bRMS Generator - Researcher *Release 1.0*

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bRMS generator is two part application for creation and running of bRMS experiments.

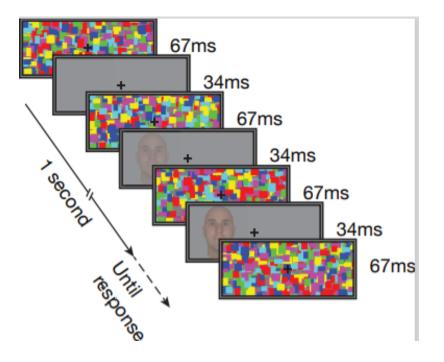
RMS Overview

Repeated masking suppression (RMS) is a technique for presenting stimuli below the threshold of consciousness for long durations. RMS is closely related to Continuous Flash Suppression (CFS; Tsuchiya & Koch, 2005), but relies on different visual principles that enable its use without any apparatus additional to a computer screen and a modern computer. It is based on forward- and backward-masking, separating the target stimuli and mask in time. In RMS participants are presented with masks interleaved with a target stimulus appearing at a lower contrast level. The masking stimulus is presented for a duration of 67 ms each time, while the target is presented for a duration of only 34 ms (See figure below).

Tsuchiya, N., & Koch, C. (2005). Continuous flash suppression reduces negative afterimages. Nature neuroscience, 8(8), 1096-1101.

In breaking RMS (bRMS) - the paradigm enabled by this software package - stimuli are presented long enough for the target stimulus to break through RMS and become visible. Participants' task is to indicate the location of the target stimulus relative to midscreen as soon as it becomes visible. Participants' reaction times thus serve as a measure of the time they needed to become conscious of the target stimulus - or its breaking time (BT). bRMS BTs have been demonstrated to be a valid measure of prioritization for consciousness, and show convergent validity with bCFS BTs (Abir & Hassin, 2020).

Abir, Y., & Hassin, R. R. (2020). Getting to the heart of it: Multi-method exploration of nonconscious prioritization processes. Consciousness and Cognition, 85, 103005.



Installation

2.1 bRMS Generator - Researcher

Start by downloading the bRMS Generator - Researcher application. The most recent version can always be found on the GitHub releases page.

The image below shows version 1.01, but the process is the same for the most recent version.

Latest release	BrmsGeneratorResearcher madavWeisler released this 1 hour ago Add some mandatory installation files	Edit
♥ 1.01 -0- 05b211c		
	Image: Second	1.52 MB
	Source code (zip)	
	Source code (tar.gz)	

Release link: https://github.com/nadavWeisler/BrmsGeneratorResearcher/releases/tag/1.01 Download the zip file and start the setup process.

2.2 bRMS Generator - Runner

Link: http://www.hujilabconscious.com/

CHAPTER $\mathbf{3}$

Demo Experiment

3.1 Preparations

Download this two images and call them 2.jpg and 4.jpg





Create CSV file called "BrmsDemo.csv" struct as follow

	A	В	С	D
1	2.jpg	number	red	
2	4.jpg	number	green	
3				
4				
5				

You can see that we set two tags for each picture, their color and tha fact that they are numbers.

3.2 Main settings

Now I open BrmsGenerator - Researcher and set "Name" to "Demo" and "Background Color" to "#C0C0C0" (Grey).

Main	- 🗆 🗧
lame Demo	Load
	Experiments
	Survey Fullscreen
	bRMS Instructions
	Image
	Navigation
	+ -
	Save
	Remove Edit
	Save
Parameters	
Background Color (RGB Include #) #C0C0C	
Completion Code	

3.3 Add Instructions

Now add instructions trial.

Get in instructions form.

lame	Demo	Load	
dino	Ponio	Experiments	
		Survey	Fullscreen
		bRMS	Instruction
		Image	
		Navigation	
		+	-
		Save	
		Remove	Edit
		Save	
Paran	neters		
Back	ground Color (RGB Include #) #C0C0C		
Comp	letion Code		

Create new page with the text "Here is a demo experiment!" and call this trial "Instructions".

