

# ACT-R 7.21<sup>+</sup> AGI Manual

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## Introduction

This document will provide a description of the GUI tools available in ACT-R for producing experiments for models (referred to as the AGI which stands for ACT-R GUI Interface) as well as some of the general ACT-R commands one may use for running models. These commands are used to create many of the experiments which are used for the models included with the ACT-R tutorial. Thus, if you would like to see examples of their use you can look at those models and the corresponding experiment code description documents which accompany the tutorial units. There are also examples of some of the AGI capabilities not used in the tutorial models available in model files located in the examples directory of the ACT-R source code distribution.

Before describing the AGI itself however there will be some brief background provided of the low level interface to ACT-R's perceptual and motor systems, the tools upon which the AGI is built, and some differences in the AGI compared to older versions of ACT-R.

When describing the commands available through the AGI we will be following the same format for specifying the syntax as is used in the ACT-R reference manual, and the details of that are included in the [appendix of this manual](#).

## Background

### Devices

ACT-R models typically interact with the world through what are called devices. A device is a general mechanism in the ACT-R software which can be associated with a module to provide additional functionality. The AGI is based upon a set of devices which provide the model with the ability to interact with a simulated computer. The motor and speech modules use devices which translate the actions of those modules into appropriate actions for a simulated keyboard, mouse, and microphone, and the vision module uses a device which automatically generates visual features for GUI elements created using the AGI.

While it's possible to use some of those devices separately, the primary purpose of the AGI is to use what is called an “experiment window” device which provides the visual percepts and also installs the keyboard, mouse, and microphone devices automatically.

### Virtual Windows

The experiment window device of the AGI is built around a GUI interface called virtual windows. Virtual windows are based roughly on the windowing system of MCL (Macintosh Common Lisp which is now obsolete but was the dominant Lisp during much of ACT-R's early development), and it implements a windowing interface which is portable across Lisps. It is called virtual because it does not display anything the user can see – it is an abstract interface only visible to the model, but it does include a mechanism through which one can connect the virtual windows to real windows for viewing and to accept real user actions.

### Visible Virtual Windows

When the ACT-R Environment is connected to ACT-R it has an option (enabled by default) to connect to the virtual windows interface so that it can display a real representation of a virtual window and allow user interaction. Those displays are referred to as visible virtual windows. Thus, even for command line only Lisps it is possible to create and see graphic experiments for the model using the AGI commands when the ACT-R Environment is also used. There is also a virtual window viewer available through a browser using an application found in the `examples/connections/nodejs` directory of the source code and which is also included with the standalone versions of ACT-R (see the readme file in the sources or with the standalone for more information). The interface through which those two tools connect to the virtual windows for display is a part of the AGI which is available for use if one would like to use a different system to display the visible virtual windows, and it is described [in the appendix](#).

## **UWI**

The first attempt to create a set of commands for an ACT-R GUI was called the Uniform Windowing Interface (UWI). It was a set of low level windowing functions which were implemented in various Lisps and for the virtual windows to allow them to operate in a portable manner. It was not entirely user friendly and has now been replaced by the AGI. It is only mentioned here because parts of it still exist in the implementation of the AGI, and one may encounter references to it in comments or other documentation.

## **Older ACT-R Devices**

In older versions of ACT-R (those before 7.12) a device was a single construct which provided specific interactions for the perceptual and motor modules through a fixed set of Lisp methods which one had to implement. That approach is no longer available (although like the UWI, parts of its mechanisms can still be found if one looks at the underlying AGI implementation). The more general devices used for the current AGI do provide similar capabilities to those from the monolithic device that was used in prior versions of the AGI, and there is a commented example of converting the demo2 model in the tutorial from the device in ACT-R 7.5 to the appropriate device mechanisms for the 7.12<sup>+</sup> on the [ACT-R website](#).

## **Native GUI Windows**

The older versions of ACT-R also included devices which attempted to provide the same functionality as the AGI did through the native GUI interface widgets of some Lisp systems. That functionality is no longer included with ACT-R for multiple reasons. However, if it is desired, one could use the [external interface](#) of the virtual windows to connect to the native GUI, or one could create a more direct interface similar to the older devices to do so.

