

Calibration.

1) Prepare object map.

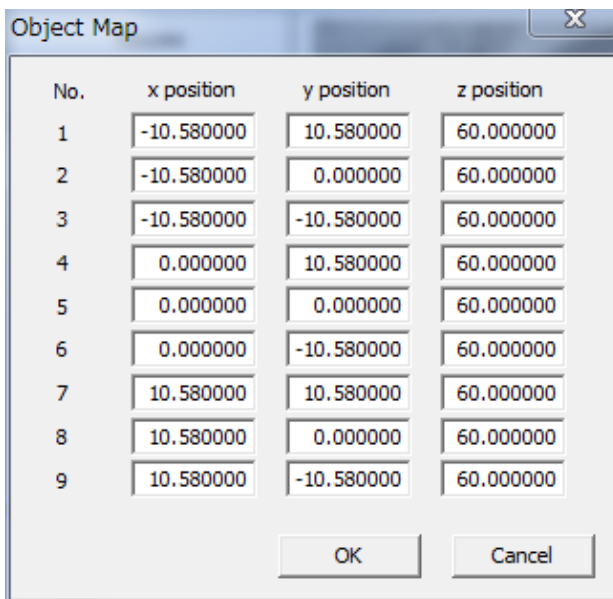
Open Object Map (Menu->Window->ObjectMap)

No.1 left upper

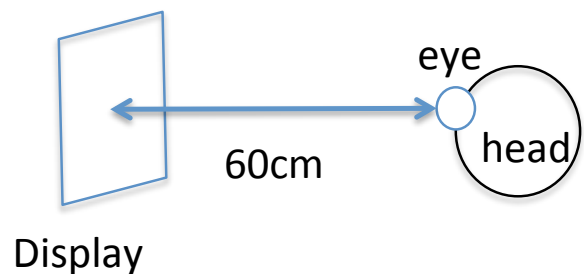
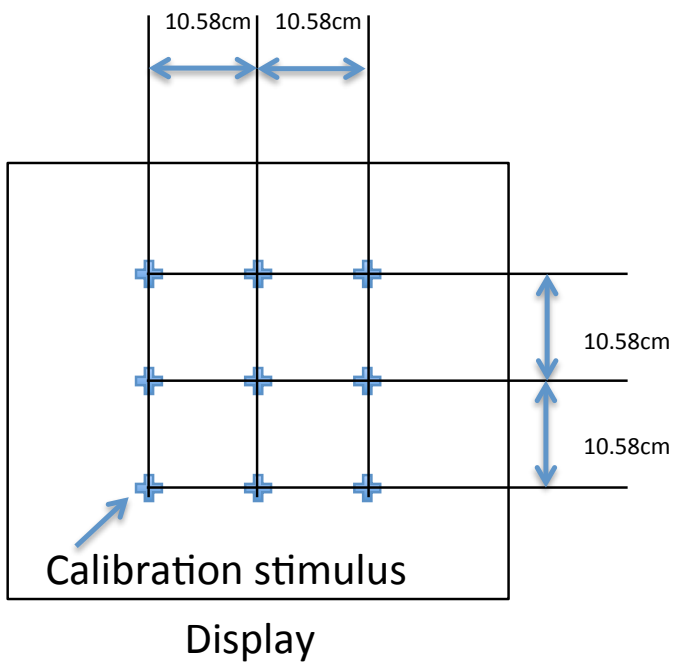
eye-rotation center<-->display distance 60cm,

left 10.58cm,upper10.58cm.

It means left 10degree ($\arctan(10.58/60)=10[\text{degree}]$), upper 10degree.