Name Instructions Here is a demo experiment!	
Here is a demo experiment!]
	-
clean confirm	-
Duplicate + - Remove Block 0 - Sub Block 0 - Save	

Enter confirm and save the trial.

Instructions	-		Х
Name			
Instructions			
clean		con	firm
Here is a			
Duplicate + - Remove Block 0 - Sub Block	0 🛊	Sa	ve

3.4 Add bRMS

Now add bRMS trial.

Get in bRMS trial form

ame Demo	Load
Instructions	Experiments
	Survey Fullscreen
	bRMS Instructions
	Image
	Navigation
	+
	Save
	Remove Edit
	Save
Parameters	
Background Color (RGB Include #) #COC	
Completion Code	

Upload the CSV file we created before to bRMS form.

BRMS						-		×
Basic Help CSV File					All Trials			
Paramenters bRMS type Mixed Pixed-Random	O Fixed-Fixed	Name		Taga				
Simular Fade In: Time (eec) Mondarens Fade Out. Time (sec) All Tiral Length Geo: Mask: Duzation (m) Simulara Duzation (m) Pool Tiral Gap (sec) Simulara Opacity (0-1) Mondram Max Opacity (0-1) Ohoice	1 ↓ 3 ↓ 10 ↓ 67 ↓ 33 ↓ 0.4 ↓ 0.35 ↓ 1.00 ↓	Mondian Court (count) Rectangle in Mondian (count) Rectangle Max Webh (imm) Prane Webh (imm) Frame Height (imm) Stimulus Height (imm) Fauton Webh (imm) Fauton Webh (imm) Fauton Height (imm)	50 \$ 500 \$ 6.5 \$ 6.5 \$ 6.5 \$ 6.5 \$ 6.5 \$ 6.5 \$ 6.5 \$ 6.5 \$ 6.5 \$ 6.5 \$ 6.5 \$ 9.0 \$ 2.5 \$	Oder Diplicate • Reno				
			Block 0	Sub Block 0 & Add	Duplicate		Remo	

Create bRMS trial called "brms1" with all the default values and the letter 'z' as a choice and press the "Add" button.

Basic Help CSV File C:\Users\Weis	NDesktop	\demo.csv									All Trials			_
aramenters														
bRMS type			Name			Ta	gs							
Mixed O Fixed-Random O Fixed-Fixed timulus Fade In Time (sec)		ed-Fixed	bms1			n	mber							
Stimulus Fade In Time (sec)	1	÷	Mondrian Count (count)	50	÷	re gr	d een							
Mondrians Fade Out Time (sec)	3	\$	Rectangle In Mondrian (count)	500	-									
NI Trial Length (sec)	10	-	Rectangle Max Width (mm)	6.5	\$									
Mask Duration (ms)	67	-	Rectangle Max Height (mm)	6.5	-					- 1				
Stimulus Duration (ms)	33	-	Frame Width (mm)	160.0	\$	Or	der	 		-1				
Post Trial Gap (sec)	0.4	-	Frame Height (mm)	67.0	-									
Stimulus Opacity (0-1)	0.35	\$	Stimulus Width (mm)	65.0	-									
Mondrian Max Opacity (0-1)	1.00	\$	Stimulus Height (mm)	65	-									
Choices + z.			Fixation Width (mm)	9.0	-									
+ Z,			Fixation Height (mm)	2.5	-			-						
							uplicate	×.	Remove					
				Block			Bub Block	÷.	Add			_	Remo	

Create bRMS trial called "brms2" and add the 'x' letter to the choices section.

