

EyeLink® EDF Access API

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# Chapter 1

## EyeLink EDF Access API

### 1.1 Introduction

The EyeLink EDF Access API is a set of C functions that provide access to EyeLink EDF files. The access method is similar to that of the online data access API, where the program performs a set of `eyelink_get_next_data()` and `eyelink_get_float_data()` calls to step through the data.

The EDF Access API also provides functions for setting bookmarks within an EDF file, and for automatically parsing an EDF file into a set of trials, with functions for stepping through the trial set.

As an example use for the API, the `edf2asc` translator program has been re-written to use the API for EDF data access. The source code for this `edf2asc` program is included with the API distribution.

This is the first release of the EDF Access API and should be considered a beta release.

Please report any functionality comments or bugs to [support@sr-research.com](mailto:support@sr-research.com).



## Chapter 2

### classIntro

The EyeLink EDF access API (edfapi.dll) library defines a number of data types that are used for data reading, found in eye\_data.h and edf.h. The useful parts of these structures are discussed in the following sections.



## Chapter 3

# Compling

Ensure that you have copied the library for the operating system you are using to a directory that is in your library path.

### 3.1 Windows

Under the directory "<Program files (x86)>\SR Research\EyeLink\libs" you will find edfapi.dll and edfapi.lib for 32bit windows and under the directory "<Program files (x86)>\SR Research\EyeLink\libs\x64" you will find edfapi64.dll and edfapi64.lib for 64bit windows

Also, under the directory "<Program files (x86)>\SR Research\EyeLink\includes\eyelink" you will find the following header files:

1. edf.h
2. edf\_data.h
3. edftypes.h

In your program you will include edf.h, which contains all the edfapi function declarations. The edf\_data.h and edftypes.h contain necessary data structures and types.

#### 3.1.1 Visual Studio

While linking under visual studio you may either include edfapi.lib/edfapi64.lib as one of your source file or pass edfapi.lib/edfapi64.lib as an argument to the linker. For the latter approach, please note the object/library modules settings in the screen shot below.

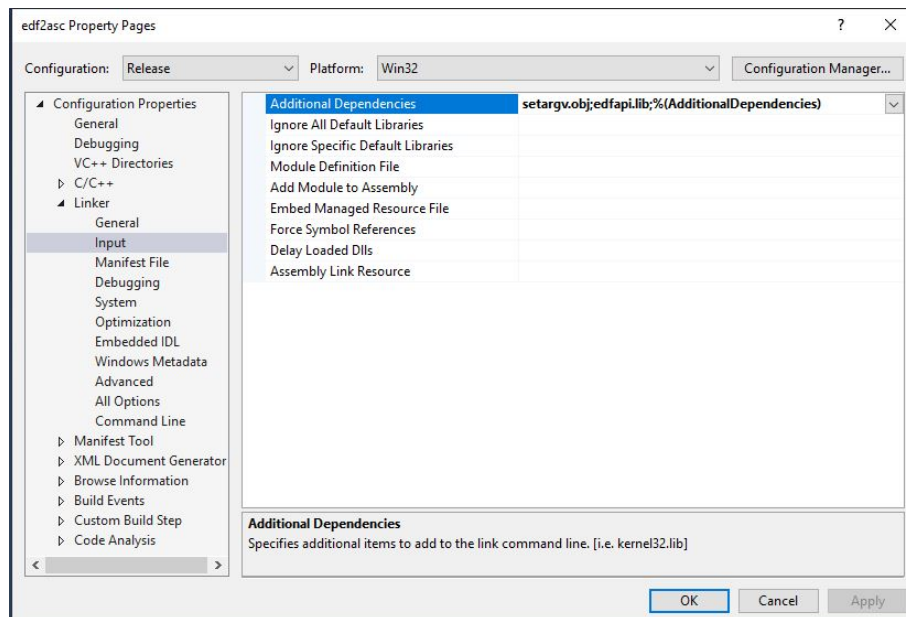


Figure 3.1 Visual Studio 2015 Link Settings for edf2asc

The Includes/Library file search path settings are shown below.

