

STIM²™

System Configurations

STIM² may be obtained in two configurations: A Software Only Package and a Complete Hardware Solution. The primary differences between the two configurations are response timing accuracy, audio file calibration, and subject response options. The STIM² Complete System provides precise control over SPL and a four-button response device that sends response triggers to the SCAN acquisition system. The STIM² Software Only package will be adequate, if the above are not requirements. The fMRI compatible systems are available for all versions.

STIM² Complete – The STIM² software is integrated with the STIM Audio System Unit. The STIM² Complete System has many advantages. STIM² provides the best response accuracy possible, the dB level of the sound files can be controlled by the software, and the user has the option to use the mouse, keyboard, or the four-button response pad as the subject response device. The device will send precisely timed trigger pulses to the SCAN acquisition system and these will appear as trigger type codes in the continuous data file. In addition, the user can utilize the microphone that comes with the system to record speech.

In order to control the timing and calibration of the STIM² Complete system, computers must be purchased from Neuroscan. Only by standardizing the computer platform do testing, calibration, integration and assurance of the system's accuracy become possible. If you already have an existing STIM system with Audio and wish to upgrade to a STIM² Complete System, we will be able to use your Audio Box (recalibration is required). Please contact Sales@neuro.com for details.

STIM² Software Only – The Software Only configuration uses the computer's hardware for all timing, triggering, and sound level control functions. Audio levels are controlled with the Windows® volume controls and an external decibel meter would be needed for accurate dB measurement. Response devices are limited to mouse and keyboard.

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STIM²™

**STIM² Simple, Powerful, Accurate Stimulus Delivery
and Experimental Control Solution**



THE REVOLUTION CONTINUES

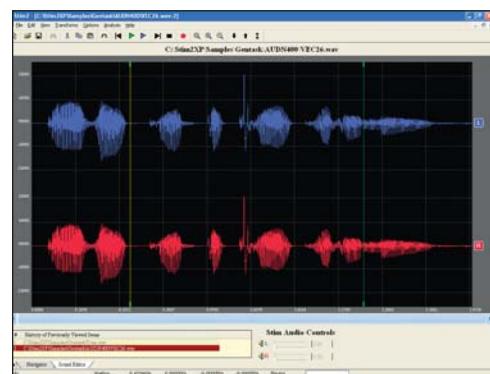
STIM²TM



STIM² is designed to deliver scientific stimuli with all the quality our customers have come to expect from Neuroscan.

Operating under Windows® XP, STIM² provides a familiar and simple interface to design and deliver stimuli with ease and, more importantly, accuracy. STIM² provides complete control of the experiment, while delivering the highest quality stimuli.

STIM², like the original STIM system, is a comprehensive stimulus presentation system consisting of a library of sensory, cognitive and neuropsychological tasks. It is a modern tool that provides well-defined and widely known paradigms that may be used as a stand-alone package, or integrated fully with psychophysiological acquisition systems such as our SCAN 4 EEG/EP workstation, by providing synchronized trigger pulses. STIM² is a contemporary version of the original system, with greater flexibility and ease of operation with a familiar Windows® interface. Whether the user's interests lie with basic sensorimotor and perceptual tasks, more complex recognition tasks, or the most sophisticated cognitive processes, STIM² can deliver the stimuli with the precision needed for accurate analysis.

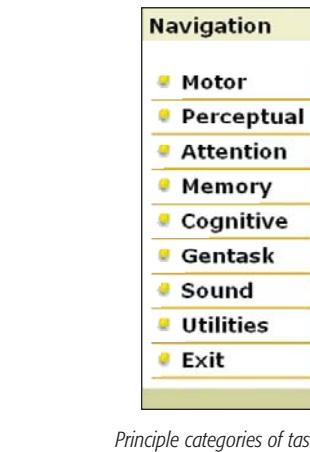


Audio files may be created, reviewed and modified in the Sound Editor. Trigger placement is as easy as positioning the mouse cursor

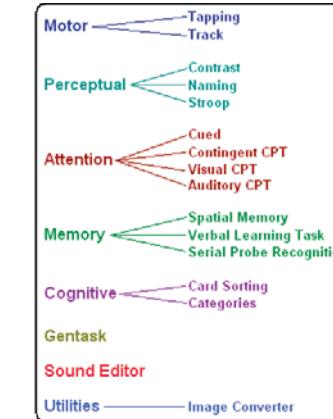
Task Library - Fourteen tasks are pre-programmed into the STIM² software to provide a task library to build upon. Each task allows the user to modify parameters, such as, the duration, order of presentation, the inter-stimulus interval, performance feedback options, and many more. The programs are categorized into Motor, Perceptual, Attention, Memory, and Cognitive tasks. Some of the more common tasks include Finger Tapping, Stroop, Card Sorting, and Categories tasks from neuropsychology. Additional tasks include Pattern reversal, Naming, Visual tracking, Spatial memory, Visual and Auditory continuous performance, Verbal learning, and Visual memory tasks.