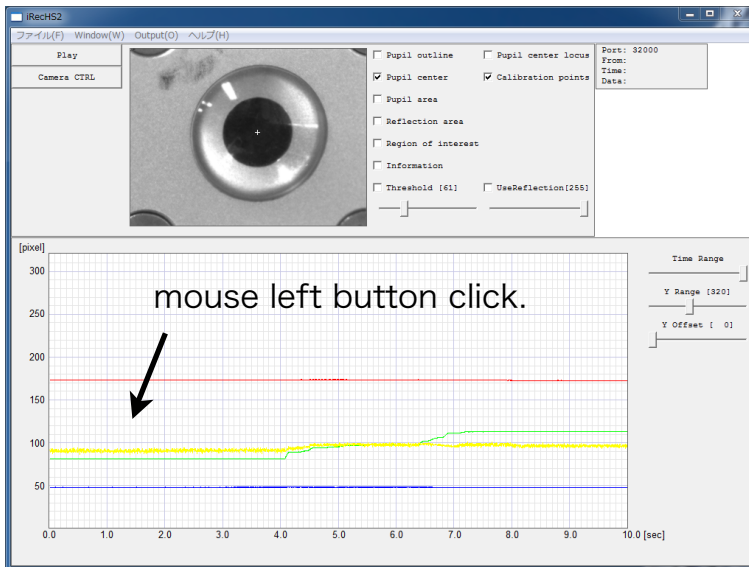


No.	x position	y position	z position
1	-10.580000	10.580000	60.000000
2	-10.580000	0.000000	60.000000
3	-10.580000	-10.580000	60.000000
4	0.000000	10.580000	60.000000
5	0.000000	0.000000	60.000000
6	0.000000	-10.580000	60.000000
7	10.580000	10.580000	60.000000
8	10.580000	0.000000	60.000000
9	10.580000	-10.580000	60.000000



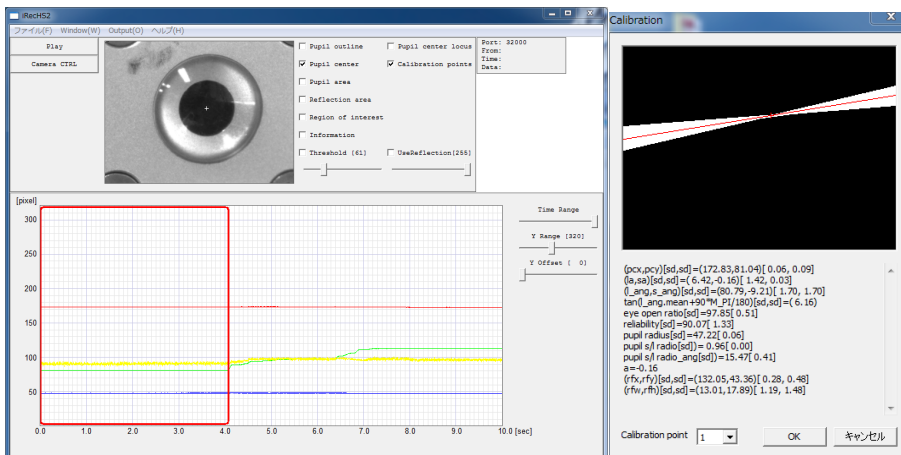
Once set the object map, these parameters are written in "setting.txt".

2) When a monkey gaze calibration point 1, click that position.
Or hit space bar.



Then measurement will be paused. You can choose the part after pause the measurement. You can pause measurement by hitting esc key.

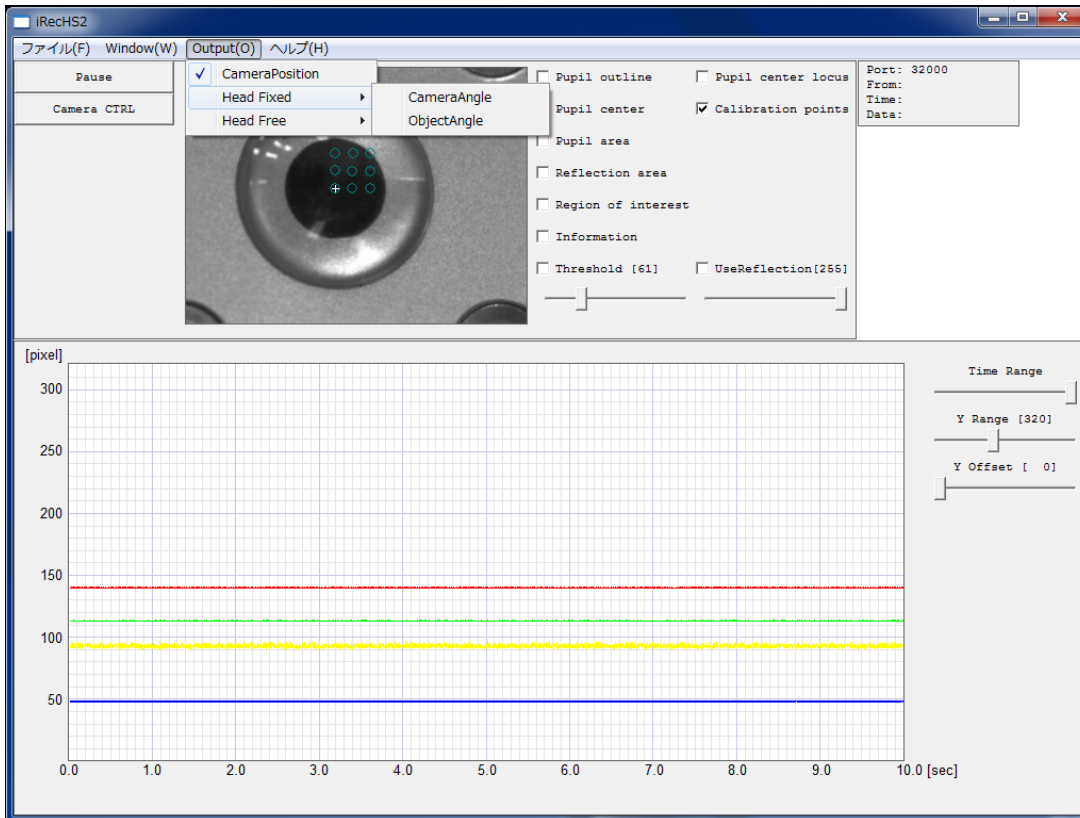
3) The dialog window which asks whether you choose that part as calibration appears. If you accept the result, push ok button or hit space bar or return key.



