
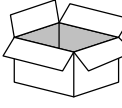

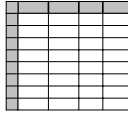
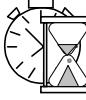

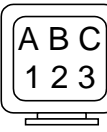
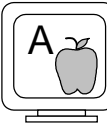
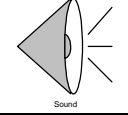




E-Prime Tools on the Toolbar

Advanced	
 InLine	InLine provides a means to create specialized instructions in your program.
 PackageCall	PackageCalls allow code to be shared. The package code must be installed on the C: drive of each development workstation.
Bones	
 Procedure	Procedures provide the <i>flow</i> of the action within each List. One Procedure is provided for each study – SessionProc. A Procedure is referenced in each Level of a List.
 List	The List is the backbone of the program. Lists have columns called attributes and rows called levels. Attributes are common to all items on each list.
 Wait	Wait leaves the current display up for the designated duration.
 Label	Labels are handy for conditionally repeating or skipping sections.
Skin	
 TextDisplay	The TextDisplay is the only tool that looks different on the toolbar and the Structure. Don't be confused.
 Slide	Slides can combine text and images. The images must be .BMPs.

Skin (continued)	
 Sound	Sound uses .WAV files.
 ImageDisplay	ImageDisplay fills the entire screen. ImageDisplay must be a .BMP.
 Feedback	Feedback allows fast formatting for typical responses: correct, incorrect, pending, and no response.

Ten Rules of Bones and Skin

1. A *List* always falls within a *Procedure*, but a *Procedure* doesn't always have a *List*.
2. Skin always resides in/on a *Procedure*.
3. *Attributes* are associated with *Lists*.
4. *Attributes* are available to every bit of skin on its associated *Procedure*.
5. Multiple *Procedures* may be associated with a single List.
6. The same skin may appear on many different *Procedures*.
7. *Attributes* can be manipulated directly using the *InLine* object (advanced topic).
8. To execute a *Procedure* multiple times with the same *Attribute* values, change the sampling for the *List* (or, if advanced, use an *InLine* object).
9. To execute a *Procedure* multiple times with different *Attribute* values, add *Levels* to the *List*.
10. One *Procedure* is associated with each *Level* on a *List*.

E-Prime
at the
University of Minnesota
Department of Psychology

Cheat Sheet
Draft
07.03.2001
Summer Edition

Support

E-Prime website: <http://www.pstnet.com/E-Prime/e-prime.htm>

E-Prime @ the U: <http://online.psych.umn.edu/IS/Eprime/index.htm>

E-Prime Consultant: Cynthia DeVore
devo0023@tc.umn.edu
612.644.0344

Office Hours: 160 Elliott

See the webpage schedule for 160 Elliott for the most current information regarding scheduled office hours.
<http://online.psych.umn.edu/IS/Elliott160/default.html>

Files

Extension	Description
.es	The study that is edited
.ebs	The runtime version of the study.
.wav	Acceptable sound file
.bmp	Acceptable image file
.txt	Acceptable script file
.epk	Package file
.wndpos	Generated to allow windows that were open the last time the study was closed to open automatically when the study is reopened.

Packages

The ability to make packages is provided by the developers of E-Prime. We've developed modules to easily perform certain standard functions. New modules will be created as needed.

Packages must be copied to the local drive of the computer used to develop E-Prime studies.

Current packages:

- ButtonResponse
- TextualResponses

(cont.)

Packages (cont.)

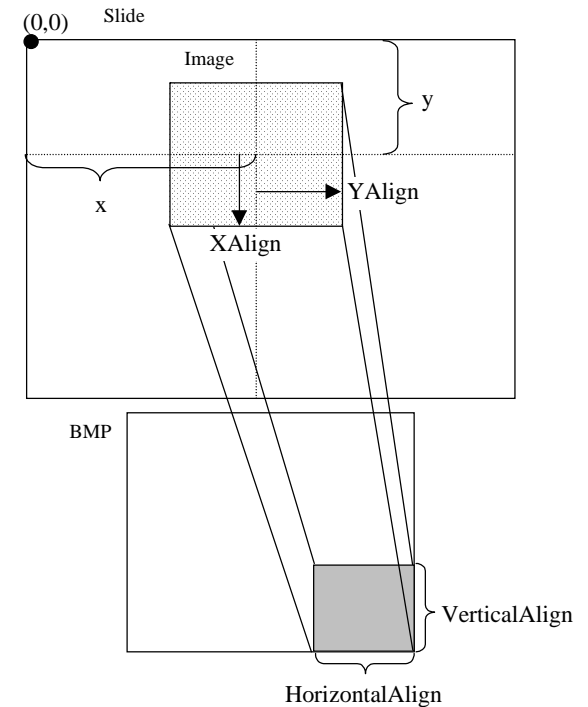
Steps for using packages

1. Copy the package to the proper location on your hard drive
Copy from:
\\LABS\FILES\Eprime\Component Library\Package Development\Packages
Copy to:
C:\Program Files\PST\E-Prime\Program\Packages
2. Double-click on the experiment object.
3. Select the "Packages" tab.
4. Select "Install".
5. If the desired module is not displayed, exit and be sure the packages are properly installed on your local drive.
6. At the point where you want to call the procedure, add a *PackageCall* tool to your Procedure.
7. Double-click on the PackageCall.
8. Select the appropriate package.
9. Select the appropriate routine.
10. Follow the directions in the remarks for the Package, being sure to add the appropriate tools (like labels) and to set the Parameters properly.
11. Test the program. Contact the E-Prime consultant if it's not working as expected

Helpful Trick

`debug.print "comments" & _
c.getattrib("attribute"), where '&
' concatenates the parts of the message and '_' allows continuation to the next line.`
Debug statements are written in InLine modules and their results appear in the Output window.
Use them to see intermediate values.

Positioning an Image on a Slide



Common Problems

Problem	Possible Solution
TextDisplay, Image, or Slide doesn't wait for response	Duration needs to be -1 to wait forever. Keyboard or mouse input must be defined
Cursor doesn't appear when running	Mouse must be set as an input device
Cannot write .edat	.edat may already be open in E-DataAid
Attribute in log but not on a List	Attribute probably set with c.setattrib command.