## The AGI

The AGI is a high level interface that we provide for GUI construction for models. It is a small set of tools designed to make creating simple experiments for ACT-R models easy. Those tools are able to create interfaces built from text, buttons, lines, and images. The model actions from the output devices it implements can be monitored to record key presses, mouse movement and clicks, and speech output from the model.

This document will describe the commands provided in the AGI as well as some of the associated ACT-R commands for running models. The commands of the AGI are available for use through the dispatcher in the current ACT-R software which makes it possible to use them from languages other than Lisp when connected to ACT-R through the remote interface. Examples of using the AGI can be found in the ACT-R tutorial which provides both Lisp and Python versions of the tasks created with the AGI.

There is one final thing to note however before describing the AGI commands. While it is possible to create real windows using the AGI through the included visible virtual windows of the ACT-R Environment or the external interface of the virtual windows, that is only recommended for use in testing and debugging the task and/or model. The AGI is not recommended for use in creating experiments for human participants because it does not provide any guarantees on the precision or accuracy of the timing data for real user interactions nor does it provide any guarantees on the timing of the display updates. For a model, those things are handled relative to ACT-R's clock and thus always occur at the appropriate time for the model, but for real user interactions there are a lot of other factors involved which vary significantly based on the Lisp, OS, and machine being used. Therefore we cannot provide any guarantees on the usefulness of the AGI for human data collection. If one would like to use the AGI for collecting human data then it will be necessary to make sure that you understand the timing issues involved and test it thoroughly to determine the reliability of that information in your specific situation. To help with that, there are some notes about the AGI and timing issues which may be helpful in [the appendix](#) of this document.

## Visual Scene

The AGI makes some simplifying assumptions about the visual scene. When creating windows for the model the assumption is that they are being displayed on a monitor with a coordinate system based upon the upper left corner of the display being 0,0 and increasing to the right and down, and a window itself also uses coordinates which start at 0,0 in its upper left corner. The location of items is specified using their upper left corner as the reference point relative to the window in which they are drawn (or the whole screen for windows). The windows themselves are not explicitly visible to the model. They only serve as a means of organizing the items which are displayed from the code, and the model can see all of the items in every experiment window which is installed for it. There are no explicit boundaries for the screen or window with respect to the items displayed. Although a negative coordinate value would suggest it is outside of the window boundary that does not prevent the model from seeing it, and the same holds for coordinates which exceed the height or width of the window. Similarly, there is no notion of items being occluded by other items or windows – the model will see all of the items regardless of any overlap which might occur.

## Typical Experiment Design

To describe the commands available in the AGI we will first describe a very general experiment design. Then for each step of the experiment we will describe the relevant AGI commands.

Here is a typical procedure for creating a simple experiment:

1. Open a window
2. Clear the display
3. Present some stimuli
4. Wait for a response or fixed delay to pass
5. Record the response
6. Repeat steps 2-5 for different conditions/stimuli
7. Repeat steps 1-6 for multiple participants
8. Analyze the results

That general pattern can be found in most of the tutorial model experiments. Steps 6, 7, and most of step 8 are best done with the iteration constructs and other functions of the language being used, but the AGI provides the tools for carrying out the other steps.

One assumption with that design is that there is one participant performing the task at a time and there is a single window with which that participant is interacting. The AGI (and ACT-R) are not restricted to operating in that fashion, but that is the typical modeling scenario and thus the AGI commands attempt to make that process easy. It is possible to open multiple windows simultaneously with the AGI and make all of those visible to a model as well as run more than one ACT-R model concurrently all interacting with the same AGI window or different AGI windows, but the primary descriptions of the AGI commands will present the simple (single window single user) usage details. Details on running multiple models can be found in the ACT-R reference manual, and there are examples of multiple models interacting with AGI tasks found in the examples/model-task-interfacing directory of the software distribution.



## Window Control (Steps 1 and 2)

For most tasks a single window is all that will be required for a model. When there is only one window created for a model all other AGI commands will operate upon that window without needing to specify it directly. If multiple windows are created however one will need to specify which window to use for all of the other commands. When specifying the window it can be done using either the title given to it when it was created or the device list which was returned by the AGI when the window was created.

