附錄 A 實驗程式原始碼

第一節 面材料程式原始碼

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Private Sub 取閃爍底圖_Click()
  Dim temp1() As Points  '宣告陣列與變數
  Dim temp2() As Points
  Dim temp3() As Points
  Dim temp4() As Points
  Dim temp5() As Points
  Dim temp6() As Points
  Dim temp7() As Points
  Dim temp8() As Points
  Dim temp() As Points

  Dim 圖 1() As Points
  Dim 圖 2() As Points
  Dim 圖 3() As Points
  Dim 圖 4() As Points
  Dim 圖 5() As Points
  Dim 圖 6() As Points
  Dim 圖 7() As Points
  Dim 圖 8() As Points
  Dim 圖一() As Points
  Dim 圖三() As Points
  Dim 刺激位置(36) As Points

  Dim 寬度 As Integer
  Dim 亮度 As Integer
  Dim 減少_D As Integer
  Dim 端點(15) As Points

  Dim Long_width As Integer
  Dim Short_width As Integer
  Dim Surface_height As Integer

  Dim a1 As Double
  Dim b1 As Double

  Dim a2 As Double
  Dim b2 As Double

  Dim R1 As Double
  Dim R2 As Double
  Dim S1 As Double
  Dim S2 As Double

  Dim R3 As Double
  Dim R4 As Double
  Dim S3 As Double
  Dim S4 As Double

  Dim i As Integer, j As Integer, k As Integer, m As Integer
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Dim sFile1 As String, sFile2 As String, sFile3 As String, sFile4 As String
Dim midLine_Space As Single
Dim Shift As Integer

Dim myTargetPoint(1, 1 To 36) As Integer
Dim mySubject As Integer

twipShow.Show

            B_Pno1 = Val(Text1(1).Text)
         B_Height1 = Val(Text1(2).Text)
          B_Width1 = Val(Text1(3).Text)
            Bno_W1 = Val(Text1(4).Text)
            Bno_H1 = Val(Text1(5).Text)
                 D = Val(Text1(6).Text)
        disparity = Val(Text1(7).Text)
             mLPno = Val(Text1(8).Text)
            B_Pno2 = Val(Text1(1).Text)
         B_Height2 = Val(Text1(2).Text)
          B_Width2 = Val(Text1(3).Text)
            Bno_W2 = Val(Text1(4).Text)
            Bno_H2 = Val(Text1(5).Text)
  midLine_Space = Val(Text1(15).Text)
           Shift = Val(Text1(14).Text)
            亮度  = Val(Text1(11).Text)
          減少_D = Val(Text1(13).Text)
            寬度  = Val(均勻圖.mySet(2).Text)

ReDim temp1(Bno_W1 - 1, Bno_H1 * B_Pno1 - 1) As Points
ReDim temp2(Bno_W1 - 1, Bno_H1 * B_Pno1 - 1) As Points
ReDim temp3(Bno_W1 - 1, Bno_H1 * B_Pno1 - 1) As Points
ReDim temp4(Bno_W1 - 1, Bno_H1 * B_Pno1 - 1) As Points
ReDim temp5(Bno_W2 - 1, Bno_H2 * B_Pno2 - 1) As Points
ReDim temp6(Bno_W2 - 1, Bno_H2 * B_Pno2 - 1) As Points
ReDim temp7(Bno_W2 - 1, Bno_H2 * B_Pno2 - 1) As Points
ReDim temp8(Bno_W2 - 1, Bno_H2 * B_Pno2 - 1) As Points
ReDim temp(Bno_H1 * B_Pno1 - 1) As Points

ReDim 圖 1(Bno_W1 * Bno_H1 * B_Pno1 - 1) As Points
ReDim 圖 2(Bno_W1 * Bno_H1 * B_Pno1 - 1) As Points
ReDim 圖 3(Bno_W1 * Bno_H1 * B_Pno1 - 1) As Points
ReDim 圖 4(Bno_W1 * Bno_H1 * B_Pno1 - 1) As Points
ReDim 圖 5(Bno_W2 * Bno_H2 * B_Pno2 - 1) As Points
ReDim 圖 6(Bno_W2 * Bno_H2 * B_Pno2 - 1) As Points
ReDim 圖 7(Bno_W2 * Bno_H2 * B_Pno2 - 1) As Points
ReDim 圖 8(Bno_W2 * Bno_H2 * B_Pno2 - 1) As Points
ReDim 圖一(Bno_W1 * Bno_H1 * B_Pno1 * 2 - 1) As Points
ReDim 圖三(Bno_W1 * Bno_H1 * B_Pno1 * 2 - 1) As Points


    Middle_x = twipShow.ScaleWidth / 2 - D / 2
    Middle_y = twipShow.ScaleHeight / 2 - B_Height1 * Bno_H1 / 2
  Long_width = B_Width1 * Bno_W1
 Short_width = (Bno_W1 - 1) * (B_Width1 - disparity) + B_Width1
Surface_height = B_Height1 * Bno_H1

mySubject = 5
Do
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k = 0
Do

reGetPoint:

‘***************取圖 1,圖 3***********************
  For j = 0 To Bno_W1 - 1
    For i = 0 To B_Pno1 * Bno_H1 - 1
       取條塊點  temp, B_Pno1, Bno_H1, B_Height1, B_Width1

      temp1(j, i).X = temp(i).X + j * B_Width1 + Middle_x
      temp1(j, i).Y = temp(i).Y + Middle_y

      temp3(j, i).X = temp1(j, i).X + D - j * disparity
      temp3(j, i).Y = temp1(j, i).Y

  If temp1(j, i).X >= Middle_x And temp1(j, i).X <= Middle_x + midLine_Space / 2 Then
       temp1(j, i).X = -1000
       temp3(j, i).X = -1000
  End If