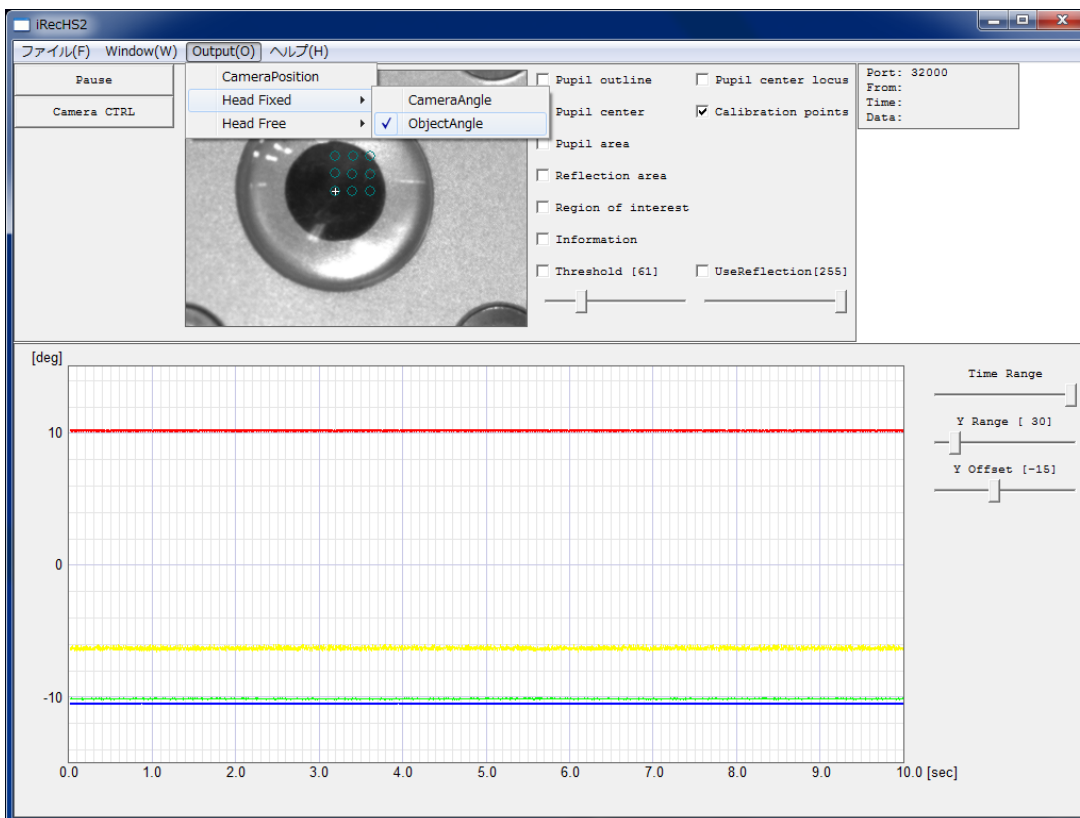
Red rectangle-- selected area as fixation.

4) Repeat it the number of calibration points.

5) After calibration, you can measure eye position as angle.



Sample Head fix-Object angle.



DAC output is also change.