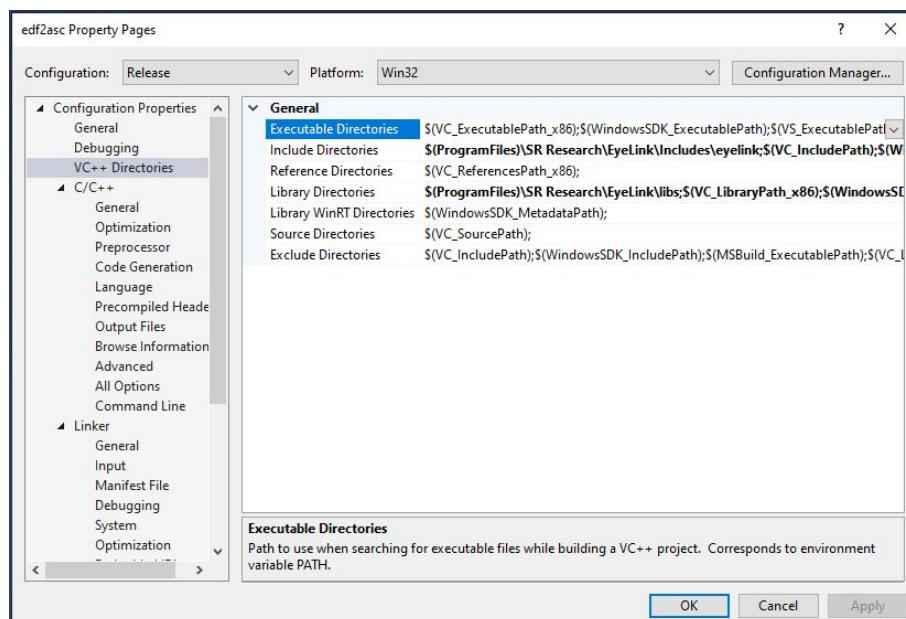


Figure 3.2 Visual Studio 2015 Includes/Link File Search Path for edf2asc

## 3.2 Linux

Under the directory `"/usr/lib/x86_64-linux-gnu"`, you will find `libedfapi.so` and `libedfapi.a`.

Also, under the directory `"/usr/include/EyeLink"` you will find the following header files:

1. edf.h
2. edf\_data.h
3. edftypes.h

In your program you will include edf.h, which contains all the edfapi function declarations. The edf\_data.h and edftypes.h contain necessary data structures and types.

### 3.2.1 Gcc

See Makefile.linux for an example of compiling and linking with gcc compiler under linux platform.

Static compilation:

```
gcc -static <gcc options> -o output_file_name <your sources to compile> -ledfapi -lm
```

Shared compilation:

```
gcc <gcc options> -o output_file_name <your sources to compile> -ledfapi -lm
```

## 3.3 macOS

The edfapi.framework/Headers installed by default under /Library, contains the following header files:

1. edf.h
2. edf\_data.h
3. edftypes.h

In your program you will include edf.h, which contains all the edfapi function declarations. The edf\_data.h and edftypes.h contain necessary data structures and types.

Please note that we no longer provide libedfapi.dylib and libedfapi.a for macOS. Also note we no longer provide Makefile for macOS. Please refer to the provided XCode project in CExample folder.





## Chapter 4

# Module Index

### 4.1 Modules

Here is a list of all modules:

General EDF Data Access Functions . . . . .	<a href="#">13</a>
Trial Related Functions . . . . .	<a href="#">17</a>
Bookmark Related Functions . . . . .	<a href="#">21</a>
EDF Specific Functions . . . . .	<a href="#">23</a>



## Chapter 5

# Class Index

### 5.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

ALLF_DATA . . . . .	25
BOOKMARK . . . . .	25
CONFIG . . . . .	25
EDFFILE . . . . .	26
FEVENT . . . . .	26
FSAMPLE . . . . .	30
RECORDINGS . . . . .	34
TRIAL . . . . .	35



## Chapter 6

# Module Documentation

### 6.1 General EDF Data Access Functions

#### Functions

- PUBLIC\_FN EDFFILE \* [edf\\_open\\_file](#) (const char \*fname, int consistency, int loadevents, int loadsamples, int \*errval)  
*Opens the EDF file passed in by edf\_file\_name and preprocesses the EDF file.*
- PUBLIC\_FN EDFFILE \* [edf\\_open\\_file\\_ex](#) (const char \*fname, int consistency, int loadevents, int loadsamples, CONFIG \*config, int \*errval)  
*Opens the EDF file passed in by edf\_file\_name and preprocesses the EDF file.*
- PUBLIC\_FN int [edf\\_close\\_file](#) (EDFFILE \*ef)  
*Closes an EDF file pointed to by the given EDFFILE pointer and releases all of the resources (memory and physical file) related to this EDF file.*
- PUBLIC\_FN int [edf\\_open\\_logfile](#) (EDFFILE \*ef, const char \*fname)
- PUBLIC\_FN int [edf\\_set\\_extra\\_message\\_file](#) (const char \*fname)
- PUBLIC\_FN const char \* [edf\\_get\\_logmsg](#) (EDFFILE \*ef)
- PUBLIC\_FN PUBLIC\_FN int [edf\\_get\\_next\\_data](#) (EDFFILE \*ef)  
*Returns the type of the next data element in the EDF file pointed to by \*edf. Each call to [edf\\_get\\_next\\_data\(\)](#) will retrieve the next data element within the data file. The contents of the data element are not accessed using this method, only the type of the element is provided. Use [edf\\_get\\_float\\_data\(\)](#) instead to access the contents of the data element.*
- PUBLIC\_FN ALLF\_DATA \* [edf\\_get\\_float\\_data](#) (EDFFILE \*ef)
- PUBLIC\_FN unsigned int [edf\\_get\\_element\\_count](#) (EDFFILE \*ef)
- PUBLIC\_FN int [edf\\_get\\_preamble\\_text](#) (EDFFILE \*ef, char \*buffer, int length)
- PUBLIC\_FN int [edf\\_get\\_preamble\\_text\\_length](#) (EDFFILE \*edf)