      圖 1(j * B_Pno1 * Bno_H1 + i).X = temp1(j, i).X
      圖 1(j * B_Pno1 * Bno_H1 + i).Y = temp1(j, i).Y

      圖 3(j * B_Pno1 * Bno_H1 + i).X = temp3(j, i).X
      圖 3(j * B_Pno1 * Bno_H1 + i).Y = temp3(j, i).Y

    Next i
  Next j

'***************取圖 2,圖 4****************
  For j = 0 To Bno_W1 - 1
    For i = 0 To B_Pno1 * Bno_H1 - 1
       取條塊點  temp, B_Pno1, Bno_H1, B_Height1, B_Width1

      temp2(j, i).X = temp(i).X - (j + 1) * B_Width1 + Middle_x
      temp2(j, i).Y = temp(i).Y + Middle_y

      temp4(j, i).X = temp2(j, i).X + D + j * disparity
      temp4(j, i).Y = temp2(j, i).Y

If temp2(j, i).X >= Middle_x - midLine_Space / 2 And temp2(j, i).X <= middle Then
      temp2(j, i).X = -1000
      temp4(j, i).X = -1000
End If


      圖 2(j * B_Pno1 * Bno_H1 + i).X = temp2(j, i).X
      圖 2(j * B_Pno1 * Bno_H1 + i).Y = temp2(j, i).Y

      圖 4(j * B_Pno1 * Bno_H1 + i).X = temp4(j, i).X
      圖 4(j * B_Pno1 * Bno_H1 + i).Y = temp4(j, i).Y

    Next i
  Next j

'***************取圖 5,圖 7****************
  For j = 0 To Bno_W2 - 1
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  For i = 0 To B_Pno2 * Bno_H2 - 1
     取條塊點  temp, B_Pno2, Bno_H2, B_Height2, B_Width2

    temp5(j, i).X = temp(i).X + j * B_Width2 + Middle_x
    temp5(j, i).Y = temp(i).Y + Middle_y + Shift

    temp7(j, i).X = temp5(j, i).X - j * disparity
    temp7(j, i).Y = temp5(j, i).Y

    圖 5(j * B_Pno2 * Bno_H2 + i).X = temp5(j, i).X + D
    圖 5(j * B_Pno2 * Bno_H2 + i).Y = temp5(j, i).Y

    圖 7(j * B_Pno2 * Bno_H2 + i).X = temp7(j, i).X
    圖 7(j * B_Pno2 * Bno_H2 + i).Y = temp7(j, i).Y

  Next i
 Next j

'***************取圖 6,圖 8****************
 For j = 0 To Bno_W2 - 1
  For i = 0 To B_Pno2 * Bno_H2 - 1
     取條塊點  temp, B_Pno2, Bno_H2, B_Height2, B_Width2

    temp6(j, i).X = temp(i).X - (j + 1) * B_Width2 + Middle_x
    temp6(j, i).Y = temp(i).Y + Middle_y + Shift

    temp8(j, i).X = temp6(j, i).X + j * disparity
    temp8(j, i).Y = temp6(j, i).Y

    圖 6(j * B_Pno2 * Bno_H2 + i).X = temp6(j, i).X + D
    圖 6(j * B_Pno2 * Bno_H2 + i).Y = temp6(j, i).Y

    圖 8(j * B_Pno2 * Bno_H2 + i).X = temp8(j, i).X
    圖 8(j * B_Pno2 * Bno_H2 + i).Y = temp8(j, i).Y
  Next i
 Next j


'***************取出 16 個端點*****************
端點(0).X = Middle_x - Short_width
端點(0).Y = Middle_y + Shift
端點(1).X = Middle_x + Short_width
端點(1).Y = Middle_y + Shift +  減少_D
端點(2).X = Middle_x - Short_width
端點(2).Y = Middle_y + Shift + Surface_height
端點(3).X = Middle_x + Short_width
端點(3).Y = Middle_y + Shift + Surface_height -  減少_D
端點(4).X = Middle_x + D - Long_width
端點(4).Y = Middle_y + Shift
端點(5).X = Middle_x + D + Long_width
端點(5).Y = Middle_y + Shift +  減少_D
端點(6).X = Middle_x + D - Long_width
端點(6).Y = Middle_y + Shift + Surface_height
端點(7).X = Middle_x + D + Long_width
端點(7).Y = Middle_y + Shift + Surface_height -  減少_D

端點(8).X = Middle_x - Long_width
端點(8).Y = Middle_y +  減少_D
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端點(9).X = Middle_x + Long_width
端點(9).Y = Middle_y
端點(10).X = Middle_x - Long_width
端點(10).Y = Middle_y + Surface_height -  減少_D
端點(11).X = Middle_x + Long_width
端點(11).Y = Middle_y + Surface_height
端點(12).X = Middle_x + D - Short_width
端點(12).Y = Middle_y +  減少_D
端點(13).X = Middle_x + D + Short_width
端點(13).Y = Middle_y
端點(14).X = Middle_x + D - Short_width
端點(14).Y = Middle_y + Surface_height -  減少_D
端點(15).X = Middle_x + D + Short_width
端點(15).Y = Middle_y + Surface_height

'***************計算透視的點圖*****************
For i = 0 To 15 Step 4
  R1 =  端點(i).X
  S1 =  端點(i).Y
  R2 =  端點(i + 1).X
  S2 =  端點(i + 1).Y

  R3 =  端點(i + 2).X
  S3 =  端點(i + 2).Y
  R4 =  端點(i + 3).X
  S4 =  端點(i + 3).Y

            a1 = (S2 - S1) / (R2 - R1)
            b1 = S1 - (((S2 - S1) * R1) / (R2 - R1))

            a2 = (S4 - S3) / (R4 - R3)
            b2 = S3 - (((S4 - S3) * R3) / (R4 - R3))

