Warren fixed the right eye tracker in the morning and it was in a good state with std<0.3 arcmin both in horizontal and vertical directions and quit fast dynamic

However, when Bin and I tested it at the end of the day, the performance got much worse both in the noise level and dynamic. It can still track a human eye but the huge noise makes other data collected meaningless.

I don't know what Warren changed in the afternoon but all he told me is that he set the beam a little higher.

Notes:

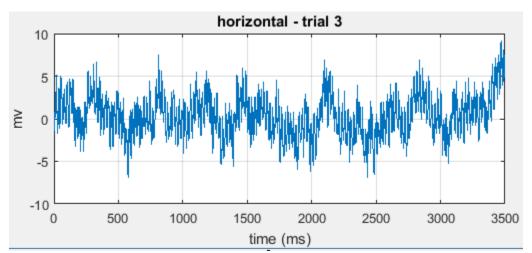
1. There is a shift at 5s in the first trial. The reason is unknown.

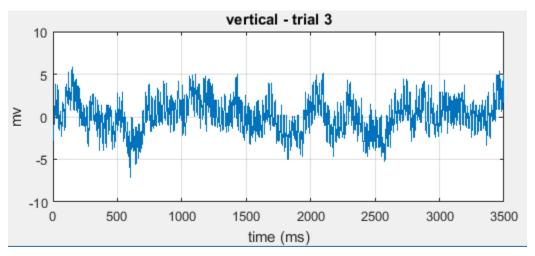
2. Two eye trackers can interfere with each other when they are not in the same depth (1/16 Hz oscillation in the output).

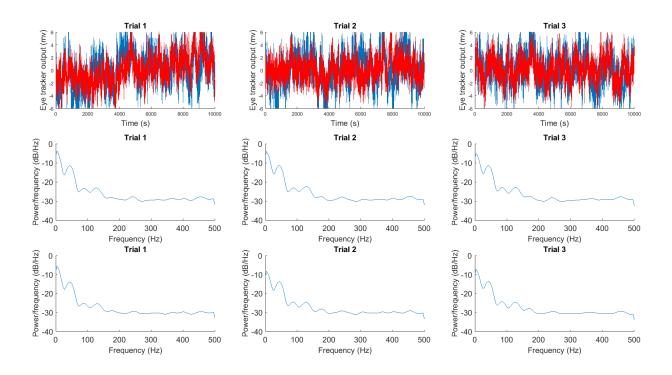
3. The bottom focus button doesn't work well, need to be fixed.

Static test at 7:32PM

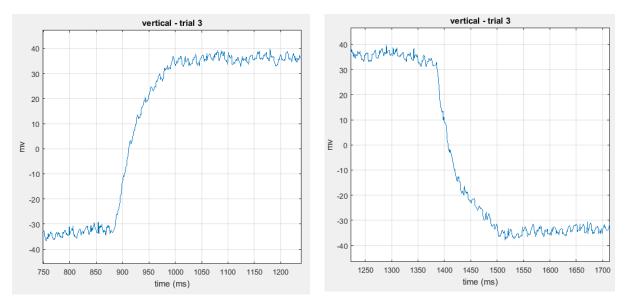
	Trial 1	Trial 2	Trial 3	Trial 4	Trial 5	Trial 6
Std_Hor(mv)	2.801	2.768	2.576	2.522	2.860	2.525
Std_Ver(mv)	2.259	1.892	2.031	1.859	1.933	1.958
Std_Hor(arcmin)	0.560	0.554	0.515	0.504	0.572	0.505
Std_Ver(arcmin)	0.452	0.378	0.406	0.372	0.387	0.392
rms_Hor(mv)	3.475	2.781	2.900	2.773	3.228	2.752
rms_Ver(mv)	2.628	1.893	2.036	1.905	2.023	2.048
rms_Hor(arcmin)	0.695	0.556	0.580	0.555	0.646	0.550
rms_Ver(arcmin)	0.526	0.379	0.407	0.381	0.405	0.410

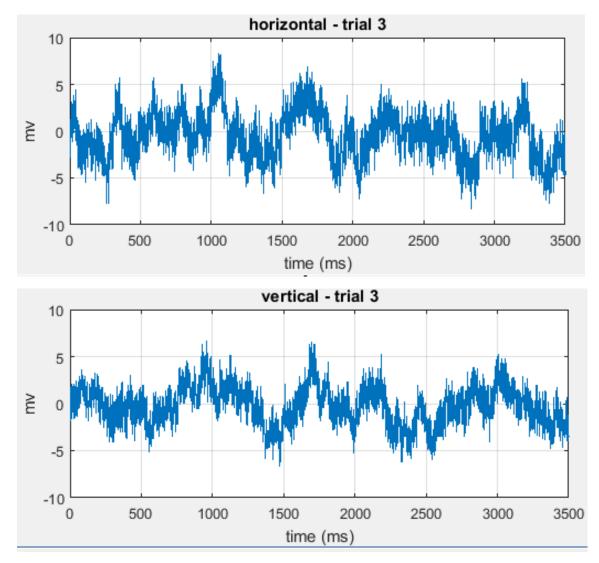






Dynamic test at 7:19PM (square 3V 1Hz)