#### 6.1.1 Detailed Description

#### 6.1.2 Function Documentation

- 6.1.2.1 PUBLIC\_FN EDFFILE\* [edf\\_open\\_file](#) ( const char \* *fname*, int *consistency*, int *loadevents*, int *loadsamples*, int \* *errval* )

Opens the EDF file passed in by edf\_file\_name and preprocesses the EDF file.

**Parameters**

<i>fname</i>	name of the EDF file to be opened.
<i>consistency</i>	onsistency check control (for the time stamps of the start and end events, etc). 0, no consistency check. 1, check consistency and report. 2, check consistency and fix.
<i>loadevents</i>	load/skip loading events 0, do not load events. 1, load events.
<i>loadsamples</i>	load/skip loading of samples 0, do not load samples. 1, load samples.
<i>errval</i>	This parameter is used for returning error value. The pointer should be a valid pointer to an integer. If the returned value is not 0 then an error occurred.

**Returns**

if successful a pointer to [EDFFILE](#) structure is returned. Otherwise NULL is returned.

**6.1.2.2 PUBLIC\_FN EDFFILE\* edf\_open\_file\_ex ( const char \* *fname*, int *consistency*, int *loadevents*, int *loadsamples*, CONFIG \* *config*, int \* *errval* )**

Opens the EDF file passed in by *edf\_file\_name* and preprocesses the EDF file.

**Parameters**

<i>fname</i>	name of the EDF file to be opened.
<i>consistency</i>	onsistency check control (for the time stamps of the start and end events, etc). 0, no consistency check. 1, check consistency and report. 2, check consistency and fix.
<i>loadevents</i>	load/skip loading events 0, do not load events. 1, load events.
<i>loadsamples</i>	load/skip loading of samples 0, do not load samples. 1, load samples.
<i>config</i>	Currently only used to set the default resolution. In the future, this will be used to pass more configuration parameters.
<i>errval</i>	This parameter is used for returning error value. The pointer should be a valid pointer to an integer. If the returned value is not 0 then an error occurred.

**Returns**

if successful a pointer to [EDFFILE](#) structure is returned. Otherwise NULL is returned.

**6.1.2.3 PUBLIC\_FN int edf\_close\_file ( EDFFILE \* *ef* )**

Closes an EDF file pointed to by the given [EDFFILE](#) pointer and releases all of the resources (memory and physical file) related to this EDF file.

**Parameters**

<i>ef</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <i>edf_open_file</i> ().
-----------	--

**Returns**

if successful it returns 0, otherwise a non zero is returned.

#### 6.1.2.4 PUBLIC\_FN PUBLIC\_FN int edf\_get\_next\_data ( EDFFILE \* ef )

Returns the type of the next data element in the EDF file pointed to by \*edf. Each call to [edf\\_get\\_next\\_data\(\)](#) will retrieve the next data element within the data file. The contents of the data element are not accessed using this method, only the type of the element is provided. Use [edf\\_get\\_float\\_data\(\)](#) instead to access the contents of the data element.

##### Parameters

<i>ef</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This handle should be created by calling <a href="#">edf_open_file()</a> .
-----------	--

##### Returns

One of the following values:

STARTBLINK the upcoming data is a start blink event.  
STARTSACC the upcoming data is a start saccade event.  
STARTFIX the upcoming data is a start fixation event.  
STARTSAMPLES the upcoming data is a start samples event.  
STARTEVENTS the upcoming data is a start events event.  
STARTPARSE the upcoming data is a start parse event.  
ENDBLINK the upcoming data is an end blink event.  
ENDSACC the upcoming data is an end saccade event.  
ENDFIX the upcoming data is an end fixation event.  
ENDSAMPLES the upcoming data is an end samples event.  
ENDEVENTS the upcoming data is an end events event.  
ENDPARSE the upcoming data is an end parse event.  
FIXUPDATE the upcoming data is a fixation update event.  
BREAKPARSE the upcoming data is a break parse event.  
BUTTONEVENT the upcoming data is a button event.  
INPUTEVENT the upcoming data is an input event.  
MESSAGEEVENT the upcoming data is a message event.  
SAMPLE\_TYPE the upcoming data is a sample.  
RECORDING\_INFO the upcoming data is a recording info.  
NO\_PENDING\_ITEMS no more data left.