       For m = 0 To Bno_W1 * Bno_H1 * B_Pno1 - 1
         If i = 0 Then
            If  圖 7(m).Y < a1 *  圖 7(m).X + b1 Then  圖 7(m).X = -1000
            If  圖 7(m).Y > a2 *  圖 7(m).X + b2 Then  圖 7(m).X = -1000
            If  圖 8(m).Y < a1 *  圖 8(m).X + b1 Then  圖 8(m).X = -1000
            If  圖 8(m).Y > a2 *  圖 8(m).X + b2 Then  圖 8(m).X = -1000
         ElseIf i = 4 Then
            If  圖 5(m).Y < a1 *  圖 5(m).X + b1 Then  圖 5(m).X = -1000
            If  圖 5(m).Y > a2 *  圖 5(m).X + b2 Then  圖 5(m).X = -1000
            If  圖 6(m).Y < a1 *  圖 6(m).X + b1 Then  圖 6(m).X = -1000
            If  圖 6(m).Y > a2 *  圖 6(m).X + b2 Then  圖 6(m).X = -1000
         ElseIf i = 8 Then
            If  圖 1(m).Y < a1 *  圖 1(m).X + b1 Then  圖 1(m).X = -1000
            If  圖 1(m).Y > a2 *  圖 1(m).X + b2 Then  圖 1(m).X = -1000
            If  圖 2(m).Y < a1 *  圖 2(m).X + b1 Then  圖 2(m).X = -1000
            If  圖 2(m).Y > a2 *  圖 2(m).X + b2 Then  圖 2(m).X = -1000
         ElseIf i = 12 Then
            If  圖 3(m).Y < a1 *  圖 3(m).X + b1 Then  圖 3(m).X = -1000
            If  圖 3(m).Y > a2 *  圖 3(m).X + b2 Then  圖 3(m).X = -1000
            If  圖 4(m).Y < a1 *  圖 4(m).X + b1 Then  圖 4(m).X = -1000
            If  圖 4(m).Y > a2 *  圖 4(m).X + b2 Then  圖 4(m).X = -1000
         End If
       Next m
Next i
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'***************計算可能目標位置*****************
刺激位置(1).X = Middle_x - 5 * (1.2 *  寬度)
刺激位置(1).Y = Middle_y + 1 / 2 * Bno_H1 * B_Height1 - (1.2 *  寬度) * 5 + Shift / 2
刺激位置(2).X = Middle_x - 3 * (1.2 *  寬度)
刺激位置(2).Y =  刺激位置(1).Y
刺激位置(3).X = Middle_x - 1 * (1.2 *  寬度)
刺激位置(3).Y =  刺激位置(1).Y
刺激位置(4).X = Middle_x + 1 * (1.2 *  寬度)
刺激位置(4).Y =  刺激位置(1).Y
刺激位置(5).X = Middle_x + 3 * (1.2 *  寬度)
刺激位置(5).Y =  刺激位置(1).Y
刺激位置(6).X = Middle_x + 5 * (1.2 *  寬度)
刺激位置(6).Y =  刺激位置(1).Y

刺激位置(7).X =  刺激位置(1).X
刺激位置(7).Y = Middle_y + 1 / 2 * Bno_H1 * B_Height1 - (1.2 *  寬度) * 3 + Shift / 2
刺激位置(8).X =  刺激位置(2).X
刺激位置(8).Y =  刺激位置(7).Y
刺激位置(9).X =  刺激位置(3).X
刺激位置(9).Y =  刺激位置(7).Y
刺激位置(10).X =  刺激位置(4).X
刺激位置(10).Y =  刺激位置(7).Y
刺激位置(11).X =  刺激位置(5).X
刺激位置(11).Y =  刺激位置(7).Y
刺激位置(12).X =  刺激位置(6).X
刺激位置(12).Y =  刺激位置(7).Y

刺激位置(13).X =  刺激位置(1).X
刺激位置(13).Y = Middle_y + 1 / 2 * Bno_H1 * B_Height1 - (1.2 *  寬度) * 1 + Shift / 2
刺激位置(14).X =  刺激位置(2).X
刺激位置(14).Y =  刺激位置(13).Y
刺激位置(15).X =  刺激位置(3).X
刺激位置(15).Y =  刺激位置(13).Y
刺激位置(16).X =  刺激位置(4).X
刺激位置(16).Y =  刺激位置(13).Y
刺激位置(17).X =  刺激位置(5).X
刺激位置(17).Y =  刺激位置(13).Y
刺激位置(18).X =  刺激位置(6).X
刺激位置(18).Y =  刺激位置(13).Y

刺激位置(19).X =  刺激位置(1).X
刺激位置(19).Y = Middle_y + 1 / 2 * Bno_H1 * B_Height1 + (1.2 *  寬度) * 1 + Shift / 2
刺激位置(20).X =  刺激位置(2).X
刺激位置(20).Y =  刺激位置(19).Y
刺激位置(21).X =  刺激位置(3).X
刺激位置(21).Y =  刺激位置(19).Y
刺激位置(22).X =  刺激位置(4).X
刺激位置(22).Y =  刺激位置(19).Y
刺激位置(23).X =  刺激位置(5).X
刺激位置(23).Y =  刺激位置(19).Y
刺激位置(24).X =  刺激位置(6).X
刺激位置(24).Y =  刺激位置(19).Y

刺激位置(25).X =  刺激位置(1).X
刺激位置(25).Y = Middle_y + 1 / 2 * Bno_H1 * B_Height1 + (1.2 *  寬度) * 3 + Shift / 2
刺激位置(26).X =  刺激位置(2).X
刺激位置(26).Y =  刺激位置(25).Y
刺激位置(27).X =  刺激位置(3).X
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刺激位置(27).Y =  刺激位置(25).Y
刺激位置(28).X =  刺激位置(4).X
刺激位置(28).Y =  刺激位置(25).Y
刺激位置(29).X =  刺激位置(5).X
刺激位置(29).Y =  刺激位置(25).Y
刺激位置(30).X =  刺激位置(6).X
刺激位置(30).Y =  刺激位置(25).Y

