

Z-FOCUS: PERCENT ZOK ENHANCE

There are two level of Z-Focus set up: Basic and Advantage

In this document I will introduce with you the basic set up of Z-Focus approach what is base on PZOK approach and my experience when I was try to use and enhance PZOK training approach. It may help you the some idea to enhance PZOK effective.

As you know, with PZOK, in the training time, we don't know and not sure which ones was inside the range and which ones is outside the range. And some of them may moving far away from the mean ($z=0$) –And the Brain may get rewards when the specific z score staying out of the target range.

How can we address it while still running PZOK? How can we guide the brain going to train some specific z score together with PZOK?

The main concern is: When the brain gets a reward, we want percent Z score inside the training range must include some or all specific z score which is the most concern z score variables.

We will be using **Event wizard** set up to make sure anytime the brain gets a reward, it must be base on two conditions:

1. **PZOKUL (Upper limit, Lower limit) >CT and**
2. **Some specific Z score must be in training range together.**

Let make it easy and convenient, we will use specific event for specific Z score category. As you know, we have six categories of Z score variables. That is:

- Absolute power
- Relative power
- Power ratio
- Amplitude asymmetry
- Coherence
- Phase difference

Z score variable was defined as:

- ZAP1A: Z score ABSOLUTE POWER of alpha frequency channel1
- ZRP2D: Z score RELATIVE POWER of delta frequency channel 2
- ZPR3TB: Z score POWER RATIO of Theta/Beta frequency channel 3
- ZAA12A: Z score Amplitude ASYMMETRY of alpha frequency between channel 1&2
- ZCO12T: Z score COHERENCE of Theta frequency between channel 1 & 2
- ZPH13A: Z score PHASE difference of alpha frequency between channel 1 & 3

The Z score may have negative/positive value and they are moving around the mean ($z=0$)

The equation on Event list will be:

1. Event 1: $x=E6F+(E6F+E7F+E8F+E9F+E10F+E11F+E12F)/10$ -This is combine event.
2. Event 2: $x=E1P$ -This event use to show the training direction (percent time event 1 meet condition)
3. Event 3: $x=UTHR$ –This event use for adjust the training range

4. Event 4: $x = \text{GTHR}$ -This event use for adjust the threshold of combine event (event 1)
5. Event 5: $X = \text{E1F}$ -This event use for driven the Flash game or Multimedia player
6. Event 6 : $x = \text{PZOKUL}(\text{UTHR}, -\text{UTHR})$
7. Event 7 : $x = \text{Average (Z scores Absolute power)}$
8. Event 8 : $x = \text{Average (Z scores Relative power)}$
9. Event 9 : $x = \text{Average (Z scores Power ratio)}$
10. Event 10 : $x = \text{Average (Z score Asymmetry)}$
11. Event 11: $x = \text{Average (Z score Coherence)}$
12. Event 12: $x = \text{Average (Z score Phase difference)}$

I define Event 1 is **Combine event**, and all the other is **Sub-event**.

The main setup task is: we are going to convert specify z score variables become the absolute value (because the z score variable can be negative / positive value) and put it into specify the **Sub - event**. And then average it in each expression of relative **Sub-event**. We will use **abs(x)** built-in function to do it:

- In Event 7 : $x = (\text{abs}(\text{ZAP1D}) + \text{abs}(\text{ZAP2D}) + \text{abs}(\text{ZAP3D}) + \text{abs}(\text{ZAP4D})) / 4$
- In event 8 : $x = (\text{abs}(\text{ZRP2T}) + \text{abs}(\text{ZRP2T}) + \text{abs}(\text{ZRP3A}) + \text{abs}(\text{ZRP4A})) / 4$
- In event 9 : $x = (\text{abs}(\text{ZPR1TB}) + \text{abs}(\text{ZPR2AB})) / 2$
- In event 10: $x = (\text{abs}(\text{ZAA12B}) + \text{abs}(\text{ZAA24A}) + \text{abs}(\text{ZAA34D})) / 3$
- In event 11: $x = (\text{abs}(\text{ZCO122}) + \text{abs}(\text{ZCO133}) + \text{abs}(\text{ZCO14G}) + \text{abs}(\text{ZCO23A}) + \text{abs}(\text{ZCO34G})) / 5$
- In event 12 : $x = (\text{abs}(\text{ZPH12A}) + \text{abs}(\text{ZPH12A}) + \text{abs}(\text{ZPH14A}) + \text{abs}(\text{ZPH232})) / 4$

We can put any z score into any **Sub-event** and then average it .However ,I suggest one should be put same z score category in one **Sub-event** together for convenient.(such as : absolute power/relative power...)