#### 6.1.2.5 PUBLIC\_FN ALLF\_DATA\* edf\_get\_float\_data ( EDFFILE \* ef )

Returns the float data with the type returned by [edf\\_get\\_next\\_data\(\)](#). This function does not move the current data access pointer to the next element; use [edf\\_get\\_next\\_data\(\)](#) instead to step through the data elements.

##### Parameters

<i>ef</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This handle should be created by calling <a href="#">edf_open_file()</a> .
-----------	--

##### Returns

Returns a pointer to the [ALLF\\_DATA](#) structure with the type returned by [edf\\_get\\_next\\_data\(\)](#).

#### 6.1.2.6 PUBLIC\_FN unsigned int edf\_get\_element\_count ( EDFFILE \* ef )

Returns the number of elements (samples, eye events, messages, buttons, etc) in the EDF file.

**Parameters**

<i>ef</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <code>edf_open_file</code> .
-----------	--

**Returns**

the number of elements in the EDF file.

**6.1.2.7 PUBLIC\_FN int edf\_get\_preamble\_text ( EDFFILE \* *ef*, char \* *buffer*, int *length* )**

Copies the preamble text into the given buffer. If the preamble text is longer than the length the text will be truncated. The returned content will always be null terminated.

**Parameters**

<i>ef</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This handle should be created by calling <code>edf_open_file()</code> .
<i>buffer</i>	a character array to be filled by the preamble text.
<i>length</i>	length of the buffer.

**Returns**

returns 0 if the operation is successful.

**6.1.2.8 PUBLIC\_FN int edf\_get\_preamble\_text\_length ( EDFFILE \* *edf* )**

Returns the length of the preamble text.

**Parameters**

<i>edf</i>	a valid pointer to c <a href="#">EDFFILE</a> structure. This handle should be created by calling <code>edf_open_file()</code> .
------------	---

**Returns**

An integer for the length of preamble text.



## 6.2 Trial Related Functions

### Functions

- PUBLIC\_FN int [edf\\_set\\_trial\\_identifier](#) (EDFFILE \*edf, char \*start\_marker\_string, char \*end\_marker\_string)  
*Sets the message strings that mark the beginning and the end of a trial. The message event that contains the marker string is considered start or end of the trial.*
- PUBLIC\_FN char \* [edf\\_get\\_start\\_trial\\_identifier](#) (EDFFILE \*ef)  
*Returns the trial identifier that marks the beginning of a trial.*
- PUBLIC\_FN char \* [edf\\_get\\_end\\_trial\\_identifier](#) (EDFFILE \*ef)  
*Returns the trial identifier that marks the end of a trial.*
- PUBLIC\_FN int [edf\\_get\\_trial\\_count](#) (EDFFILE \*edf)  
*Returns the number of trials in the EDF file.*
- PUBLIC\_FN int [edf\\_jump\\_to\\_trial](#) (EDFFILE \*edf, int trial)
- PUBLIC\_FN int [edf\\_get\\_trial\\_header](#) (EDFFILE \*edf, TRIAL \*trial)  
*Returns the trial specific information. See the [TRIAL](#) structure for more details.*
- PUBLIC\_FN int [edf\\_goto\\_previous\\_trial](#) (EDFFILE \*edf)  
*Jumps to the beginning of the previous trial.*
- PUBLIC\_FN int [edf\\_goto\\_next\\_trial](#) (EDFFILE \*edf)  
*Jumps to the beginning of the next trial.*
- PUBLIC\_FN int [edf\\_goto\\_trial\\_with\\_start\\_time](#) (EDFFILE \*edf, unsigned int start\_time)  
*Jumps to the trial that has the same start time as the given start time.*
- PUBLIC\_FN int [edf\\_goto\\_trial\\_with\\_end\\_time](#) (EDFFILE \*edf, unsigned int end\_time)  
*Jumps to the trial that has the same start time as the given end time.*

### 6.2.1 Detailed Description

The EDF access API also provides the following trial related functions for the ease of counting the total number the trials in the recording file and navigating between different trials. To use this functionality, it is desirable that the user first define the trial start/end identifier strings with [edf\\_set\\_trial\\_identifier\(\)](#). [The identifier string settings can be checked with the [edf\\_get\\_start\\_trial\\_identifier\(\)](#) and [edf\\_get\\_end\\_trial\\_identifier\(\)](#) functions]. Use [edf\\_jump\\_to\\_trial\(\)](#), [edf\\_goto\\_previous\\_trial\(\)](#), [edf\\_goto\\_next\\_trial\(\)](#), [edf\\_goto\\_trial\\_with\\_start\\_time\(\)](#), or [edf\\_goto\\_trial\\_with\\_end\\_time\(\)](#) functions to go to a target trial. The recording and start/end time of the target trial can be checked with [edf\\_get\\_trial\\_header\(\)](#).