刺激位置(31).X =  刺激位置(1).X
刺激位置(31).Y = Middle_y + 1 / 2 * Bno_H1 * B_Height1 + (1.2 *  寬度) * 5 + Shift / 2
刺激位置(32).X =  刺激位置(2).X
刺激位置(32).Y =  刺激位置(31).Y
刺激位置(33).X =  刺激位置(3).X
刺激位置(33).Y =  刺激位置(31).Y
刺激位置(34).X =  刺激位置(4).X
刺激位置(34).Y =  刺激位置(31).Y
刺激位置(35).X =  刺激位置(5).X
刺激位置(35).Y =  刺激位置(31).Y
刺激位置(36).X =  刺激位置(6).X
刺激位置(36).Y =  刺激位置(31).Y

   For j = 0 To Bno_W1 * Bno_H1 * B_Pno1 - 1
      圖一(j).X =  圖 1(j).X
      圖一(j).Y =  圖 1(j).Y
      圖三(j).X =  圖 5(j).X
      圖三(j).Y =  圖 5(j).Y
   Next j

   For j = 0 To Bno_W1 * Bno_H1 * B_Pno1 - 1
      圖一(Bno_W1 * Bno_H1 * B_Pno1 + j).X =  圖 2(j).X
      圖一(Bno_W1 * Bno_H1 * B_Pno1 + j).Y =  圖 2(j).Y
      圖三(Bno_W1 * Bno_H1 * B_Pno1 + j).X =  圖 6(j).X
      圖三(Bno_W1 * Bno_H1 * B_Pno1 + j).Y =  圖 6(j).Y
   Next j

   For i = 0 To 1
         For j = 1 To 36
            myTargetPoint(i, j) = 0
         Next j
      Next i

'****************計算 36 個可能目標之點數需大於 6，否則重取******************
      For i = 1 To 36
         For j = 0 To Bno_W1 * Bno_H1 * B_Pno1 * 2 - 1
               If  圖一(j).X >  刺激位置(i).X -  寬度  / 2 And  圖一(j).X <  刺激位置(i).X +  寬度  / 2 And  圖一(j).Y
>  刺激位置(i).Y -  寬度  / 2 And  圖一(j).Y <  刺激位置(i).Y +  寬度  / 2 Then
                  myTargetPoint(0, i) = myTargetPoint(0, i) + 1
               ElseIf  圖三(j).X >  刺激位置(i).X -  寬度  / 2 + D And  圖三(j).X <  刺激位置(i).X +  寬度  / 2 + D
And  圖三(j).Y >  刺激位置(i).Y -  寬度  / 2 And  圖三(j).Y <  刺激位置(i).Y +  寬度  / 2 Then
                  myTargetPoint(1, i) = myTargetPoint(1, i) + 1
               End If
         Next j
      Next i

      For i = 0 To 1
         For j = 1 To 36
            If myTargetPoint(i, j) < 6 Then GoTo reGetPoint:
         Next j
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        Next i


    '***************將事先取好的圖點另外存成.txt 檔*****************
    sFile1 = App.Path + "\底圖庫" + "\閃爍圖_TPN_底圖庫" + CStr(mySubject) + "\底圖" + CStr(k) + "圖一" +
".txt"
  Open sFile1 For Output As #1
        For i = 0 To Bno_W1 * Bno_H1 * B_Pno1 - 1
           Print #1,  圖 1(i).X,  圖 1(i).Y
           Print #1,  圖 2(i).X,  圖 2(i).Y
        Next i
Close #1

sFile2 = App.Path + "\底圖庫" + "\閃爍圖_TPN_底圖庫" + CStr(mySubject) + "\底圖" + CStr(k) + "圖二" +
".txt"
  Open sFile2 For Output As #2
        For i = 0 To Bno_W1 * Bno_H1 * B_Pno1 - 1
           Print #2,  圖 3(i).X,  圖 3(i).Y
           Print #2,  圖 4(i).X,  圖 4(i).Y
        Next i
Close #2

sFile3 = App.Path + "\底圖庫" + "\閃爍圖_TPN_底圖庫" + CStr(mySubject) + "\底圖" + CStr(k) + "圖三" +
".txt"
  Open sFile3 For Output As #3
      For i = 0 To Bno_W2 * Bno_H2 * B_Pno2 - 1
           Print #3,  圖 5(i).X,  圖 5(i).Y
           Print #3,  圖 6(i).X,  圖 6(i).Y
        Next i
Close #3

sFile4 = App.Path + "\底圖庫" + "\閃爍圖_TPN_底圖庫" + CStr(mySubject) + "\底圖" + CStr(k) + "圖四" +
".txt"
  Open sFile4 For Output As #4
      For i = 0 To Bno_W2 * Bno_H2 * B_Pno2 - 1
           Print #4,  圖 7(i).X,  圖 7(i).Y
           Print #4,  圖 8(i).X,  圖 8(i).Y
        Next i
Close #4

    k = k + 1
Loop Until k >= 216

mySubject = mySubject + 1
Loop Until mySubject >= 6

twipShow.Hide
MsgBox "ok"

End Sub
```

第二節 實驗流程控制原始碼

```
Private Sub Exo_Block1_Click()
   Dim sFile As String '宣告變數與陣列

   Dim 順序(35) As myData
   Dim BufferOrder(2) As myData

   Dim temp_data As myData
   Dim temp_loca As Integer

   Dim i As Integer
   Dim j As Integer
   Dim k As Integer

   Dim SOA As Integer
   Dim mySubject As Integer
   Dim Guidetemp As String

  twipShow.Cls
  twipShow.Picture = LoadPicture()
  twipShow.Show

Label25.Caption = "實驗中"
Label35.Caption = 0

           SOA = Val(mySet(21).Text)
  mySubject = Val(mySet(3).Text)