BRMS												-	0		>
Basic											All Trials				
Help CSV File C:\Users\Weis	I\Desktop	demo.csv									bms1				
Paramenters															
bRMS type			Name			1	Tags								
Mixed Fixed-Random Fixed-Fixed			brms2		number red										
Stimulus Fade In Time (sec)	1	•	Mondrian Count (count)	50	٥		green								
Mondrians Fade Out Time (sec)	3	\$	Rectangle In Mondrian (count)	500	-										
All Trial Length (sec)	10	\$	Rectangle Max Width (mm)	6.5	-										
Mask Duration (ms)	67	-	Rectangle Max Height (mm)	6.5	-	1									
Stimulus Duration (ms)	33	-	Frame Width (mm)	160.0	-		Order								
Post Trial Gap (sec)	0.4	÷	Frame Height (mm)	67.0	-										
Stimulus Opacity (0-1)	0.35	\$	Stimulus Width (mm)	65.0	÷										
Mondrian Max Opacity (0-1)	1.00	\$	Stimulus Height (mm)	65	-										
Choices + 7 x		hand	Fixation Width (mm)	9.0	-										
Choices + z.x.		_	Fixation Height (mm)	2.5	٢	1			_						
							Duplicate			Remove					
				Block	0	-	Sub Block	0	•	Add	Duplicate	+		Remove	e
														Save	

Save both trials.

		demo.csv						bms2		
Paramenters										
bRMS type			Name		_	Tags		1		
Mixed Fixed-Random	⊖ Fo	ed-Fixed	bms2			number				
Stimulus Fade In Time (sec)	1	÷	Mondrian Count (count)	50	•	green				
Aondrians Fade Out Time (sec)	3	\$	Rectangle In Mondrian (count)	500	\$					
VI Trial Length (sec)	10	-	Rectangle Max Width (mm)	6.5	\$					
Mask Duration (ms)	67	-	Rectangle Max Height (mm)	6.5	-	Order		9.1		
Stimulus Duration (ms)	33	-	Frame Width (mm)	160.0	\$	Urder				
ost Trial Gap (sec)	0.4	-	Frame Height (mm)	67.0	-					
Stimulus Opacity (0-1)	0.35	-	Stimulus Width (mm)	65.0	-					
Mondrian Max Opacity (0-1)	1.00	-	Stimulus Height (mm)	65	-					
Choices + z.x.			Fixation Width (mm)	9.0	-					
			Fixation Height (mm)	2.5	-	Duplicate				

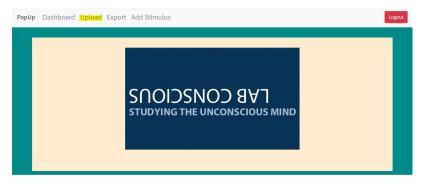
3.5 Download experiment

Download the experiment to your computer by press the "Save" button, Dont change its name.

🛛 Mai	'n			
Vame	Demo		Load]
Instruc	tions		Experiments	
brms1 brms2			Survey	Fullscreen
			bRMS	Instructions
			Image	
			Navigation	
			+	-
			Save	
			Remove	Edit
			Save	
Para	neters			
Back	ground Color (RGB Include #)	#C0C0C		
Comp	letion Code			

3.6 Upload experiment JSON file

Log in to http://www.hujilabconscious.com/ and navigate to "Upload" web page.



Upload the JSON file downloaded earlier in the section below.

PopU	p Dashboard Upload Export Add Stimulus	Logout
	Upload Experiment Choose Experiment File Choose File No file chosen	
	Submit	

Press the "Submit" button.

PopU	p Dashboard Upload Export Add Stimulus	Logout
	Upload Experiment Choose Experiment File Choose File DemojSon	
	Submite	

Wait for success message.

PopU	p Dashboard Upload Export Add Stimulus	Logout
	Upload Experiment Choose Experiment File Choose File No file chosen Experiment Created	
	Submit	
	To Experiment	
ww.hujila	sconsclour.com/dashboard/200326wlqe66/Ww1WCQy3uEARMm2	

3.7 Upload Stimulus

Compress 2.jpg and 4.jpg to Stimulus.zip and navigate to "Add stimulus" web page.