### 6.2.2 Function Documentation

#### 6.2.2.1 PUBLIC\_FN int [edf\\_set\\_trial\\_identifier](#) ( EDFFILE \* edf, char \* start\_marker\_string, char \* end\_marker\_string )

Sets the message strings that mark the beginning and the end of a trial. The message event that contains the marker string is considered start or end of the trial.

#### Parameters

<i>edf</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <a href="#">edf_open_file()</a> .
<i>start_marker_string</i>	string that contains the marker for beginning of a trial.
<i>end_marker_string</i>	string that contains the marker for end of the trial.

**Returns**

0 if no error occurred.

**Remarks**

NOTE: The following restrictions apply for collecting the trials.

- 1.The `start_marker_string` message should be before the start recording (indicated by message "↔ START").
- 2.The `end_marker_string` message should be after the end recording (indicated by message "END").
- 3.If the `start_marker_string` is not found before start recording or if the `start_marker_string` is null, start recording will be the starting position of the trial.
- 4.If the `end_marker_string` is not found after the end recording, end recording will be the ending position of the trial.
- 5.If `start_marker_string` is not specified the string "TRIALID", if found, will be used as the `start↔_marker_string`.
- 6.If the `end_marker_string` is not specified, the beginning of the next trial is the end of the current trial.

**6.2.2.2 PUBLIC\_FN char\* edf\_get\_start\_trial\_identifier ( EDFFILE \* ef )**

Returns the trial identifier that marks the beginning of a trial.

**Parameters**

<i>ef</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <a href="#">edf_open_file()</a> .
-----------	---

**Returns**

a string that marks the beginning of a trial.

**6.2.2.3 PUBLIC\_FN char\* edf\_get\_end\_trial\_identifier ( EDFFILE \* ef )**

Returns the trial identifier that marks the end of a trial.

**Parameters**

<i>ef</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <a href="#">edf_open_file()</a> .
-----------	---

**Returns**

a string that marks the end of a trial.

**6.2.2.4 PUBLIC\_FN int edf\_get\_trial\_count ( EDFFILE \* edf )**

Returns the number of trials in the EDF file.

## Parameters

<i>edf</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <a href="#">edf_open_file()</a> .
------------	---

## Returns

an integer for the number of trials in the EDF file.

**6.2.2.5 PUBLIC\_FN int edf\_jump\_to\_trial ( EDFFILE \* *edf*, int *trial* )**

Jumps to the beginning of a given trial.

## Parameters

<i>edf</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <a href="#">edf_open_file()</a> .
<i>trial</i>	trial number. This should be a value between 0 and <a href="#">edf_get_trial_count()</a> - 1.

## Returns

unless there are any errors it returns a 0.

**6.2.2.6 PUBLIC\_FN int edf\_get\_trial\_header ( EDFFILE \* *edf*, TRIAL \* *trial* )**

Returns the trial specific information. See the [TRIAL](#) structure for more details.

## Parameters

<i>edf</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <a href="#">edf_open_file()</a> .
<i>trial</i>	pointer to a valid <a href="#">TRIAL</a> structure (note <code>trial</code> must be initialized before being used as a parameter for this function). This pointer is used to hold information of the current trial.

## Returns

unless there are any errors it returns a 0.

**6.2.2.7 PUBLIC\_FN int edf\_goto\_previous\_trial ( EDFFILE \* *edf* )**

Jumps to the beginning of the previous trial.

## Parameters

<i>edf</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <a href="#">edf_open_file()</a> .
------------	---

**Returns**

unless there are any errors it returns 0.

**6.2.2.8 PUBLIC\_FN int edf\_goto\_next\_trial ( EDFFILE \* *edf* )**

Jumps to the beginning of the next trial.

**Parameters**

<i>edf</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <a href="#">edf_open_file()</a> .
------------	---

**Returns**

unless there are any errors it returns 0.

**6.2.2.9 PUBLIC\_FN int edf\_goto\_trial\_with\_start\_time ( EDFFILE \* *edf*, unsigned int *start\_time* )**

Jumps to the trial that has the same start time as the given start time.

**Parameters**

<i>edf</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <a href="#">edf_open_file()</a> .
<i>start_time</i>	start time of the EDF trial

**Returns**

unless there are any errors it returns 0.

**6.2.2.10 PUBLIC\_FN int edf\_goto\_trial\_with\_end\_time ( EDFFILE \* *edf*, unsigned int *end\_time* )**

Jumps to the trial that has the same start time as the given end time.

**Parameters**

<i>edf</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <a href="#">edf_open_file()</a> .
<i>end_time</i>	end time of the EDF trial

**Returns**

unless there are any errors it returns 0.