'***************將事先取好的 trial 順序載入記憶體**************
sFile = App.Path + "\Exo_Block 順序" + "\" + CStr(mySubject) + "\Block0" + ".txt"
   Open sFile For Input As #1
      For i = 0 To 35
         Input #1, temp_data.Target_loca, temp_data.sd_S, temp_data.PrecueS, temp_data.Resp
            順序(i).sd_S = temp_data.sd_S
            順序(i).Resp = temp_data.Resp
            順序(i).PrecueS = temp_data.PrecueS
            順序(i).Target_loca = temp_data.Target_loca
      Next i
   Close #1

sFile = App.Path + "\BufferTrial" + "\BufferTrialOrder" + ".txt"
   Open sFile For Input As #1
      For i = 0 To 2
         Input #1, temp_data.Target_loca, temp_data.sd_S, temp_data.PrecueS, temp_data.Resp
            BufferOrder(i).sd_S = temp_data.sd_S
            BufferOrder(i).Resp = temp_data.Resp
            BufferOrder(i).PrecueS = temp_data.PrecueS
            BufferOrder(i).Target_loca = temp_data.Target_loca
      Next i
   Close #1

'***************每個區間之前有 3 個 BufferTrial，不予計算**************
Do
j = 0
For k = 0 To 2
```

```
Label35.Caption = k + 1

If BufferOrder(k).sd_S = 0 And BufferOrder(k).PrecueS = 0 And BufferOrder(k).Resp = 0 And BufferOrder(k).內容 = 0 Then
      凝視點 k   '----------呈現凝視點
      刺激材料 Part2.刺激底圖_36 2, k, 0, 0 '----------呈現面材料與可能目標

Do
   DoEvents
Loop Until funKeyDown(97)
'      delay (500)
      刺激材料 Part2.秀左閃爍_TPN k '----------呈現閃爍提示
      刺激材料 Part2.刺激底圖_36 2, k, 0, 0 '----------回復爲面材料與可能目標

      delay (SOA) '----------經過 SOA 之後
   刺激材料 Part2.綠色反應 36 k, 0, BufferOrder(k).Target_loca, 0 '----------呈現目標刺激
   Call QueryPerformanceFrequency(queryFreq) '----------開始計時
      dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
      dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105) '----------直到反應停止計時
   Call QueryPerformanceCounter(queryEnd)
      dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

   BufferOrder(k).時間 = (dblEnd - dblStart) / dblFreq * 1000'----------計算反應時間



If funKeyDown(99) = True And BufferOrder(k).時間 <= 1500 Then'----------判斷反應是否正確
     Beep 500, 300'----------給回饋音
     BufferOrder(k).內容 = 1
     j = j
ElseIf funKeyDown(99) = True And BufferOrder(k).時間 >= 1500 Then
     Beep 500, 300
     BufferOrder(k).內容 = 0
     j = j + 1
Else
     Beep 1000, 300
     BufferOrder(k).內容 = 0
     j = j + 1
End If

ElseIf BufferOrder(k).sd_S = 0 And BufferOrder(k).PrecueS = 0 And BufferOrder(k).Resp = 1 And BufferOrder(k).內容 = 0 Then
      凝視點 k
      刺激材料 Part2.刺激底圖_36 2, k, 0, 0
Do
   DoEvents
Loop Until funKeyDown(97)
   '   delay (500)
      刺激材料 Part2.秀左閃爍_TPN k
      刺激材料 Part2.刺激底圖_36 2, k, 0, 0
      delay (SOA)
```

```
      刺激材料 Part2.紅色反應 36 k, 0, BufferOrder(k).Target_loca, 0
   Call QueryPerformanceFrequency(queryFreq)
      dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
      dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
   Call QueryPerformanceCounter(queryEnd)
      dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

    BufferOrder(k).時間  = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(105) = True And BufferOrder(k).時間  <= 1500 Then
     Beep 500, 300
     BufferOrder(k).內容  = 1
     j = j
ElseIf funKeyDown(105) = True And BufferOrder(k).時間  >= 1500 Then
     Beep 500, 300
     BufferOrder(k).內容  = 0
     j = j + 1
Else
     Beep 1000, 300
     BufferOrder(k).內容  = 0
     j = j + 1
End If


ElseIf BufferOrder(k).sd_S = 0 And BufferOrder(k).PrecueS = 1 And BufferOrder(k).Resp = 0 And BufferOrder(k).
內容  = 0 Then
      凝視點  k
      刺激材料 Part2.刺激底圖_36 2, k, 0, 1
Do
   DoEvents
Loop Until funKeyDown(97)
   '    delay (500)
      刺激材料 Part2.秀右閃爍_TPN k
      刺激材料 Part2.刺激底圖_36 2, k, 0, 1
      delay (SOA)
      刺激材料 Part2.綠色反應 36 k, 0, BufferOrder(k).Target_loca, 1
   Call QueryPerformanceFrequency(queryFreq)
      dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
      dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
   Call QueryPerformanceCounter(queryEnd)
      dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

    BufferOrder(k).時間  = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(99) = True And BufferOrder(k).時間  <= 1500 Then
     Beep 500, 300
```

```
    BufferOrder(k).內容 = 1
    j = j
ElseIf funKeyDown(99) = True And BufferOrder(k).時間 >= 1500 Then
    Beep 500, 300
    BufferOrder(k).內容 = 0
    j = j + 1
Else
    Beep 1000, 300
    BufferOrder(k).內容 = 0
    j = j + 1
End If