### Open-exp-window

**open-exp-window** *title* {**:visible** *visible*} {**:width** *w*} {**:height** *h*} {**:x** *x*} {**:y** *y*} -> [ device | **nil** ]

**Remote command name:**

**open-exp-window** *title* { < **visible** *visible*, **width** *w*, **height** *h*, **x** *x*, **y** *y* > }

**Arguments and Values:**

*title* ::= a string which can be used to reference the window and will display in the title bar of the visible virtual windows

*visible* ::= a generalized boolean which indicates whether the window should be displayed through the external window interface if available

*w* ::= an integer indicating the width of the window in pixels

*h* ::= an integer indicating the height of the window

*x* ::= an integer indicating the position of the left edge of the window on the screen

*y* ::= an integer indicating the position of the top edge of the window on the screen

*device* ::= a list which is valid for installing as a device in ACT-R

This command takes one required parameter which is the title for an experiment window to create. That title must be a string. If there is already an experiment window open with that title then it clears its contents. If there is not already an experiment window with that title then it creates a new window with the requested title.

The command also accepts several other parameters for configuring the window. The other parameters allow one to specify the height and width of the window in pixels and default to 300 each if not provided (only meaningful if the window is displayed as a visible virtual window), the x and y pixel coordinates of the upper left corner of the window on the screen which also default to 300 each, and *visible* which indicates whether the window should be displayed visibly if possible. A value of **nil** means do not display it visibly and any other value represents that displaying it is allowed (the default is **t**).

If the provided parameters are all valid values then the command returns a list which can be used to reference the window and is also valid for installing as a device to allow a

model to see the contents of the window. If there is a problem with the parameters then a warning will be printed and **nil** will be returned.

### **examples:**

```
(open-exp-window "Letter recognition")
(open-exp-window "Task" :visible nil)
(open-exp-window "Other" :x 0 :y 0 :width 250 :height 400)

actr.open_exp_window('test', x=0, y=0, visible=True)
actr.open_exp_window('Window', visible=False)
```

## **Close-exp-window**

**close-exp-window** { *window* } -> [ **t** | **nil** ]

### **Remote command name:**

**close-exp-window**

### **Arguments and Values:**

*window* ::= a string which is the title of a window or the device list returned when opening a window

This command takes no required parameters and has one optional parameter which can indicate a specific window (either by title or device list). If no window is provided then if there is only one open window that one will be used, but if there are more than one or no open windows it will print a warning. It closes the indicated window. Once the window is closed it is no longer possible for a person or model to interact with it. One should close experiment windows when they are no longer needed to avoid potential problems with multiple open windows or memory issues since all objects created for a window persist until the window is closed even if they are not currently displayed. All open windows will be closed automatically when ACT-R is initialized with the clear-all command. If a window is successfully closed then it will return **t**, otherwise it will return **nil**.

Closing a window which is currently installed for a model will cause the model's vision module to reprocess the visual scene.

### **examples:**

```
(close-exp-window)
(close-exp-window "task")
```

## Clear-exp-window

**clear-exp-window** { *window* } -> [ **t** | **nil** ]

**Remote command name:**

**clear-exp-window**

**Arguments and Values:**

*window* ::= a string which is the title of a window or the device list returned when opening a window

This command takes no required parameters and has one optional parameter which can indicate a specific window (either by title or device list). If no window is provided then if there is only one open window that one will be used, but if there are more than one or no open windows it will print a warning. It removes all of the items currently displayed in the indicated experiment window and causes all models which have that device installed to reprocess the visual scene. If it successfully clears the window it returns **t** otherwise it returns **nil**.

**examples:**

```
(clear-exp-window)
(clear-exp-window "window")

actr.clear_exp_window()
actr.clear_exp_window('Task')
```

## Displaying Items (step 3)

Displaying items in experiment windows involves two steps: creating an item for the window and adding that item to the window. The AGI includes commands for performing both steps together as well as separate commands for creating and modifying items and adding or removing them from the window.

### Item IDs

When creating an item for an experiment window the AGI commands return an ID which can be used to reference that item. That ID will be a list, but the contents of that list are not part of the AGI's API and thus should not be used or modified in any way.