## 6.3 Bookmark Related Functions

### Functions

- PUBLIC\_FN int [edf\\_set\\_bookmark](#) ([EDFFILE](#) \*ef, [BOOKMARK](#) \*bm)
- PUBLIC\_FN int [edf\\_free\\_bookmark](#) ([EDFFILE](#) \*ef, [BOOKMARK](#) \*bm)
- PUBLIC\_FN int [edf\\_goto\\_bookmark](#) ([EDFFILE](#) \*ef, [BOOKMARK](#) \*bm)

### 6.3.1 Detailed Description

In addition to navigation between different trials in an EDF recording file with the functions provided in the previous section, the EDF access API also allows the user to “bookmark” any position of the EDF file using the [edf\\_set\\_bookmark\(\)](#) function. The bookmarks can be revisited with [edf\\_goto\\_bookmark\(\)](#). Finally, the bookmarks should be freed with the [edf\\_free\\_bookmark\(\)](#) function call.

### 6.3.2 Function Documentation

#### 6.3.2.1 PUBLIC\_FN int edf\_set\_bookmark ( EDFFILE \* ef, BOOKMARK \* bm )

Bookmark the current position of the edf file.

##### Parameters

<i>ef</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <a href="#">edf_open_file</a> .
<i>bm</i>	pointer to a valid <a href="#">BOOKMARK</a> structure. This structure will be filled by this function. <i>bm</i> should be initialized before being used by this function.

##### Returns

unless there are any errors it returns 0.

#### 6.3.2.2 PUBLIC\_FN int edf\_free\_bookmark ( EDFFILE \* ef, BOOKMARK \* bm )

Removes an existing bookmark

##### Parameters

<i>ef</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <a href="#">edf_open_file</a> .
<i>bm</i>	pointer to a valid <a href="#">BOOKMARK</a> structure. This structure will be filled by this function. Before calling this function <a href="#">edf_set_bookmark</a> should be called and <i>bm</i> should be initialized there.

##### Returns

unless there are any errors it returns 0.

### 6.3.2.3 PUBLIC\_FN int edf\_goto\_bookmark ( EDFFILE \* *ef*, BOOKMARK \* *bm* )

Jumps to the given bookmark.

#### Parameters

<i>ef</i>	a valid pointer to <a href="#">EDFFILE</a> structure. This should be created by calling <code>edf_open_file</code> .
<i>bm</i>	pointer to a valid <a href="#">BOOKMARK</a> structure. This structure will be filled by this function. Before calling this function <code>edf_set_bookmark</code> should be called and <i>bm</i> should be initialized there.

#### Returns

unless there are any errors it returns 0.

## 6.4 EDF Specific Functions

### Functions

- PUBLIC\_FN const char \* [edf\\_get\\_version](#) (void)

#### 6.4.1 Detailed Description

#### 6.4.2 Function Documentation

##### 6.4.2.1 PUBLIC\_FN const char\* edf\_get\_version ( void )

Returns a string which indicates the version of EDFAPI.dll library used.

#### Returns

a string indicating the version of EDFAPI library used.





## Chapter 7

# Class Documentation

### 7.1 ALLF\_DATA Union Reference

#### Public Attributes

- [FEVENT](#) **fe**
- [IMESSAGE](#) **im**
- [IOEVENT](#) **io**
- [FSAMPLE](#) **fs**
- [RECORDINGS](#) **rec**

#### 7.1.1 Detailed Description

Any one of the above three data types can be read into a buffer of type [ALLF\\_DATA](#), which is a union of the event, sample, and recording buffer formats:

### 7.2 BOOKMARK Struct Reference

#### Public Attributes

- unsigned int **id**

#### 7.2.1 Detailed Description

[BOOKMARK](#) is a dummy structure that holds a bookmark handle.

### 7.3 CONFIG Struct Reference

#### Public Attributes

- float [default\\_rx](#)
- float [default\\_ry](#)

### 7.3.1 Detailed Description

The [CONFIG](#) structure holds optional configuration information for EDF file processing. User configured parameters or application specif parameters can be passed to edfapi via this configuration.

### 7.3.2 Member Data Documentation

#### 7.3.2.1 float CONFIG::default\_rx

user defined resolution rx value

#### 7.3.2.2 float CONFIG::default\_ry

user defined resolution ry value

## 7.4 EDFFILE Struct Reference

### 7.4.1 Detailed Description

[EDFFILE](#) is a dummy structure that holds an EDF file handle.