ElseIf BufferOrder(k).sd_S = 0 And BufferOrder(k).PrecueS = 1 And BufferOrder(k).Resp = 1 And BufferOrder(k).
內容 = 0 Then
      凝視點 k
      刺激材料 Part2.刺激底圖_36 2, k, 0, 1
Do
   DoEvents
Loop Until funKeyDown(97)
    ' delay (500)
      刺激材料 Part2.秀右閃爍_TPN k
      刺激材料 Part2.刺激底圖_36 2, k, 0, 1
      delay (SOA)
      刺激材料 Part2.紅色反應 36 k, 0, BufferOrder(k).Target_loca, 1
   Call QueryPerformanceFrequency(queryFreq)
      dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
      dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
   Call QueryPerformanceCounter(queryEnd)
      dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

   BufferOrder(k).時間 = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(105) = True And BufferOrder(k).時間 <= 1500 Then
    Beep 500, 300
    BufferOrder(k).內容 = 1
    j = j
ElseIf funKeyDown(105) = True And BufferOrder(k).時間 >= 1500 Then
    Beep 500, 300
    BufferOrder(k).內容 = 0
    j = j + 1
Else
    Beep 1000, 300
    BufferOrder(k).內容 = 0
    j = j + 1
End If

ElseIf BufferOrder(k).sd_S = 1 And BufferOrder(k).PrecueS = 0 And BufferOrder(k).Resp = 0 And BufferOrder(k).
內容 = 0 Then
      凝視點 k
      刺激材料 Part2.刺激底圖_36 2, k, 0, 1
Do
   DoEvents
```

```
Loop Until funKeyDown(97)
     ' delay (500)
       刺激材料 Part2.秀左閃爍_TPN k
       刺激材料 Part2.刺激底圖_36 2, k, 0, 1
       delay (SOA)
       刺激材料 Part2.綠色反應 36 k, 0, BufferOrder(k).Target_loca, 1
   Call QueryPerformanceFrequency(queryFreq)
       dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
       dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
   Call QueryPerformanceCounter(queryEnd)
       dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

    BufferOrder(k).時間  = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(99) = True And BufferOrder(k).時間  <= 1500 Then
     Beep 500, 300
     BufferOrder(k).內容  = 1
     j = j
ElseIf funKeyDown(99) = True And BufferOrder(k).時間  >= 1500 Then
     Beep 500, 300
     BufferOrder(k).內容  = 0
     j = j + 1
Else
     Beep 1000, 300
     BufferOrder(k).內容  = 0
     j = j + 1
End If

ElseIf BufferOrder(k).sd_S = 1 And BufferOrder(k).PrecueS = 0 And BufferOrder(k).Resp = 1 And BufferOrder(k).
內容  = 0 Then
       凝視點  k
       刺激材料 Part2.刺激底圖_36 2, k, 0, 1
Do
   DoEvents
Loop Until funKeyDown(97)
   '    delay (500)
       刺激材料 Part2.秀左閃爍_TPN k
       刺激材料 Part2.刺激底圖_36 2, k, 0, 1
       delay (SOA)
       刺激材料 Part2.紅色反應 36 k, 0, BufferOrder(k).Target_loca, 1
   Call QueryPerformanceFrequency(queryFreq)
       dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
       dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
   Call QueryPerformanceCounter(queryEnd)
       dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls
```

```
   BufferOrder(k).時間  = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(105) = True And BufferOrder(k).時間  <= 1500 Then
     Beep 500, 300
     BufferOrder(k).內容  = 1
     j = j
ElseIf funKeyDown(105) = True And BufferOrder(k).時間  >= 1500 Then
     Beep 500, 300
     BufferOrder(k).內容  = 0
     j = j + 1
Else
     Beep 1000, 300
     BufferOrder(k).內容  = 0
     j = j + 1
End If

ElseIf BufferOrder(k).sd_S = 1 And BufferOrder(k).PrecueS = 1 And BufferOrder(k).Resp = 0 And BufferOrder(k).
內容  = 0 Then
      凝視點  k
      刺激材料 Part2.刺激底圖_36 2, k, 0, 0
Do
   DoEvents
Loop Until funKeyDown(97)
 '     delay (500)
      刺激材料 Part2.秀右閃爍_TPN k
      刺激材料 Part2.刺激底圖_36 2, k, 0, 0
      delay (SOA)
      刺激材料 Part2.綠色反應 36 k, 0, BufferOrder(k).Target_loca, 0
         Call QueryPerformanceFrequency(queryFreq)
      dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
      dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
   Call QueryPerformanceCounter(queryEnd)
      dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

   BufferOrder(k).時間  = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(99) = True And BufferOrder(k).時間  <= 1500 Then
     Beep 500, 300
     BufferOrder(k).內容  = 1
     j = j
ElseIf funKeyDown(99) = True And BufferOrder(k).時間  >= 1500 Then
     Beep 500, 300
     BufferOrder(k).內容  = 0
     j = j + 1
Else
     Beep 1000, 300
     BufferOrder(k).內容  = 0
     j = j + 1
End If

ElseIf BufferOrder(k).sd_S = 1 And BufferOrder(k).PrecueS = 1 And BufferOrder(k).Resp = 1 And BufferOrder(k).
內容  = 0 Then
```

```
        凝視點 k
        刺激材料 Part2.刺激底圖_36 2, k, 0, 0
Do
   DoEvents
Loop Until funKeyDown(97)
 '     delay (500)
        刺激材料 Part2.秀右閃爍_TPN k
        刺激材料 Part2.刺激底圖_36 2, k, 0, 0
        delay (SOA)
        刺激材料 Part2.紅色反應 36 k, 0, BufferOrder(k).Target_loca, 0
   Call QueryPerformanceFrequency(queryFreq)
        dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
        dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
   Call QueryPerformanceCounter(queryEnd)
        dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

    BufferOrder(k).時間 = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(105) = True And BufferOrder(k).時間 <= 1500 Then
      Beep 500, 300
      BufferOrder(k).內容 = 1
      j = j
ElseIf funKeyDown(105) = True And BufferOrder(k).時間 >= 1500 Then
      Beep 500, 300
      BufferOrder(k).內容 = 0
      j = j + 1
Else
      Beep 1000, 300
      BufferOrder(k).內容 = 0
      j = j + 1
End If