### Colors

When creating an item it is possible to specify its color. Colors should be provided as either a string or in Lisp, a symbol can also be used. Any string or symbol may be provided and will be used to create the visual feature for the item and passed to a visible window handler if installed. The vision module only provides chunks for the following colors: black, green, dark-gray, cyan, light-blue, yellow, dark-yellow, light-gray, dark-blue, dark-magenta, white, dark-cyan, blue, purple, gray, dark-green, dark-red, red, brown, pink, and magenta. Any other colors indicated for an item will result in a warning that the chunk is being created by default if it hasn't already been defined in the model. Also, a visible window handler may not recognize every name one provides, and how it handles that is up to the implementer of that window handler. For the visible virtual window handler provided by the ACT-R Environment, it recognizes all of the colors named above which are defined in the vision module, and for any other name it is given it will draw the item in black.

One note on providing colors in Lisp is that in some Lisps there are global variables which are bound to color objects, but those are not valid as colors for the AGI. In particular, in ACL it has variables like `red` and `blue` which are bound to the ACL color object for those colors. Those variables are not valid as colors for the AGI, but the symbol with that name is i.e. `'red` is a valid color for the AGI but in ACL the global variable `red` itself is not.

### AGI Items

There are four types of items which can be displayed in an AGI window: text, lines, buttons, and images. Each item has a command for creating one and a command which will create one and add it to a window, and all except images also include a command for modifying one. Whenever an item is added to a window or an item already added to a window is modified that window will cause all models with that window installed to reprocess that item. Creating an item requires specifying the window with which the

item will be associated (either by title or by its device list), and that window will be the only one which can display that item. If there is only one open window then a value of **nil** can be used to indicate that window.

## Text

```
create-text-for-exp-window win text {:x x} {:y y} {:width w} {:height h} {:color c} {:font-size f}  
-> [ id | nil ]  
add-text-to-exp-window win text {:x x} {:y y} {:width w} {:height h} {:color c} {:font-size f}  
-> [ id | nil ]  
modify-text-for-exp-window text-id {:text text} {:x x} {:y y} {:width w} {:height h} {:color c}  
{:font-size f} -> [ id | nil ]
```

### Remote command name:

```
create-text-for-exp-window win text <x x, y y, width w, height h, color c, font-size f>  
add-text-to-exp-window win text <x x, y y, width w, height h, color c, font-size f>  
modify-text-for-exp-window text-id <text text, x x, y y, width w, height h, color c, font-size f>
```

### Arguments and Values:

*win* ::= the title or device list of an experiment window or **nil** if there is only one window  
*text* ::= a string of the text to display  
*x* ::= an integer indicating the x position of the upper left corner of the text on the window  
*y* ::= an integer indicating the y position of the upper left corner of the text on the window  
*w* ::= an integer indicating the width in pixels of a box in which to draw the text  
*h* ::= an integer indicating the height in pixels of a box in which to draw the text  
*f* ::= an integer indicating the size of the font to use to draw the text (in points)  
*c* ::= a string or symbol indicating the color of the text  
*id* ::= a list which can be used to reference this text item  
*text-id* ::= the id of a text item which has been created

These commands are used to draw a text string in an experiment window based on the values of the parameters provided. The *x* and *y* parameters specify the pixel coordinate of the upper-left corner of the box in which the text is to be displayed within the window, and the default value for each is 0. The *height* and *width* parameters specify the size of the box in which to draw the text, measured in pixels. The default value for *height* is 20 and for *width* is 75. The *height* and *width* parameters are only potentially meaningful for a visible display of the window – they do not affect the features created for the model. The *color* parameter specifies in which color the text will be drawn ([as described above](#)) and defaults to black. The *font-size* parameter specifies the size of the font used to draw the text and is measured in points. It defaults to 12 if not specified. It will affect the size of the text item for the visual feature, but it may or may not be used by a visible window handler when displaying the text (the visible virtual windows of the ACT-R Environment do use the *font-size* when displaying text).

If all of the parameters are valid then the text item is created or modified and its id is returned otherwise a warning will be printed and **nil** is returned.