PopUp	Dashboard Upload Export Add Stimulus	Logout
	Upload Experiment Choose Experiment File Choose File No file chosen Experiment Created	
	Submit	
	To Experiment	

Enter experiment name, in this case - "Demo" int the following section.

PopU	p Dashboard Upload Export Add Stimulus	Logout
	Upload Stimulus Enter Experiment Name Choose Images Choose Files No file chosen	1
	Submit	

Upload the ZIP file created earlier in the following section.

PopUp	Dashboard Upload Export Add Stimulus	Logout
	Upload Stimulus	
	Enter Experiment Name Demo	
	Submit	

Wait until the age reload.

3.8 Upload stimulus

Compress 2.jpg and 4.jpg to Stimulus.zip and navigate to "Add stimulus" web page.

PopU	p Dashboard Upload Export Add Stimulus	Logout
	Upload Experiment	
	Choose Experiment File Choose File No file chosen Experiment Created	
	Submit	
	To Experiment	
au builte	conscious.com/dathbased/20013/edget87.ytwWCC2/b.dLRRAm2	

Enter experiment name, in this case - "Demo" int the following section.

PopUp	Dashboard Upload Export Add Stimulus	Logout
	Upload Stimulus Enter Experiment Name Choose Images Choose Files No file chosen	
	Submit	

Upload the ZIP file created earlier in the following section.

PopUp	Dashboard Upload Export Add Stimulus	Logout
	Upload Stimulus	
	Enter Experiment Name Demo Choose images Choose Files No file chosen	
	Submit	

Wait until the age reload.

3.9 Run experiment

Navigate to "Dashboard" web page.



Look at the table and find Demo experiment

PopUp Da	ashboard Upload	Export Add Stimulus	;				Lo
	Experim	ent List					
	Refresh	ID	LINK	COUNT	DETAIL	DELETE	
	Gal_Experiment_5_4	8Rn1dkYLQ5T10V6Wjcb9	Link	24	Details	Delete	
	Pilot_0_mondrian	9aCAzFt70xwfspb107R6	Link	2	Details	Delete	
	Pilot_2_4_5	Po5uprZG4mONBs75ffYr	Link	3	Details	Delete	
	Exp_28_6.json	VuGWB8qeGHyk5xstqlek	Link	23	Details	Delete	
	Demo	YYG25wHS3DFg62DJzwlq	Link	0	Details	Delete	

Press on the link tab

opUp Da	shboard Upload	Export Add Stimulus					L
Γ	Experim	ent List					
	Refresh	ID	LINK	COUNT	DETAIL	DELETE	
	Gal_Experiment_5_4	8Rn1dkYLQ5T10V6Wjcb9	Link	24	Details	Delete	
	Pilot_0_mondrian	9aCAzFt70xwfspb107R6	Link	2	Details	Delete	
	Pilot_2_4_5	Po5uprZG4mONBs75ffYr	Link	3	Details	Delete	
	Exp_28_6.json	VuGWB8qeGHyk5xstqlek	Link	23	Details	Delete	
	Demo	YYG25wHS3DFg62DJzwlq	Link	0	Details	Delete	

3.10 Export

Get the experiment ID from "Dashboard" web page

opUp Da	ashboard Upload	Export Add Stimulus					La
	Experim	ent List					
	Refresh	ID	LINK	COUNT	DETAIL	DELETE	
	Gal_Experiment_5_4	8Rn1dkYLQ5T10V6Wjcb9	Link	24	Details	Delete	
	Pilot_0_mondrian	9aCAzFt70xwfspb107R6	Link	2	Details	Delete	
	Pilot_2_4_5	Po5uprZG4mONBs75ffYr	Link	3	Details	Delete	
	Exp_28_6.json	VuGWB8qeGHyk5xstqlek	Link	23	Details	Delete	
	Demo	YYG25wHS3DFg62DJzwlq	Link	0	Details	Delete	