## 7.5 FEVENT Struct Reference

### Public Attributes

- UINT32 [time](#)
- INT16 [type](#)
- UINT16 [read](#)
- UINT32 [stime](#)
- UINT32 [entime](#)
- float [hstx](#)
- float [hsty](#)
- float [gstx](#)
- float [gsty](#)
- float [sta](#)
- float [henx](#)
- float [heny](#)
- float [genx](#)
- float [geny](#)
- float [ena](#)
- float [havx](#)
- float [havy](#)
- float [gavx](#)
- float [gavy](#)
- float [ava](#)
- float [avel](#)

- float [pvel](#)
- float [svel](#)
- float [evel](#)
- float [supd\\_x](#)
- float [eupd\\_x](#)
- float [supd\\_y](#)
- float [eupd\\_y](#)
- INT16 [eye](#)
- UINT16 [status](#)
- UINT16 [flags](#)
- UINT16 **input**
- UINT16 **buttons**
- UINT16 [parsedby](#)
- LSTRING \* [message](#)

### 7.5.1 Detailed Description

The [FEVENT](#) structure holds information for an event in the EDF file. Depending on the recording options set for the recording session and the event type, some of the fields may be empty.

### 7.5.2 Member Data Documentation

#### 7.5.2.1 UINT32 FEVENT::time

effective time of event

#### 7.5.2.2 INT16 FEVENT::type

event type

#### 7.5.2.3 UINT16 FEVENT::read

flags which items were included

#### 7.5.2.4 UINT32 FEVENT::stime

start time of the event

#### 7.5.2.5 UINT32 FEVENT::entime

end time of the event

#### 7.5.2.6 float FEVENT::hstx

headref starting points

**7.5.2.7 float FEVENT::hsty**

headref starting points

**7.5.2.8 float FEVENT::gstx**

gaze starting points

**7.5.2.9 float FEVENT::gsty**

gaze starting points

**7.5.2.10 float FEVENT::sta**

pupil size at start

**7.5.2.11 float FEVENT::henx**

headref ending points

**7.5.2.12 float FEVENT::heny**

headref ending points

**7.5.2.13 float FEVENT::genx**

gaze ending points

**7.5.2.14 float FEVENT::geny**

gaze ending points

**7.5.2.15 float FEVENT::ena**

pupil size at end

**7.5.2.16 float FEVENT::havx**

headref averages

#### 7.5.2.17 float FEVENT::havy

headref averages

#### 7.5.2.18 float FEVENT::gavx

gaze averages

#### 7.5.2.19 float FEVENT::gavy

gaze averages

#### 7.5.2.20 float FEVENT::ava

average pupil size

#### 7.5.2.21 float FEVENT::avel

accumulated average velocity

#### 7.5.2.22 float FEVENT::pvel

accumulated peak velocity

#### 7.5.2.23 float FEVENT::svel

start velocity

#### 7.5.2.24 float FEVENT::evel

end velocity

#### 7.5.2.25 float FEVENT::supd\_x

start units-per-degree

#### 7.5.2.26 float FEVENT::eupd\_x

end units-per-degree

#### 7.5.2.27 float FEVENT::supd\_y

start units-per-degree

#### 7.5.2.28 float FEVENT::eupd\_y

end units-per-degree

#### 7.5.2.29 INT16 FEVENT::eye

eye: 0=left, 1=right

#### 7.5.2.30 UINT16 FEVENT::status

error, warning flags

#### 7.5.2.31 UINT16 FEVENT::flags

error, warning flags

#### 7.5.2.32 UINT16 FEVENT::parsedby

7 bits of flags: PARSEDBY codes

#### 7.5.2.33 LSTRING\* FEVENT::message

any message string

## 7.6 FSAMPLE Struct Reference

### Public Attributes

- UINT32 [time](#)
- float [px](#) [2]
- float [py](#) [2]
- float [hx](#) [2]
- float [hy](#) [2]
- float [pa](#) [2]
- float [gx](#) [2]
- float [gy](#) [2]
- float [rx](#)
- float [ry](#)
- float [gxvel](#) [2]
- float [gyvel](#) [2]

- float [hxvel](#) [2]
- float [hyvel](#) [2]
- float [rxvel](#) [2]
- float [ryvel](#) [2]
- float [fgxvel](#) [2]
- float [fgyvel](#) [2]
- float [fhxvel](#) [2]
- float [fhyvel](#) [2]
- float [frxvel](#) [2]
- float [fryvel](#) [2]
- INT16 [hdata](#) [8]
- UINT16 [flags](#)
- UINT16 [input](#)
- UINT16 [buttons](#)
- INT16 [htype](#)
- UINT16 [errors](#)

### 7.6.1 Detailed Description

The [FSAMPLE](#) structure holds information for a sample in the EDF file. Depending on the recording options set for the recording session, some of the fields may be empty.