Task Generation – Creating custom tasks with ease is the most important element in a stimulus program. The Gentask utility program provides an effective tool to create the user's own tasks with no programming skills required.

Image and Sound Files - Moving into the Windows® XP environment has allowed a major advance in the types of stimuli that can be delivered. Common audio (including WAV and Neuroscan SND files) and video (including JPG, BMP, PCX, PNG, TIF, CUT, etc., files) are easily presented. Users can create their own sounds using the Sound Editor and convert graphics file types to ones handled by STIM² using the Image Converter. Audio and visual stimuli can be presented simultaneously while having flexibility in the placement of the trigger pulse in relation to a stimulus.



Principle categories of tasks



The STIM² Modules

Stim ² Stroop Results Version 4.0.08012003						
Trial	Word	Color	Type	Response	Correct	Latency
1	1	3	2	-1	0	1000
2	1	4	2	-1	0	1000
3	3	2	2	-1	0	1000
4	2	4	2	-1	0	1000
5	4	3	2	-1	0	1000
6	1	4	2	-1	0	1000
7	3	3	1	1	0	394
8	0	0	1	0	0	0
9	2	1	2	-1	0	1000
10	1	2	2	-1	0	1000

Example of the behavioral results data file

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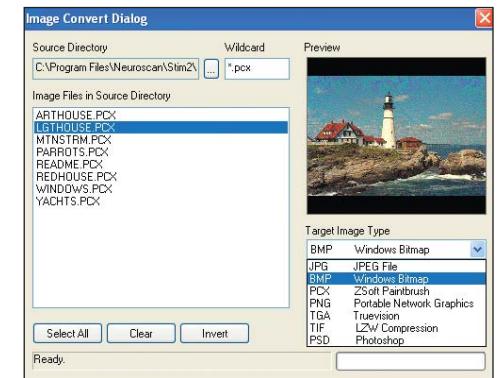
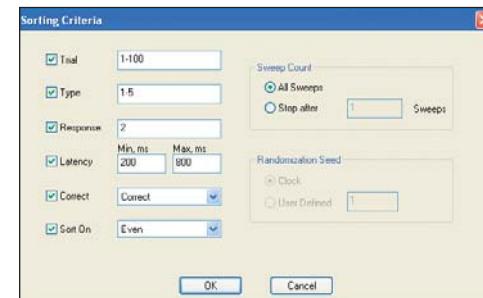


Image files are reviewed and converted to a variety of common types.



Stimulus and Response type codes set in STIM² are used in SCAN to sort on the basis of various criteria.

Label	Mode	Duration	Window	ITI	XPOS	YPOS	Type	Filesize
RESET	CUT	150.00	1500.00	250	0	2	2	0
CUT	CUT	150.00	1500.00	250	0	2	2	0
1	CUE	150.00	1500.00	250	0	1	1	0
2	CUE	150.00	1500.00	250	0	2	2	0
3	CUE	150.00	1500.00	250	0	1	1	0
4	CUE	150.00	1500.00	250	0	2	2	0
5	CUE	150.00	1500.00	250	0	1	1	0
6	CUE	150.00	1500.00	250	0	2	2	0
7	CUE	150.00	1500.00	250	0	1	1	0
8	CUE	150.00	1500.00	250	0	2	2	0
9	CUE	150.00	1500.00	250	0	1	1	0
10	CUE	150.00	1500.00	250	0	2	2	0

Example of an easily programmed file for controlling stimulus presentation.

In the sequence file, the user can set the duration of presentation, the time allowed for a valid response, the interval between stimuli, the position of the graphics file on the screen, the decibel levels for audio files (independent left and right channel settings), the correct expected response, and the trigger type code sent to the acquisition system, for each stimulus that is presented. A new drag-and-drop feature allows the user to add lines to the file with maximum ease. Additional options with the sequence file include flow control and conditional branching commands, counters, ways to build more complex stimuli, increasing/decreasing difficulty levels based on past performance, mask options, noise options, and many more.