Navigate to "Export" web page.

opUp Da	shboard Upload	Export Add Stimulus					Logo
	Experim	ent List					
	Refresh NAME	ID	LINK	COUNT	DETAIL	DELETE	
	Gal_Experiment_5_4	8Rn1dkYLQ5T10V6Wjcb9	Link	24	Details	Delete	
	Pilot_0_mondrian	9aCAzFt70xwfspb107R6	Link	2	Details	Delete	
	Pilot_2_4_5	Po5uprZG4mONBs75ffYr	Link	3	Details	Delete	
	Exp_28_6.json	VuGWB8qeGHyk5xstqlek	Link	23	Details	Delete	
	Demo	YYG25wHS3DFg62DJzwlq	Link	0	Details	Delete	

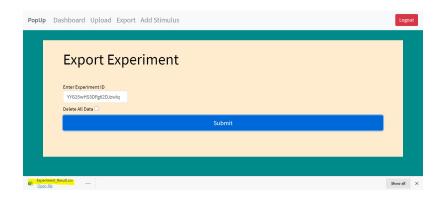
Enter our experiment ID in the following section.

PopU	p Dashboard Upload Export Add Stimulus	Logout	83
i i			20.00
	Export Experiment		View of
	Enter Experiment ID		Se S
			20
	Delete All Data		2000
			Sin a
			Voue
			Vious

Press on "Submit" button

PopU	p Dashboard Upload Export Add Stimulus	Logout
	Export Experiment Enter Experiment ID WG25WH53DFg62DJzwig Detect All Data	
	Submit	

Watch how the experiment result downloaded to your computer



bRMS Generator - Researcher

PopUpResearcher is a desktop application which generates bRMS experiments. PopUpResearcher responsible for JSON experiment file creation, which intended to be upload to PopUpWeb.

4.1 Application Forms

4.1.1 Main Form

In bRMS generator - Researcher we generate new bRMS experiment JSON file. Experiment must include:

- Name
- At least one Trial
- Background color (RGB code)

Each trial can be edited (edit button) remove (remove button) and reorder (+ and – buttons). Each trial also includes a name, block, and sub block. To save the experiment file press on the "Save" button and a file save dialog will open.

lame	Load	
	Experiments	
	Survey Fullscree	n
	bRMS Instructio	ns
	Image	
	Navigation	
	+ -	
	Save	
	Remove Edit	
	Save	
Parameters		
Background Color (RGB Include #)		
Completion Code		

4.1.2 bRMS

bRMS experiment contains stimulus and mask parts. On the stimulus part one of your stimulus picture will appear after a fade in time.

The mask part contains several modrians in different colors, switching places and colors between each other.

The mask part is not mandatory, if you want to disable it, just set the Mask Duration to be 0.

Each component size can be change, but be aware that change one size can harm the harmony of the experiment, and please be cautious with it. First of all we need to import data CSV file, contains all stimuli names on the first column and stimulus tags on each columns, tags order are irrelevant.

CSV file example

	А	В	С	D
1	file1.jpg	tag1	tag2	
2	file2.jpg	tag1	tag2	tag3
3	file3.jpg	tag3	tag4	
4	file4.jpg	tag2	tag1	
5	file5.jpg	tag3		

After uploading the CSV file we could can create our bRMS trials.

We have 3 bRMS types

- Mixed: Shuffle all stimulus together.
- Fixed-Random: Each tag runs in a separate block.
- Fixed-Fixed: Fixed order .

After choosing the bRMS type we could continue edit our bRMS trial. Mandatory (with no default):

• Trial name: unique trial name, should be indicative.

- Tags: list view of all stimulus tags.
- Choices: buttons for experiment response. Should be numeric or alphabetic.