End If
Next k
Loop Until j = 0

'**************正式實驗 Block1_Trial**************
Do
j = 0
For k = 0 To 35

Label35.Caption = k + 1

If 順序(k).sd_S = 0 And 順序(k).PrecueS = 0 And 順序(k).Resp = 0 And 順序(k).內容 = 0 Then
        凝視點 k
        刺激材料 Part2.刺激底圖_36 0, k, 0, 0
Do
   DoEvents
Loop Until funKeyDown(97)
'       delay (500)
        刺激材料 Part2.秀左閃爍_TPN k
        刺激材料 Part2.刺激底圖_36 0, k, 0, 0
```

```
      delay (SOA)
      刺激材料 Part2.綠色反應 36 k, 0,  順序(k).Target_loca, 0
   Call QueryPerformanceFrequency(queryFreq)
      dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
      dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
   Call QueryPerformanceCounter(queryEnd)
      dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

    順序(k).時間  = (dblEnd - dblStart) / dblFreq * 1000



If funKeyDown(99) = True And  順序(k).時間  <= 1500 Then
     Beep 500, 300
     順序(k).內容  = 1
     j = j
ElseIf funKeyDown(99) = True And  順序(k).時間  >= 1500 Then
     Beep 500, 300
     順序(k).內容  = 0
     j = j + 1
Else
     Beep 1000, 300
     順序(k).內容  = 0
     j = j + 1
End If

ElseIf  順序(k).sd_S = 0 And  順序(k).PrecueS = 0 And  順序(k).Resp = 1 And  順序(k).內容  = 0 Then
      凝視點  k
      刺激材料 Part2.刺激底圖_36 0, k, 0, 0
Do
   DoEvents
Loop Until funKeyDown(97)
   '    delay (500)
      刺激材料 Part2.秀左閃爍_TPN k
      刺激材料 Part2.刺激底圖_36 0, k, 0, 0
      delay (SOA)
      刺激材料 Part2.紅色反應 36 k, 0,  順序(k).Target_loca, 0
   Call QueryPerformanceFrequency(queryFreq)
      dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
      dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
   Call QueryPerformanceCounter(queryEnd)
      dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

    順序(k).時間  = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(105) = True And  順序(k).時間  <= 1500 Then
```

```
    Beep 500, 300
    順序(k).內容 = 1
    j = j
ElseIf funKeyDown(105) = True And 順序(k).時間 >= 1500 Then
    Beep 500, 300
    順序(k).內容 = 0
    j = j + 1
Else
    Beep 1000, 300
    順序(k).內容 = 0
    j = j + 1
End If


ElseIf 順序(k).sd_S = 0 And 順序(k).PrecueS = 1 And 順序(k).Resp = 0 And 順序(k).內容 = 0 Then
      凝視點 k
      刺激材料 Part2.刺激底圖_36 0, k, 0, 1
Do
   DoEvents
Loop Until funKeyDown(97)
   '   delay (500)
      刺激材料 Part2.秀右閃爍_TPN k
      刺激材料 Part2.刺激底圖_36 0, k, 0, 1
      delay (SOA)
      刺激材料 Part2.綠色反應 36 k, 0, 順序(k).Target_loca, 1
   Call QueryPerformanceFrequency(queryFreq)
      dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
      dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
   Call QueryPerformanceCounter(queryEnd)
      dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

   順序(k).時間 = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(99) = True And 順序(k).時間 <= 1500 Then
    Beep 500, 300
    順序(k).內容 = 1
    j = j
ElseIf funKeyDown(99) = True And 順序(k).時間 >= 1500 Then
    Beep 500, 300
    順序(k).內容 = 0
    j = j + 1
Else
    Beep 1000, 300
    順序(k).內容 = 0
    j = j + 1
End If

ElseIf 順序(k).sd_S = 0 And 順序(k).PrecueS = 1 And 順序(k).Resp = 1 And 順序(k).內容 = 0 Then
      凝視點 k
      刺激材料 Part2.刺激底圖_36 0, k, 0, 1
Do
   DoEvents
```

```
Loop Until funKeyDown(97)
     ' delay (500)
       刺激材料 Part2.秀右閃爍_TPN k
       刺激材料 Part2.刺激底圖_36 0, k, 0, 1
       delay (SOA)
       刺激材料 Part2.紅色反應 36 k, 0,  順序(k).Target_loca, 1
   Call QueryPerformanceFrequency(queryFreq)
       dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
       dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
   Call QueryPerformanceCounter(queryEnd)
       dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

    順序(k).時間  = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(105) = True And  順序(k).時間  <= 1500 Then
     Beep 500, 300
     順序(k).內容  = 1
     j = j
ElseIf funKeyDown(105) = True And  順序(k).時間  >= 1500 Then
     Beep 500, 300
     順序(k).內容  = 0
     j = j + 1
Else
     Beep 1000, 300
     順序(k).內容  = 0
     j = j + 1
End If

ElseIf  順序(k).sd_S = 1 And  順序(k).PrecueS = 0 And  順序(k).Resp = 0 And  順序(k).內容  = 0 Then
      凝視點  k
      刺激材料 Part2.刺激底圖_36 0, k, 0, 1
Do
   DoEvents
Loop Until funKeyDown(97)
     ' delay (500)
       刺激材料 Part2.秀左閃爍_TPN k
       刺激材料 Part2.刺激底圖_36 0, k, 0, 1
       delay (SOA)
       刺激材料 Part2.綠色反應 36 k, 0,  順序(k).Target_loca, 1
   Call QueryPerformanceFrequency(queryFreq)
       dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
   Call QueryPerformanceCounter(queryStart)
       dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
   Call QueryPerformanceCounter(queryEnd)
       dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

