

COLUMN	VARIABLE	LABEL / UNIT
1	Participant	
2	Block	1: reward block 2: task block 3: image/face block
3	Trial	
4	Relevance	1: relevant 2: irrelevant
5	distractor	2: upper left 3: lower left 4: upper right 5: lower right
6	target	same as distractor id
7	opposing	same as distractor id
8	leftover	same as distractor id
9	selected	same as distractor id
10	correct	1: correct 0: incorrect disc selected
11	decay	decay value % maximum reward, maximum tilt deviation or image quality
12	perceptual response	1: clockwise 2: ccw 0: no task NaN: reward/image block
13	amplitude	[deg]
14	latency	[ms]