Extras:

- Stimulus fade in time (sec)
- Mondrian fade out time (sec)
- All Total trial length (sec)
- Mask duration (ms)
- Stimulus duration (ms)
- Post trial gap (ms)
- Stimulus opacity (0-1)
- Mondrian max opacity (0-1)
- Mondrian count (count)
- Rectangle count in mondrian (count)
- Rectangle max width (mm)
- Rectangle max height (mm)
- Frame width (mm)
- Frame height (mm)
- Stimulus width (mm)
- Stimulus height (mm)
- Fixation width (mm)
- Fixation height (mm)

🖉 bRMS										-		X
Basic Help CSV File C:\Weisler\Wo	rk \Green L	ab\Experi	ments\galTest\data.csv						All Trials Trial1 Trial2			٦
Paramenters bRMS type Mixed) Fixe	d-Fixed	Name Trial2			Tags 1 high	low ch					
Stimulus Fade In Time (sec)	1	\$	Mondrian Count (count)	50	\$	face 1face	word 1word					
Mondrians Fade Out Time (sec)	3	÷	Rectangle In Mondrian (count)	500	÷	2	2word					
All Trial Length (sec)	10	-	Rectangle Max Width (mm)	6.5	-	2face	heb					
Mask Duration (ms)	67	-	Rectangle Max Height (mm)	6.5	÷							
Stimulus Duration (ms)	33	-	Frame Width (mm)	160.0	÷	Order						
Gap Duration (ms)	500	-	Frame Height (mm)	67.0	÷							
Post Trial Gap (sec)	0.4	\$	Stimulus Width (mm)	65.0	¢							
Stimulus Delay Duration (sec)	0	-	Stimulus Height (mm)	65	÷							
Stimulus Opacity (0-1)	0.35	\$	Fixation Width (mm)	9.0	\$							
Mondrian Max Opacity (0-1)	1.00	\$	Fixation Height (mm)	2.5	÷		_					
Choices +						Duplicate	-	Remove				
				Block	0	Sub Block 0	÷	Add	Duplicate +	•	Remove	
											Save	

4.1.3 Instructions

On the rich textbox , we write the content of one page and press confirm for adding.

All pages listed on the list view at the bottom of the page. We could change the pages order, duplicate or remove from the list view.

For save press the button Save.

2 Instructions	-		×
Name			
clean		confirm	
Duplicate + - Remove Block 0 🜩 Sub Block	0 🗘	Save	

4.1.4 Survey

There are 4 survey types

- Text
- Multi choice
- Scale
- Scale custom

After we choose a survey type we should add at least one question, the questions form will be according to the survey type, as explain in the next chapter.

🦉 Survey		—	
Name			
Survey type Text O Mul	ti Choice	Scale O Sc	ale Custom
	_		
Block 0	Sub Block	0	Add Question
Duplicate	+	Remove	Save

4.1.5 Questions

Text Question:

Text question contain a textbox for the question text and row and columns for textbox size, row is height and columns in width.

(Questions						_		\times
prompt				Options			Add	
Scale Scale Count 3	Text rows	1	*					
Start Label Middle Label End Label	columns value	1	÷	Duplicate	+		Remo	ve
						required	Sav	/e

Multi Custom Scale Question:

Multi choice and custom scale questions contains grid of options, added by write on the textbox and press Add. We can duplicate, remove and reorder the options by pressing the relevant buttons.

Also we have the prompt textbox, which contains the question itself.

Questions					-		\times
prompt				Option		Add	
Scale Scale Count 3	Text	1	÷				
Start Label Middle Label End Label	columns value	1	×	Duplicate +	•	Remo	ve
					required	Sa	ve

Scale Question:

Scale question contains "start", "middle" and "end" labels and "scale count". The first, middle and last scale points will be the relevant label, the rest will be numbers.

2 Questions						-		\times
prompt				Options			Add	
Scale	Text							
Scale Count 3	rows	1						
Start Label	columns	1	*					
Middle Label	value							
End Label				Duplicate	+		Remov	e
						required	Sav	

4.1.6 Image

On Image trial we upload an image by press Choose Image button, then file dialog will open and you will be able to choose image from your computer. After choosing the image will display in the Display Image section, for save press the Save button.