We can put as many as z score variables into **Sub-event** .But the one should be put only few z score in each event for easy control and **Focus on training objective**.

With expression in **Combine event** and depend on how many specific Z score variables we want to train together with PZOK, we will adjust the combine threshold (GTHR) by G key. The value of GTHR threshold can be set to archive the training objective as the table below.

GTHR	X	Result when Combine event meet condition ($X > \text{GTHR}$)
1.0	1.1	The brain will get reward when event 6 meet condition (in this case we will only Focus to training by PZOK-this is same with PZOK old approach)
1.1	1.2	The brain will get reward when event 6 and one of all the other sub-event meet condition
1.2	1.3	The brain will get reward when event 6 and two of all the other sub-event meet condition
1.3	1.4	The brain will get reward when event 6 and three of all the other sub-event meet condition
1.4	1.5	The brain will get reward when event 6 and four of all the other sub-event meet condition
1.5	1.6	The brain will get reward when event 6 and five of all the other sub-event meet condition
1.6	1.7	The brain will get reward when event 6 and all of six the other sub-event meet condition

Note:

- In the training progress, depend on the client need or the how good the client improve, the one may want to include/exclude some Z scores (**Sub-event**) in the training session. In this case just go to relative **Sub-event** to **DISABLE/ENABLE** it . That 's all .No need to touch to **Combine event** .

- The U key will use for control training range for all **Combine & Sub-event**
- The C key will control how many z score in training range
- Of course we can use up to 16 event .If one want to use up to 16 event and then one must be change expression of **Combine event**.
- Don't forget press **"use now"** button anytime you completed event set up
- And don't forget press **"Use this setting"** button to come back the training screen
- There is small change in training range : It will be **(UTHR,-UTHR)** instead of **(UTHR,-GTHR)**
- $abs(x)$:is the built-in function .It is will convert any variable(negative or positive value) become absolute value

Below is a sample to setup.

Event 1:

The screenshot shows the 'Event Wizard Designer' window with the following settings for Event 1:

- Event Number:** 1 (selected from 1 to 16)
- This Event Is:** Enabled
- Visibility:** Hidden
- Event Condition:**
 - IF:** Use Equation: Delta Amplitude Constant: Damping Factor: 0
 - Check Equation:** $x = E6F + (E6F + E7F + E8F + E9F + E10F + E11F + E12F) / 10;$
 - RULE:** IS GREATER THAN:
 - Use Equation:** Delta Coherence Constant: 0.5 Damping Factor: 0
 - Check Equation:** $x = GTHR;$
 - Note:** You must press "Check Equation" to check and save any changes made to equations
- Event Result:**
 - THEN:** Award Point (Counter 1)
 - ☐ Obey Inhibits ("stops")
 - ☐ Control MMP Player
- Event Trend Graph:**
 - Scale Factor:** 100
 - Offset:** 0
- Event Summary:**
 - Summary for Event 1: EVENT 1 IS CURRENTLY: ENABLED
 - IF: EQN: $x = E6F + (E6F + E7F + E8F + E9F + E10F + E11F + E12F) / 10;$ IS GREATER THAN EQN: $x = GTHR;$
 - THEN: Award Point (Counter 1)
- MIDI Sound Properties:**
 - Starting Note:** 37 A (440.0) 1 to 88
 - Instrument:** 41 Viola 128 choices
 - Playing Style:** Sustained Percus. or Sust.
 - Modulation:** Amplitude Ampl. or Pitch
 - Starting Loudness:** Level: 80 0 to 128
 - Loudness Change Rate:** 3 0 to 20
 - Note Change Rate:** 3 0 to 20
 - Musical Scale (Mode):** Chromatic 15 choices
 - Musical Key:** A C to B Flat
 - Play Note or Chord:** 1 Note 1 to 8 Notes
- Buttons:**
 - Enable All Events, Disable All Events, Data Dictionary
 - Clear All Events, Show All Events, Print All Events
 - Help, Copy Event, Paste Event
 - Cancel, Use Now, OK

Event 2:

Event Wizard Designer

Event Number: ☐ 1 ☒ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐ 11 ☐ 12 ☐ 13 ☐ 14 ☐ 15 ☐ 16

This Event Is: ☒ Enabled ☐ Disabled

Visibility: ☒ Visible ☐ Hidden

Event Condition:

IF: Use Equation: Delta Amplitude Constant: Damping Factor:

Check Equation x=E1P://Percent time Event 1 meet condition

RULE: IS GREATER THAN:

Use Equation: Delta Variability Constant: Damping Factor:

Check Equation x=E1P:

Note: You must press "Check Equation" to check and save any changes made to equations

Event Result:

THEN: Do Nothing

☐ Obey Inhibits ("stops") ☐ Control MMP Player

Event Trend Graph

Scale Factor: 100 Offset: 0

Event Summary:

Summary for Event 2: EVENT 2 IS CURRENTLY: ENABLED
 IF: EQN: x=E1P://Percent time Event 1 meet condition IS GREATER THAN EQN: x=E1P;
 THEN: Do Nothing

Sustained Reward Criterion: Condition must be met for: 0 milliseconds

Refractory Period: Time between rewards is: 0 milliseconds

MIDI Sound Properties:

Starting Note: 37 A (440.0) 1 to 88

Instrument: 41 Viola 128 choices

Playing Style: Sustained Percus. or Sust.

Modulation: Amplitude Ampl. or Pitch

Starting Loudness: Level: 80 0 to 128

Loudness Change Rate: 3 0 to 20

Note Change Rate: 3 0 to 20

Musical Scale (Mode): Chromatic 15 choices

Musical Key: A C to B Flat

Play Note or Chord: 1 Note 1 to 8 Notes

Enable All Events Disable All Events Data Dictionary

Clear All Events Show All Events Print All Events

Help Copy Event Paste Event

Cancel Use Now OK

Event3:

Event Wizard Designer

Event Number: ☐ 1 ☐ 2 ☒ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐ 11 ☐ 12 ☐ 13 ☐ 14 ☐ 15 ☐ 16

This Event Is: ☒ Enabled ☐ Disabled

Visibility: ☐ Visible ☒ Hidden

Event Condition:

IF: Use Equation: Delta Amplitude Constant: Damping Factor:

Check Equation x=UTHR://Press U key to adjust training range

RULE: IS GREATER THAN:

Use Equation: Delta Coherence Constant: Damping Factor:

Check Equation x=UTHR:

Note: You must press "Check Equation" to check and save any changes made to equations

Event Result:

THEN: Do Nothing

☐ Obey Inhibits ("stops") ☐ Control MMP Player

Event Trend Graph

Scale Factor: 100 Offset: 0

Event Summary:

Summary for Event 3: EVENT 3 IS CURRENTLY: ENABLED
 IF: EQN: x=UTHR://Press U key to adjust training range IS GREATER THAN EQN: x=UTHR;
 THEN: Do Nothing

Sustained Reward Criterion: Condition must be met for: 0 milliseconds

Refractory Period: Time between rewards is: 0 milliseconds

MIDI Sound Properties:

Starting Note: 37 A (440.0) 1 to 88

Instrument: 41 Viola 128 choices

Playing Style: Sustained Percus. or Sust.

Modulation: Amplitude Ampl. or Pitch

Starting Loudness: Level: 80 0 to 128

Loudness Change Rate: 3 0 to 20

Note Change Rate: 1 0 to 20

Musical Scale (Mode): Major (Ionian) 15 choices

Musical Key: A C to B Flat

Play Note or Chord: 1 Note 1 to 8 Notes

Enable All Events Disable All Events Data Dictionary

Clear All Events Show All Events Print All Events

Help Copy Event Paste Event

Cancel Use Now OK

Event 4:

Event Wizard Designer

Event Number: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

This Event Is: ☒ Enabled ☐ Disabled

Visibility: ☐ Visible ☒ Hidden

Event Condition:

IF: Use Equation: Delta Amplitude Constant: Damping Factor: 0

Check Equation: $x=GTHR; // \text{Press G key to adjust Threshold for Event 1}$

RULE: IS GREATER THAN:

Use Equation: Delta Coherence Constant: 0.5 Damping Factor: 0

Check Equation: $x=GTHR;$

Note: You must press "Check Equation" to check and save any changes made to equations

Event Result:

THEN: Do Nothing

☐ Obey Inhibits ("stops") ☐ Control MMP Player

Event Trend Graph

Scale Factor: 100 Offset: 0

Event Summary:

Summary for Event 4: EVENT 4 IS CURRENTLY: ENABLED
 IF: EQN: $x=GTHR; // \text{Press G key to adjust Threshold for Event 1}$ IS GREATER THAN EQN: $x=GTHR;$
 THEN: Do Nothing

MIDI Sound Properties:

Starting Note: 37 A [440.0] 1 to 88
 Instrument: 41 Viola 128 choices
 Playing Style: Sustained Percus. or Sust.
 Modulation: Amplitude Ampl. or Pitch
 Starting Loudness: Level: 80 0 to 128
 Loudness Change Rate: 3 0 to 20
 Note Change Rate: 1 0 to 20
 Musical Scale (Mode): Major (Ionian) 15 choices
 Musical Key: A C to B Flat
 Play Note or Chord: 1 Note 1 to 8 Notes

Enable All Events Disable All Events Data Dictionary

Clear All Events Show All Events Print All Events

Help Copy Event Paste Event

Cancel Use Now OK

Event 5:

Event Wizard Designer

Event Number: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

This Event Is: ☒ Enabled ☐ Disabled

Visibility: ☐ Visible ☒ Hidden

Event Condition:

IF: Use Equation: Delta Amplitude Constant: Damping Factor: 0

Check Equation: $x=E1F; // \text{Driven feedback}$

RULE: IS GREATER THAN:

Use Entered Value: Delta Coherence Constant: 0.5 Damping Factor: 5

Check Equation: $x=E5A;$

Note: You must press "Check Equation" to check and save any changes made to equations

Event Result:

THEN: Do Nothing

☐ Obey Inhibits ("stops") ☒ Control MMP Player

Event Trend Graph

Scale Factor: 100 Offset: 0

Event Summary:

Summary for Event 5: EVENT 5 IS CURRENTLY: ENABLED
 IF: EQN: $x=E1F; // \text{Driven feedback}$ IS GREATER THAN Value: 0.5
 THEN: Do Nothing

MIDI Sound Properties:

Starting Note: 37 A [440.0] 1 to 88
 Instrument: 41 Viola 128 choices
 Playing Style: Sustained Percus. or Sust.
 Modulation: Amplitude Ampl. or Pitch
 Starting Loudness: Level: 80 0 to 128
 Loudness Change Rate: 3 0 to 20
 Note Change Rate: 3 0 to 20
 Musical Scale (Mode): Chromatic 15 choices
 Musical Key: A C to B Flat
 Play Note or Chord: 1 Note 1 to 8 Notes

Enable All Events Disable All Events Data Dictionary

Clear All Events Show All Events Print All Events

Help Copy Event Paste Event

Cancel Use Now OK

Event 6:

Event Wizard Designer

Event Number: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☒ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐ 11 ☐ 12 ☐ 13 ☐ 14 ☐ 15 ☐ 16

This Event Is: ☒ Enabled ☐ Disabled

Visibility: ☐ Visible ☒ Hidden

Event Condition:

IF:

RULE:

Note: You must press "Check Equation" to check and save any changes made to equations

Event Result:

THEN:

☐ Obey Inhibits ("stops") ☐ Control MMP Player

Event Trend Graph

Scale Factor: Offset:

Event Summary:

Summary for Event 6: EVENT 6 IS CURRENTLY: ENABLED
 IF: EQN: x=PZOKUL(UTHR,-UTHR); IS GREATER THAN EQN: x=CT;
 THEN: Do Nothing

MIDI Sound Properties:

Starting Note: 1 to 88
 Instrument: 128 choices
 Playing Style: Percus. or Sust.
 Modulation: Ampl. or Pitch
 Starting Loudness: 0 to 128
 Loudness Change Rate: 0 to 20
 Note Change Rate: 0 to 20
 Musical Scale (Mode): 15 choices
 Musical Key: C to B Flat
 Play Note or Chord: 1 to 8 Notes

Event 7:

Event Wizard Designer

Event Number: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☒ 7 ☐ 8 ☐ 9 ☐ 10 ☐ 11 ☐ 12 ☐ 13 ☐ 14 ☐ 15 ☐ 16

This Event Is: ☒ Enabled ☐ Disabled

Visibility: ☐ Visible ☒ Hidden

Event Condition:

IF:

RULE:

Note: You must press "Check Equation" to check and save any changes made to equations