### 7.6.2 Member Data Documentation

#### 7.6.2.1 UINT32 FSAMPLE::time

time stamp of sample

#### 7.6.2.2 float FSAMPLE::px[2]

pupil x

#### 7.6.2.3 float FSAMPLE::py[2]

pupil y

#### 7.6.2.4 float FSAMPLE::hx[2]

headref x

#### 7.6.2.5 float FSAMPLE::hy[2]

headref y

#### 7.6.2.6 float FSAMPLE::pa[2]

pupil size or area

#### 7.6.2.7 float FSAMPLE::gx[2]

screen gaze x

#### 7.6.2.8 float FSAMPLE::gy[2]

screen gaze y

#### 7.6.2.9 float FSAMPLE::rx

screen pixels per degree

#### 7.6.2.10 float FSAMPLE::ry

screen pixels per degree

#### 7.6.2.11 float FSAMPLE::gxvel[2]

gaze x velocity

#### 7.6.2.12 float FSAMPLE::gyvel[2]

gaze y velocity

#### 7.6.2.13 float FSAMPLE::hxvel[2]

headref x velocity

#### 7.6.2.14 float FSAMPLE::hyvel[2]

headref y velocity

#### 7.6.2.15 float FSAMPLE::rxvel[2]

raw x velocity



**7.6.2.16 float FSAMPLE::ryvel[2]**

raw y velocity

**7.6.2.17 float FSAMPLE::fgxvel[2]**

fast gaze x velocity

**7.6.2.18 float FSAMPLE::fgyvel[2]**

fast gaze y velocity

**7.6.2.19 float FSAMPLE::fhxvel[2]**

fast headref x velocity

**7.6.2.20 float FSAMPLE::fhyvel[2]**

fast headref y velocity

**7.6.2.21 float FSAMPLE::frxvel[2]**

fast raw x velocity

**7.6.2.22 float FSAMPLE::fryvel[2]**

fast raw y velocity

**7.6.2.23 INT16 FSAMPLE::hdata[8]**

head-tracker data (not pre-scaled)

**7.6.2.24 UINT16 FSAMPLE::flags**

flags to indicate contents

**7.6.2.25 UINT16 FSAMPLE::input**

extra (input word)

#### 7.6.2.26 UINT16 FSAMPLE::buttons

button state & changes

#### 7.6.2.27 INT16 FSAMPLE::htype

head-tracker data type (0=none)

#### 7.6.2.28 UINT16 FSAMPLE::errors

process error flags

## 7.7 RECORDINGS Struct Reference

### Public Attributes

- UINT32 [time](#)
- float [sample\\_rate](#)
- UINT16 [eflags](#)
- UINT16 [sflags](#)
- byte [state](#)
- byte [record\\_type](#)
- byte [pupil\\_type](#)
- byte [recording\\_mode](#)
- byte [filter\\_type](#)
- byte [pos\\_type](#)
- byte [eye](#)

### 7.7.1 Detailed Description

The [RECORDINGS](#) structure holds information about a recording block in an EDF file. A [RECORDINGS](#) structure is present at the start of recording and the end of recording. Conceptually a [RECORDINGS](#) structure is similar to the START and END lines inserted in an EyeLink ASC file. [RECORDINGS](#) with a state field = 0 represent the end of a recording block, and contain information regarding the recording options set before recording was initiated.

### 7.7.2 Member Data Documentation

#### 7.7.2.1 UINT32 RECORDINGS::time

start time or end time

#### 7.7.2.2 float RECORDINGS::sample\_rate

250 or 500 or 1000

### 7.7.2.3 uint16 RECORDINGS::eflags

to hold extra information about events

### 7.7.2.4 uint16 RECORDINGS::sflags

to hold extra information about samples

### 7.7.2.5 byte RECORDINGS::state

0 = END, 1=START

### 7.7.2.6 byte RECORDINGS::record\_type

1 = SAMPLES, 2= EVENTS, 3= SAMPLES and EVENTS

### 7.7.2.7 byte RECORDINGS::pupil\_type

0 = AREA, 1 = DIAMETER

### 7.7.2.8 byte RECORDINGS::recording\_mode

0 = PUPIL, 1 = CR

### 7.7.2.9 byte RECORDINGS::filter\_type

1,2,3

### 7.7.2.10 byte RECORDINGS::pos\_type

0 = GAZE, 1= HREF, 2 = RAW

### 7.7.2.11 byte RECORDINGS::eye

1=LEFT, 2=RIGHT, 3=LEFT and RIGHT

## 7.8 TRIAL Struct Reference

### Public Attributes

- [RECORDINGS](#) \* [rec](#)
- unsigned int [duration](#)
- unsigned int [starttime](#)
- unsigned int [endtime](#)

### 7.8.1 Detailed Description

The [TRIAL](#) structure is used to access a block of data within an EDF file that is considered to be a trial within the experimental session. The start time and end time of a [TRIAL](#) are defined using the [edf\\_set\\_trial\\_identifier\(\)](#) function, where a start and end message text token is specified.

### 7.8.2 Member Data Documentation

#### 7.8.2.1 RECORDINGS\* TRIAL::rec

recording information about the current trial

#### 7.8.2.2 unsigned int TRIAL::duration

duration of the current trial

#### 7.8.2.3 unsigned int TRIAL::starttime

start time of the trial

#### 7.8.2.4 unsigned int TRIAL::endtime

end time of the trial

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