Installation Guide for the EyeLink Developers Kit - Windows

Installation

- Download the <u>EyeLink Developers Kit installer</u> for Windows from the <u>SR Research</u> Support forum.
 - Note: registration is required to access the downloads section but registration is free and open to all.
- Run the installer to install the software.
 - Note: file locations mentioned below are the default locations, if you install in a different location the pointers may not apply.

Third-Party Software Compatibility

Below are some of the common packages which have been tested with our software. If you have questions about compatibility with your particular platform please contact support.







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OpenSesame Python

Translog

VisualBasic

E-Prime

Presentation

NBS Presentation

MonkeyLogic

MonkeyLogic

Package Contents

The EyeLink Developers Kit contains the core API that allows x86 and x64 third-party applications to communicate with the EyeLink Host PC along with wrappers and examples for how to integrate the EyeLink system with various platforms. This also includes the necessary libraries for reading and converting the EyeLink Data Files (EDFs) generated by the EyeLink Host PC.

- EyeLink C / C++ API core libraries: (C:\Program Files (x86)\SR Research\EyeLink\libs)
 - o The core API for interfacing with the EyeLink system including:
 - eyelink_core.dll
 - eyelink_core_graphics.dll
 - eyelink_core_graphics_sdl2.dll
- Third-party application wrappers:
 - o PyLink (Python, PsychoPy, OpenSesame, and others)
 - PresLink (NBS Presentation)
- EDF Access API: (C:\Program Files (x86)\SR Research\EyeLink\EDF_Access_API)
 - The library that allows users to create applications to retrieve data from the EDF
 - o EDF Access C API User Manual
- **Examples:** (C:\Program Files (x86)\SR Research\EyeLink\SampleExperiments)
 - C# Examples
 - E-Prime
 - E-Prime 1 (legacy)
 - E-Prime 2 and 3
 - GDI based graphics
 - o LabVIEW
 - MATLAB Psychtoolbox
 - Psychtoolbox (Examples)
 - EyeLinkToolbox-Documentation.html
 - NBS Presentation
 - Getting Started with Presentation and PresLink Document
 - PresLink User Manual
 - Python
 - Getting Started with Python and Pylink Document
 - Example
 - PsychoPy Examples
 - Pygame Examples
 - OpenSesame
 - o OpenSesame Examples
 - OpenSesame EyeLink Plugin
 - OpenSesame EyeLink Plugin User Manuals
 - Pylink API User Guide

- SDL / SDL2 based graphics
- Translog Resources
 - Getting Started with Translog II User Manual
- **Documentation:** (C:\Program Files (x86)\SR Research\EyeLink\Docs)
 - EyeLink System Manuals
 - EyeLink II User Manual
 - EyeLink 1000 User Manual
 - EyeLink 1000 Plus User Manual
 - EyeLink Portable Duo User Manual
 - EyeLink Programmer's Guide (C / C++ manual)
 - EyeLink COM Interface Manual (C#, E-Prime, etc...)
- **Utilities:** (C:\Program Files (x86)\SR Research\EyeLink\bin)
 - edf2asc.exe Command line tool for converting EDF files into ASC text files.
 - edf_reparser.exe Command line tool for reparsing events in an EDF with different parser configurations.
 - gctype.exe Compiled C example that allows on-screen typing by fixating at a keyboard.
 - o **srversion.exe** A utility to list versions of EyeLink library files.
 - o **track.exe** Compiled C example for testing basic EyeLink functionality.

Learning Resources

The first step to begin working with the EyeLink system and the integration packages would be to configure your EyeLink system and the attached Stimulus Display PC where you plan to run your experiments. The guides below should help guide you through that process.

- How to configure a Display PC
- Getting Started with the EyeLink 1000 Plus
- Getting Started with the EyeLink Portable Duo

Similarly the following guides will help bootstrap you into integrating your EyeLink system with specific third party stimulus display platforms

- Getting Started with E-Prime
- Getting Started with NBS Presentation
- Getting Started with Psychtoolbox (Matlab and Octave)
- Getting Started with Python and PyLink
- Getting Started with OpenSesame

You may also find answers to your common questions in the <u>FAQ section</u> of our forums or in one of our many <u>discussion forums</u>.