Event Result:

THEN:

☐ Obey Inhibits ("stops") ☐ Control MMP Player

Event Trend Graph

Scale Factor: Offset:

Event Summary:

Summary for Event 7: EVENT 7 IS CURRENTLY: ENABLED
 IF: EQN: x=(abs(ZAP1D)+abs(ZAP2D)+abs(ZAP3D)+abs(ZAP4D))/4; IS LESS THAN EQN: x=UTHR;
 THEN: Do Nothing

MIDI Sound Properties:

Starting Note: 1 to 88
 Instrument: 128 choices
 Playing Style: Percus. or Sust.
 Modulation: Ampl. or Pitch
 Starting Loudness: 0 to 128
 Loudness Change Rate: 0 to 20
 Note Change Rate: 0 to 20
 Musical Scale (Mode): 15 choices
 Musical Key: C to B Flat
 Play Note or Chord: 1 to 8 Notes

Event 8:

Event Wizard Designer

Event Number: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☒ 8 ☐ 9 ☐ 10 ☐ 11 ☐ 12 ☐ 13 ☐ 14 ☐ 15 ☐ 16

This Event Is: ☒ Enabled ☐ Disabled

Visibility: ☐ Visible ☒ Hidden

Event Condition:

IF: Use Equation: Delta Amplitude Constant: Damping Factor:

Check Equation $x=(abs[ZRP1T]+abs[ZRP2T]+abs[ZRP3A]+abs[ZRP4A])/4;$

RULE: IS LESS THAN:

Use Equation: Delta Variability Constant: Damping Factor:

Check Equation $x=UTHR;$

Note: You must press "Check Equation" to check and save any changes made to equations

Event Result:

THEN:

☐ Obey Inhibits ("stops") ☐ Control MMP Player

Event Trend Graph

Scale Factor: Offset:

Event Summary:

Summary for Event 8:
 IF: EQN: $x=(abs[ZRP1T]+abs[ZRP2T]+abs[ZRP3A]+abs[ZRP4A])/4;$ IS LESS THAN EQN: $x=UTHR;$
 THEN: Do Nothing

EVENT 8 IS CURRENTLY: ENABLED

MIDI Sound Properties:

Starting Note: 61 A (1760.0) 1 to 88

Instrument: 114 Steel Drums 128 choices

Playing Style: Sustained Percus. or Sust.

Modulation: Ampl. and Pitch Ampl. or Pitch

Starting Loudness: Level: 70 0 to 128

Loudness Change Rate: 3 0 to 20

Note Change Rate: 1 0 to 20

Musical Scale (Mode): Major (Ionian) 15 choices

Musical Key: A C to B Flat

Play Note or Chord: 1 Note 1 to 8 Notes

Enable All Events Disable All Events Data Dictionary

Clear All Events Show All Events Print All Events

Help Copy Event Paste Event

Cancel Use Now OK

Event 9:

Event Wizard Designer

Event Number: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☒ 9 ☐ 10 ☐ 11 ☐ 12 ☐ 13 ☐ 14 ☐ 15 ☐ 16

This Event Is: ☒ Enabled ☐ Disabled

Visibility: ☐ Visible ☒ Hidden

Event Condition:

IF: Use Equation: Delta Amplitude Constant: Damping Factor:

Check Equation $x=(abs[ZPR1TB]+abs[ZRP2TB])/2;$

RULE: IS LESS THAN:

Use Equation: Delta Variability Constant: Damping Factor:

Check Equation $x=UTHR;$

Note: You must press "Check Equation" to check and save any changes made to equations

Event Result:

THEN:

☐ Obey Inhibits ("stops") ☐ Control MMP Player

Event Trend Graph

Scale Factor: Offset:

Event Summary:

Summary for Event 9:
 IF: EQN: $x=(abs[ZPR1TB]+abs[ZRP2TB])/2;$ IS LESS THAN EQN: $x=UTHR;$
 THEN: Do Nothing

EVENT 9 IS CURRENTLY: ENABLED

MIDI Sound Properties:

Starting Note: 61 A (1760.0) 1 to 88

Instrument: 114 Steel Drums 128 choices

Playing Style: Sustained Percus. or Sust.