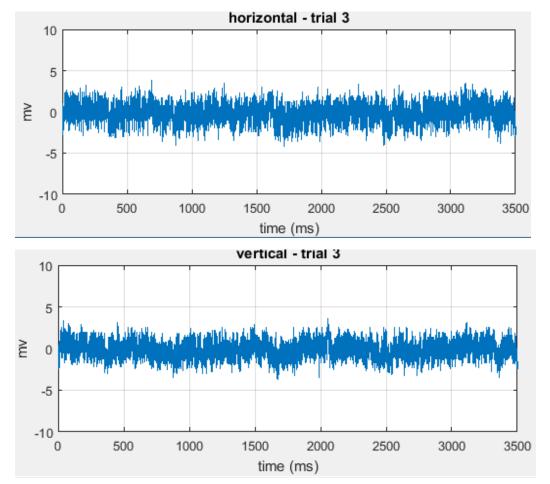


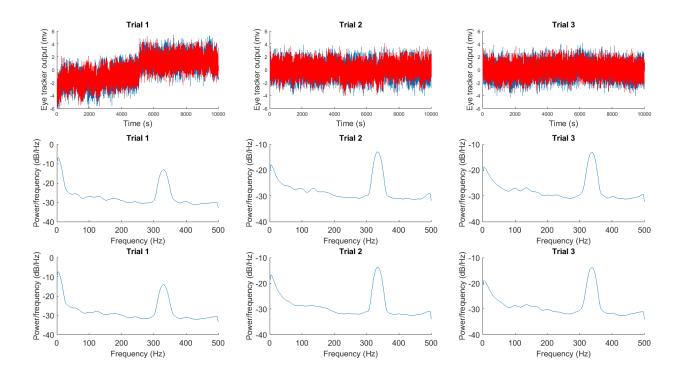


Resolution test at 7:20AM (square 0.1V 1Hz)

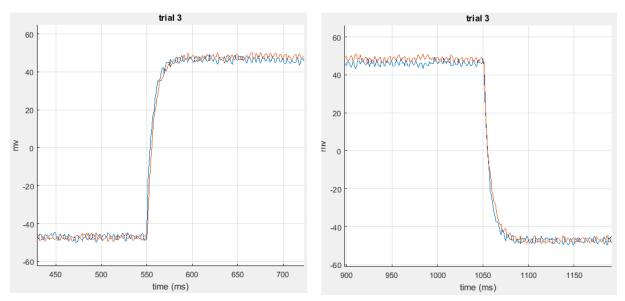
Static test at 10:55AM

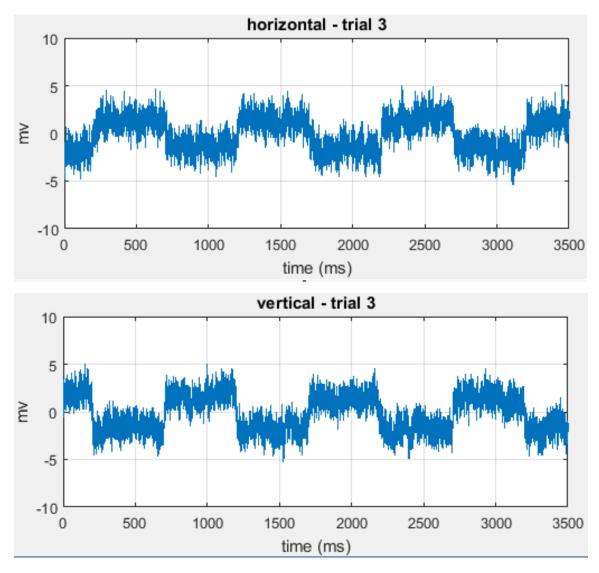
	Trial 1	Trial 2	Trial 3	Trial 4	Trial 5	Trial 6
Std_Hor(mv)	2.092	1.406	1.396	1.394	1.401	1.366
Std_Ver(mv)	1.947	1.328	1.284	1.305	1.288	1.305
Std_Hor(arcmin)	0.418	0.281	0.279	0.279	0.280	0.273
Std_Ver(arcmin)	0.389	0.266	0.257	0.261	0.258	0.261
rms_Hor(mv)	4.134	1.416	1.401	1.423	1.414	1.391
rms_Ver(mv)	3.885	1.335	1.324	1.330	1.331	1.307
rms_Hor(arcmin)	0.827	0.283	0.280	0.285	0.283	0.278
rms_Ver(arcmin)	0.777	0.267	0.265	0.266	0.266	0.261





Dynamic test at 11:33AM (square 3V 1Hz)





Resolution test at 11:37AM (square 0.1V 1Hz)