    順序(k).時間  = (dblEnd - dblStart) / dblFreq * 1000
```

```
If funKeyDown(99) = True And 順序(k).時間 <= 1500 Then
    Beep 500, 300
    順序(k).內容 = 1
    j = j
ElseIf funKeyDown(99) = True And 順序(k).時間 >= 1500 Then
    Beep 500, 300
    順序(k).內容 = 0
    j = j + 1
Else
    Beep 1000, 300
    順序(k).內容 = 0
    j = j + 1
End If

ElseIf 順序(k).sd_S = 1 And 順序(k).PrecueS = 0 And 順序(k).Resp = 1 And 順序(k).內容 = 0 Then
      凝視點 k
      刺激材料 Part2.刺激底圖_36 0, k, 0, 1
Do
  DoEvents
Loop Until funKeyDown(97)
  '   delay (500)
      刺激材料 Part2.秀左閃爍_TPN k
      刺激材料 Part2.刺激底圖_36 0, k, 0, 1
      delay (SOA)
      刺激材料 Part2.紅色反應 36 k, 0, 順序(k).Target_loca, 1
  Call QueryPerformanceFrequency(queryFreq)
      dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
  Call QueryPerformanceCounter(queryStart)
      dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
 Do
 DoEvents
 Loop Until funKeyDown(99) Or funKeyDown(105)
  Call QueryPerformanceCounter(queryEnd)
      dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
 twipShow.Picture = LoadPicture()
 twipShow.Cls

  順序(k).時間 = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(105) = True And 順序(k).時間 <= 1500 Then
    Beep 500, 300
    順序(k).內容 = 1
    j = j
ElseIf funKeyDown(105) = True And 順序(k).時間 >= 1500 Then
    Beep 500, 300
    順序(k).內容 = 0
    j = j + 1
Else
    Beep 1000, 300
    順序(k).內容 = 0
    j = j + 1
End If

ElseIf 順序(k).sd_S = 1 And 順序(k).PrecueS = 1 And 順序(k).Resp = 0 And 順序(k).內容 = 0 Then
      凝視點 k
      刺激材料 Part2.刺激底圖_36 0, k, 0, 0
Do
```

```
    DoEvents
Loop Until funKeyDown(97)
  '      delay (500)
        刺激材料 Part2.秀右閃爍_TPN k
        刺激材料 Part2.刺激底圖_36 0, k, 0, 0
        delay (SOA)
        刺激材料 Part2.綠色反應 36 k, 0,  順序(k).Target_loca, 0
           Call QueryPerformanceFrequency(queryFreq)
        dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
    Call QueryPerformanceCounter(queryStart)
        dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
    Call QueryPerformanceCounter(queryEnd)
        dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls

    順序(k).時間  = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(99) = True And  順序(k).時間  <= 1500 Then
      Beep 500, 300
      順序(k).內容  = 1
      j = j
ElseIf funKeyDown(99) = True And  順序(k).時間  >= 1500 Then
      Beep 500, 300
      順序(k).內容  = 0
      j = j + 1
Else
      Beep 1000, 300
      順序(k).內容  = 0
      j = j + 1
End If

ElseIf  順序(k).sd_S = 1 And  順序(k).PrecueS = 1 And  順序(k).Resp = 1 And  順序(k).內容  = 0 Then
        凝視點  k
        刺激材料 Part2.刺激底圖_36 0, k, 0, 0
Do
    DoEvents
Loop Until funKeyDown(97)
  '      delay (500)
        刺激材料 Part2.秀右閃爍_TPN k
        刺激材料 Part2.刺激底圖_36 0, k, 0, 0
        delay (SOA)
        刺激材料 Part2.紅色反應 36 k, 0,  順序(k).Target_loca, 0
    Call QueryPerformanceFrequency(queryFreq)
        dblFreq = CLargeInt(queryFreq.lowpart, queryFreq.highpart)
    Call QueryPerformanceCounter(queryStart)
        dblStart = CLargeInt(queryStart.lowpart, queryStart.highpart)
  Do
  DoEvents
  Loop Until funKeyDown(99) Or funKeyDown(105)
    Call QueryPerformanceCounter(queryEnd)
        dblEnd = CLargeInt(queryEnd.lowpart, queryEnd.highpart)
  twipShow.Picture = LoadPicture()
  twipShow.Cls
```

```
   順序(k).時間  = (dblEnd - dblStart) / dblFreq * 1000

If funKeyDown(105) = True And  順序(k).時間  <= 1500 Then
    Beep 500, 300
    順序(k).內容  = 1
    j = j
ElseIf funKeyDown(105) = True And  順序(k).時間  >= 1500 Then
    Beep 500, 300
    順序(k).內容  = 0
    j = j + 1
Else
    Beep 1000, 300
    順序(k).內容  = 0
    j = j + 1
End If

End If
Next k
Loop Until j = 0

'**************呈現結束指導語**************
stile = App. Path + "\指導語.txt"
    Open stile For Input As #1
    I = 0
       Do
          twipShow.CurrentX = 1300
          twipShow.CurrentY = 3000 + 500 * I
          twipShow.Font = "標楷體"
          twipShow.FontSize = 18
          twipShow.ForeColor = vbWhite
          Line Input #1, Guidetemp
          twipShow.Print Guidetemp
          I = I + 1
       Loop Until EOF(1)
    Close #1


'**************將結果檔存爲.txt 檔**************
stile = App. Path + "\ExoPrecue_DATA" + "\Exo_Block1_" + CStr(mySubject) + ".txt"
  Open stile For Output As #1

    For I = 0 To 35
        Print #1,  順序(I).sd_S,  順序(I).Resp,  順序(I).PrecueS,  順序(I).Target_loca,  順序(I).時間
    Next I
  Close #1

Label25.Caption = "完成 Exo_Stage1"
Exo_Block1.Enabled = False

End Sub
```