Modulation: Ampl. and Pitch Ampl. or Pitch

Starting Loudness: Level: 70 0 to 128

Loudness Change Rate: 3 0 to 20

Note Change Rate: 1 0 to 20

Musical Scale (Mode): Major (Ionian) 15 choices

Musical Key: A C to B Flat

Play Note or Chord: 1 Note 1 to 8 Notes

Enable All Events Disable All Events Data Dictionary

Clear All Events Show All Events Print All Events

Help Copy Event Paste Event

Cancel Use Now OK

Event 10:

Event Wizard Designer

Event Number: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

This Event Is: ☒ Enabled ☐ Disabled

Visibility: ☐ Visible ☒ Hidden

Event Condition:

IF: Use Equation: Delta Amplitude Constant: 0.0 Damping Factor: 0

Check Equation $x=(abs[ZAA12B]+abs[ZAA24A]+abs[ZAA34D])/3;$

RULE: IS LESS THAN:

Use Equation: Delta Amplitude Constant: 0.0 Damping Factor: 0

[Check Equation] $x=UTHR;$

Note: You must press "Check Equation" to check and save any changes made to equations

Event Result:

THEN: Do Nothing

☐ Obey Inhibits ("stops") ☐ Control MMP Player

Event Trend Graph

Scale Factor: 100 Offset: 0

Event Summary:

Summary for Event 10: EVENT 10 IS CURRENTLY: ENABLED
 IF: EQN: $x=(abs[ZAA12B]+abs[ZAA24A]+abs[ZAA34D])/3;$ IS LESS THAN EQN: $x=0;$
 THEN: Do Nothing

Sustained Reward Criterion
 Condition must be met for: 0 milliseconds

Refractory Period
 Time between rewards is: 0 milliseconds

MIDI Sound Properties:

Starting Note: 37 A (440.0) 1 to 88
 Instrument: 41 Viola 128 choices
 Playing Style: Sustained Percus. or Sust.
 Modulation: Amplitude Ampl. or Pitch
 Starting Loudness: Level: 80 0 to 128
 Loudness Change Rate: 3 0 to 20
 Note Change Rate: 3 0 to 20
 Musical Scale (Mode): Chromatic 15 choices
 Musical Key: A C to B Flat
 Play Note or Chord: 1 Note 1 to 8 Notes

Enable All Events Disable All Events Data Dictionary
 Clear All Events Show All Events Print All Events
 Help Copy Event Paste Event
 Cancel Use Now OK

Event 11:

Event Wizard Designer

Event Number: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

This Event Is: ☒ Enabled ☐ Disabled

Visibility: ☐ Visible ☒ Hidden

Event Condition:

IF: Use Equation: Delta Amplitude Constant: 0 Damping Factor: 0

Check Equation $x=(abs[ZC0122]+abs[ZC0133]+abs[ZC014G]+abs[ZC023A]+abs[ZC034G])/5;$

RULE: IS LESS THAN:

Use Equation: Delta Variability Constant: 0.5 Damping Factor: 0

Check Equation $x=UTHR;$

Note: You must press "Check Equation" to check and save any changes made to equations

Event Result:

THEN: Do Nothing

☐ Obey Inhibits ("stops") ☐ Control MMP Player

Event Trend Graph

Scale Factor: 100 Offset: 0

Event Summary:

Summary for Event 11: EVENT 11 IS CURRENTLY: ENABLED
 IF: EQN: $x=(abs[ZC0122]+abs[ZC0133]+abs[ZC014G]+abs[ZC023A]+abs[ZC034G])/5;$ IS LESS THAN EQN: $x=UTHR;$
 THEN: Do Nothing

Sustained Reward Criterion
 Condition must be met for: 0 milliseconds

Refractory Period
 Time between rewards is: 0 milliseconds

MIDI Sound Properties:

Starting Note: 61 A (1760.0) 1 to 88
 Instrument: 114 Steel Drums 128 choices
 Playing Style: Sustained Percus. or Sust.
 Modulation: Ampl. and Pitch Ampl. or Pitch
 Starting Loudness: Level: 70 0 to 128
 Loudness Change Rate: 3 0 to 20
 Note Change Rate: 1 0 to 20
 Musical Scale (Mode): Major (Ionian) 15 choices
 Musical Key: A C to B Flat
 Play Note or Chord: 1 Note 1 to 8 Notes

Enable All Events Disable All Events Data Dictionary
 Clear All Events Show All Events Print All Events
 Help Copy Event Paste Event
 Cancel Use Now OK

Event 12:

