homeFolder unknown
3 define logMethod localStorage
4
5 proc main
6   -- commands go here
7 end proc
```

- * New scripts have an unknown folder
- * PsyScript won't know where to find images/sounds/movies
- * In your new project folder you'll find **whatsMyPath.html** which tells you the folder location
- * Open it in your browser and do what it says

Starting a project

A screenshot of a software dialog box for starting a project. The dialog has a light gray background and a dark gray border. It contains three input fields: 'Experiment:' with the value 'e1', 'Participant:' with the value 'p1', and 'Comments:' with the value 'none'. Below these fields is a line of text: 'Set the above then click one of ...'. To the right of this text are two buttons: 'Again' and 'Finished'.

Experiment: e1

Participant: p1

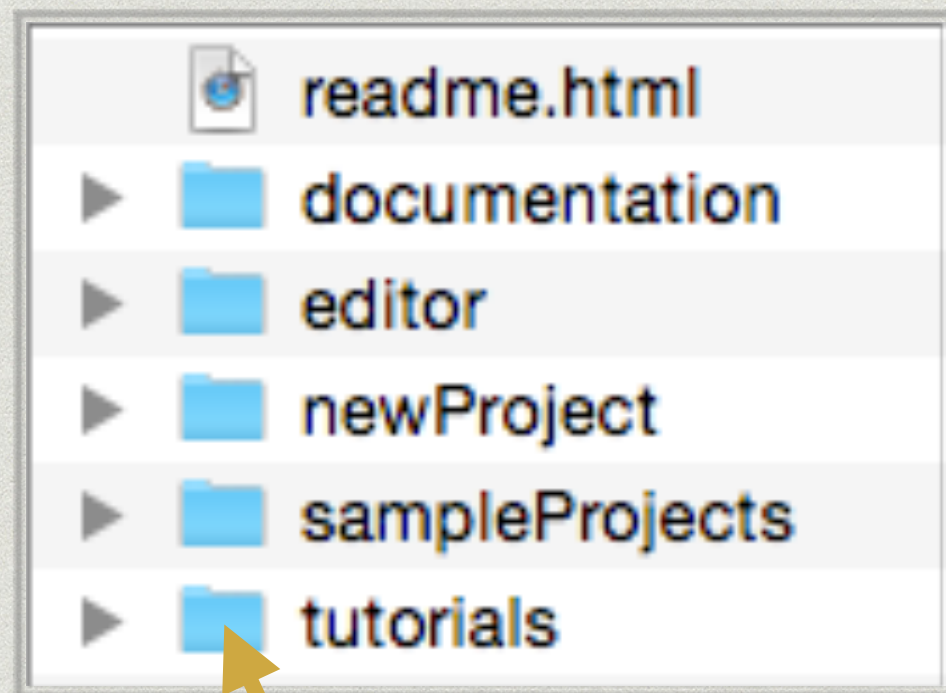
Comments: none

Set the above then click one of ...

- * Hit the 'run button in your window
- * If you see this dialog you did everything right
- * Copy the script from the editor window (you can probably click in it, then do 'Select All' and 'Copy')
- * Paste the text into the script file and save your change

SECTION 3 OF 4: USING AN IMAGE AS A STIMULUS

Using an image as a stimulus



this one

- * Now you're going to test your installation of PsyScript and your script to make sure it can find and use stimulus files
- * In the tutorials folder you'll find a file called **DarkRectangle.png**
- * Copy it into your project file

Using an image as a stimulus

```
3 define logmethod localstorage
4
5 proc main
6   move cell C to (0,0)
7   load cell C with image DarkRectangle.png
8   show cell C
9   wait for a key
10  end proc
```

- * when you hit the 'run' button PsyScript's job is to run the 'main' procedure
- * you want PsyScript to display a dark rectangle in the middle of the window
- * so replace the comment line under proc main with these PsyScript commands:

```
move cell C to (0,0)
load cell C with image DarkRectangle.png
show cell C
wait for a key
```


Using an image as a stimulus

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3 define logmethod localstorage
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5 proc main
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10  end proc
```

- * you should have seen PsyScript check the script's syntax as you typed
- * if you have a green "No errors found." message at the bottom then you probably got it right
- * hit the 'run' button to make PsyScript run your script

Using an image as a stimulus

```
3 define logmethod localstorage
4
5 proc main
6 move cell C to (0,0)
7 load cell C with image DarkRectangle.png
8 show cell C
9 wait for a key
10 end proc
```

- * you should see a rectangle in the middle of a window, created by the first three lines of script you entered, which mention cell C
- * the script is now waiting for a key, as shown in the fourth line you entered
- * hit any letter key to allow the script to quit
- * you now see an empty log (because you didn't tell the script to log anything). Hit the 'Finished' button to return to the editor

SECTION 4 OF 4: MORE ?

More ?

- * click the 'Neat' button to make PsyScript neaten-up your script (for human use only, the computer doesn't care)
- * Don't forget to save your new script in its text file. Select All, copy, paste into the script file and save.
- * take a break
- * move on to Tutorial #2