🦉 Image		-	\times
Name Pic Choose Image Block 0 \$	Display Image		
Save			

4.1.7 Fullscreen

Simple trial that represent a message after which the browser will enter fullscreen mode.

🦉 Fullscreen					_	-		\times
Name								
Fullscreen_Tri	al							
Messeage								
Fullscreen me	ssage							
, Chara	Plack	0		Sub Diask	0		6	
Clear	Block	0	-	Sub Block	0	÷	Save	

bRMS Generator - Runner

bRMS Generator - Runner is a website that upload, run, organize and export bRMS experiments.



5.1 Web Pages

5.1.1 Upload Experiment

First thing we should upload our experiment. Press Choose File button and then file dialog.

Choose your experiment Json file representation (deeply suggest generating it on bRMS Generator - Researcher) and press submit.

If the submission failed, you probably have format error on your JSON file. If you familiar with json format you can try and edit the file yourself, otherwise we suggest you create new JSON file.

After the experiment submission we still need to upload the relevant stimulus, as explained in the next section.

PopUp	Dashboard Upload Export Add Stimulus	Logout
	Upload Experiment Choose Experiment File Choose File No file chosen	
	Submit	

5.1.2 Upload Stimulus

After experiment JSON file upload, we should upload our stimuli.

In bRMS generator - Web stimuli is a JPG image. You should combine all your stimuli to zip files (Its better to combine for group of 100 stimulus just to be bullet proof).

Then, upload the stimulus zip files with the relevant experiment name (which you can see in the dashboard).

PopUp	Dashboard Upload Export Add Stimulus	Logout
	Upload Stimulus	
	Enter Experiment Name	
	Choose images Choose Files No file chosen	
	Submit	

5.1.3 Dashboard

In the dashboard section we can see all the experiment we made.

For each experiment we can see

- Name
- Id

- Participants count.
- Details.

We are also having a link to the experiment and able to delete it.

PopUp	Das	shboard Upload	Export Add Stimulus					Logout
		Experim Refresh	ent List					
		NAME	ID	LINK	COUNT	DETAIL	DELETE	
		Gal_Experiment_5_4	8Rn1dkYLQ5T10V6Wjcb9	Link	24	Details	Delete	
		SlowExperiment	bMKtwZcL0ywrMyvHWMZC	Link	2	Details	Delete	
		Gal_Experiment_6_4	e1vozc6wCld1I7htLIVe	Link	0	Details	Delete	

5.1.4 Export Experiment

In this window we can export experiment, we only need to enter experiment Id. We also can delete all the saved data (very dangerous and not recommended!). After press submit results csv file will be downloaded to your computer.

PopUp	Dashboard Upload Export Add Stimulus	Logout
	Export Experiment	
	Enter Experiment ID	
	Delete All Data	
	Submit	
	Submit	

Experiment Order

Each note has block and sub block.

blocks and sub blocks are the way for us to order and randomize trials in our experiment.

If trial is with block number 0, its means that the trials stay fixed in his defined place.

Else, each block number trial groups switch with other block number trial group. Same rules applied on sub blocks.

For example: lets look at an random experiment.

Name	Block	Sub Block
Instructions0	0	0
bRMS1	1	1
Instructions1	1	0
Survey1	1	1
bRMS2	2	1
Instructions2	2	0
Survey2	2	1

Than the experiment will be:

Instructions0
bRMS1/2
Instructions1/2
Survey1/2
bRMS1/2 (other than the first one)
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Survey1/2 (other than the first one)

jsPsych Plugin

For the people that feel safe with programming or have the intention to create more complicated experiment than the one we provide we extract jsPsych plugin of RMS.

You can find it here: https://github.com/nadavWeisler/jsPsychRmsPlugin

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