### examples:

```
(add-text-to-exp-window "Task" "Ok" :x 20 :y 30)
(add-text-to-exp-window nil "A" :x 100 :color 'red :width 20 :font-size 20)
(setf *item* (create-text-for-exp-window "Exp. Window" "True"))
(modify-text-for-exp-window *item* :color 'green)

actr.add_text_to_exp_window('Task', 'Ok', x=20, y=30)
actr.add_text_to_exp_window(None, 'A', x=100, color='red', width=20,
                             font-size=20)
```

## Buttons

```
create-button-for-exp-window win {:text text} {:x x} {:y y} {:width w} {:height h} {:color c }
                               {:action a } -> [ id | nil ]
add-button-to-exp-window win {:text text} {:x x} {:y y} {:width w} {:height h} {:color c }
                              {:action a } -> [ id | nil ]
modify-button-for-exp-window b-id {:text text} {:x x} {:y y} {:width w} {:height h} {:color c }
                                   {:action a } -> [ id | nil ]
```

### Remote command name:

```
create-button-for-exp-window win < text text, x x, y y, width w, height h, color c, action a >
add-button-to-exp-window win < text text, x x, y y, width w, height h, color c, action a >
modify-button-for-exp-window b-id < text text, x x, y y, width w, height h, color c, action a >
```

### Arguments and Values:

win ::= the title or device list of an experiment window or **nil** if there is only one window  
text ::= a string of text to display on the button

x ::= an integer indicating the x position of the upper left corner of the button in the window

y ::= an integer indicating the y position of the upper left corner of the button in the window

w ::= an integer indicating the width in pixels the button

h ::= an integer indicating the height in pixels of the button

c ::= a string or symbol indicating the color of the button

a ::= [fct | cmd | ( [ fct | cmd ] param\*) ]

fct ::= a Lisp function or symbol naming a function

cmd ::= a string naming an available ACT-R command

param ::= a value to pass to the indicated function or command

id ::= a list which can be used to reference this button item

b-id ::= the id of a button item which has been created

These commands are used to create a button for an experiment window which can perform an action when clicked on with the mouse device (or by a real mouse with the

visible virtual windows). The text parameter must be a string and specifies the text to display on the button, and it defaults to "" (an empty string). The x and y parameters specify the pixel coordinate of the upper-left corner of the button in the window and each defaults to 0. The height and width parameters specify the size of the button in pixels, and the height defaults to 18 and the width defaults to 60. The color parameter specifies a background color for the button, and defaults to gray. The action parameter specifies a function or command to be called when this button is pressed. If not provided or set to **nil** then clicking the button will result in printing a warning which says "Button with no valid action clicked at time xxx" where xxx is the current ACT-R time in seconds. The function or command will be called with no parameters unless some are included when creating or modifying the button, in which case those parameters will be passed to it.

If all of the parameters are valid then the button item is created or modified and its id is returned otherwise a warning will be printed and **nil** is returned.

### examples:

```
(add-button-to-exp-window "task" :text "Ok" :x 100 :y 150)
(create-button-for-exp-window nil :text "Cancel" :color 'red :action 'cancel)
(modify-button-for-exp-window *but-obj* :action '("new-cmd" 10 t))
```

```
actr.add_button_to_exp_window("task", text='Ok', x=100, y=150)
```

## Lines

```
create-line-for-exp-window win (x1 y1) (x2 y2) { c } -> [ id | nil ]
add-line-to-exp-window win (x1 y1) (x2 y2) { c } -> [ id | nil ]
modify-line-for-exp-window line-id [(x1 y1) | nil] [(x2 y2) | nil] { c } -> [ id | nil ]
```

### Remote command name:

```
create-line-for-exp-window
add-line-to-exp-window
modify-line-for-exp-window
```

### Arguments and Values:

win ::= the title or device list of an experiment window or **nil** if there is only one window  
x1 ::= an integer indicating the x position of one end point of the line in the window  
y1 ::= an integer indicating the y position of one end point of the line in the window  
x2 ::= an integer indicating the x position of one end point of the line in the window  
y2 ::= an integer indicating the y position of one end point of the line in the window  
c ::= a string or symbol indicating the color of the button  
id ::= a list which can be used to reference this line item  
line-id ::= the id of a line item which has been created

These commands are used to create a line item for an experiment window. The required parameters are lists with the x and y pixel coordinates for the ends of the line to be drawn.

An optional color may be provided. If no color is given it defaults to black. When modifying a line either or both of the position lists may be specified as **nil** to indicate that that position should not be modified.

If all of the parameters are valid then the line item is created or modified and its id is returned otherwise a warning will be printed and **nil** is returned.

### examples:

```
(add-line-to-exp-window "task" (list 100 150) (list 50 10))
(create-line-for-exp-window nil (list 0 0) (list 500 100) 'blue)
(modify-line-for-exp-window *line-obj* nil (list 30 30))

actr.add_line_to_exp_window('task', [100, 150], [50, 10])
actr.modify_line_for_exp_window(line_obj, None, [30, 30])
```

## Images

```
create-image-for-exp-window win text file {x x} {y y} {width w} {height h} {action a }
-> [ id | nil ]
add-image-to-exp-window win text file {x x} {y y} {width w} {height h} {action a }
-> [ id | nil ]
```

### Remote command name:

```
create-image-for-exp-window win text file <x x, y y, width w, height h, action a >
add-image-to-exp-window win text file <x x, y y, width w, height h, action a >
```

### Arguments and Values:

*win* ::= the title or device list of an experiment window or **nil** if there is only one window  
*text* ::= a string of text to provide as the value of the visual feature for the model  
*file* ::= a string containing the name of a .gif file in environment/GUI/AGI-images  
*x* ::= an integer indicating the x position of the upper left corner of the image in the window  
*y* ::= an integer indicating the y position of the upper left corner of the image in the window  
*w* ::= an integer indicating the width of the box in which to display the image in pixels  
*h* ::= an integer indicating the height of the box in which to display the image in pixels  
*a* ::= [fct | cmd | ( [ fct | cmd ] param\*) ]  
fct ::= a Lisp function or symbol naming a function  
cmd ::= a string naming an available ACT-R command  
param ::= a value to pass to the indicated function or command  
id ::= a list which can be used to reference this image item

These commands are used to create an image item for an experiment window. This is intended only for use with the visible virtual windows of the ACT-R Environment. It



allows one to display a .gif file in the visible virtual window. That image can be seen by a model as a single feature with a value indicated when creating the image, and it can be clicked like a button to trigger an action. The required parameters are a string which provides the value for the visual feature made available to the model for the item, and a string which names a .gif file which must be located in the environment/gui/AGI-images directory of the ACT-R Environment being run. One can also specify the position for the image in the window and the size of the box in which it will be displayed (there is no attempt to stretch or center the image in the box – it is displayed with its upper left corner in the upper left corner of the box specified and will be clipped at the borders if it extends past them and the background color will show if the image does not fill the box). The action parameter specifies a function or command to be called when this image is clicked (which is the entire box whether or not the image actually fills it). If not provided or set to **nil** then clicking the image will result in printing a warning which says “Image *name* with no valid action clicked at position x,y at time zzz.” where name is the text value of the box, x and y are the position within the image that the click occurred, and zzz is the current ACT-R time in seconds. If the function or command is specified without any parameters then it will be called with two values which are the text value of the image and a list of the x and y position within the image where the click occurred, but if parameters are included when creating the image those parameters will be passed to the action.

If all of the parameters are valid then the image item is created and its id is returned otherwise a warning will be printed and **nil** is returned.

#### **examples:**

```
(add-image-to-exp-window nil "back" "ref-brain.gif" :height 390 :width 390)
(create-image-for-exp-window "WIN" "brain" "ref-brain.gif" :x 10 :y 160
                             :width 128 :height 128 :action "click-brain")

actr.add_image_to_exp_window(None, 'back', 'ref-brain.gif', height=390, width=390)
actr.create_image_for_exp_window('WIN', 'brain', 'ref-brain.gif', x=10, y=160,
                                width=128, height=128, action='click-brain')
```

## **General Commands**

These commands work for any of the AGI items which have been created to add or remove them from an experiment window.

### **Remove-items-from-exp-window**

**remove-items-from-exp-window** *win id\** -> [ t | nil ]

**Remote command name:**

**remove-items-from-exp-window**

### Arguments and Values:

`win` ::= the title or device list of an experiment window or **nil** if there is only one window  
`id` ::= the id returned when an AGI item was created or added to an experiment window

This command takes one required parameter which must indicate an experiment window, and then an arbitrary number of parameters which should be AGI item ids. Each of those items is removed from the indicated window. If any of the parameters are not valid then no items are removed, a warning is printed and **nil** is returned. Otherwise all items are removed and **t** is returned.

### examples:

```
(remove-items-from-exp-window nil text-id-1 but-id)
actr.remove_items_from_exp_window(None, text_id_1, but_id)
```

### Add-items-to-exp-window

**add-items-to-exp-window** *win id\** -> [ **t** | **nil** ]

### Remote command name:

**add-items-to-exp-window**

### Arguments and Values:

`win` ::= the title or device list of an experiment window or **nil** if there is only one window  
`id` ::= the id returned when an AGI item was created or added to an experiment window

This command takes one required parameter which must indicate an experiment window, and then an arbitrary number of parameters which should be AGI item ids. Each of those items is added to the indicated window. If any of the parameters are not valid then no items are added, a warning is printed and **nil** is returned. Otherwise all items are added and **t** is returned.

### examples:

```
(add-items-to-exp-window nil text-id-1 but-id)
actr.add_items_to_exp_window(None, text_id_1, but_id)
```

## Waiting on user interaction (step 4)

There are no commands specific to the AGI which are relevant for waiting for an ACT-R model. Many ACT-R commands are relevant to that process, like `run`, `install-device`, etc, and those are described in the main reference manual and also used in the tasks included with the ACT-R tutorial. There is however one command which is available in ACT-R and the Python module provided with the ACT-R tutorial which can be useful if you are interacting with a task directly instead of running the model.

### Process-events

`process-events -> nil`

This command can be useful when a task is waiting for a person to interact with an experiment window. It takes no parameters and always returns **nil**. It gives the system a chance to handle real user interactions and also gives ACT-R a chance to process them while waiting. It is not necessary when a model is performing the task, but it is recommended that it be called inside any loop which is waiting for a real response.

## Response collection (step 5)

When a model performs a key press, mouse click, or speech action the associated devices will generate actions which can be “monitored” to record what has happened, and when a real key press or mouse click occurs on the visible virtual window they will also generate the same actions for monitoring. Thus, the same commands can be used to record both model and human actions. The action monitoring process is not part of the AGI. It is a component of the remote interface built into ACT-R. The details of the underlying process can be found in the remote document in the ACT-R docs directory and the experiment description text in unit 2 of the ACT-R tutorial describes how to use that for monitoring experiment window actions. That will not be covered here, but the actions which can be monitored for the experiment window devices will be described.

### Monitorable Actions

#### Output-key

The output-key action is generated when a key is pressed by a model on the keyboard device or when a person presses a key in a visible virtual window. It is passed two parameters. The first is the name of the model which pressed the key or **nil** if it was a person pressing a key. The second is the string containing the key which was pressed.

#### Output-speech

The output-speech action is generated when the model performs a speak action by the microphone device (there is no corresponding action for a person interacting with the visible virtual windows). It is called at the beginning of the speech output (when it would first be detectable). It is passed two parameters. The first is the name of the model which performed a speak action, and the second is the string which was spoken.

#### Move-cursor

The move-cursor action is generated when the model moves the mouse device (there is no corresponding action for a person interacting with the visible virtual windows). It is called with three parameters. The first is the name of the model which moved the mouse. The second is the name of the cursor which was used (will always be the string “mouse” for the device installed with the experiment windows), and the third will be a list of the x and y coordinates to which the mouse was moved. If the :incremental-mouse-moves

parameter is set in the model then this action will be generated for each of the components of a mouse movement.

## Click-mouse

The click-mouse action is generated when the model is using the mouse device and performs a punch, peck, or peck-recoil action with a finger on that hand to the location of a button (the default finger positions – it assumes that there are 5 buttons available on the mouse). It is passed three parameters. The first is the name of the model which pressed a mouse button. The second is the list of the x and y coordinates of the mouse position at the time the press occurred, and the third is the name of the finger which performed the press: index, middle, ring, pinkie, or thumb. There is no corresponding action for a person interacting with the visible virtual windows.

## Response Time

### Get-time

To record the time of an action the `get-time` command can be used. This command takes one optional parameter and it returns the current time in milliseconds. If the optional parameter is specified as a non-nil value then the time returned is the model's simulated time. If the optional parameter is specified as **nil** then the time is taken from the internal Lisp timer using the function `get-internal-real-time`. If the optional parameter is not specified, then the model's simulated time is returned. When recording the real time (passing **nil**) the time is not zero referenced with respect to the task (unlike model time which is the current simulated time since the model was last reset). Therefore if collecting real time values one will likely also need to record the time at the start of the trial for reference. Also, although the real time value is measured in milliseconds that does not mean that it is necessarily accurate to that resolution ([see the appendix on collecting human data for more details](#)).

### examples:

```
?> (get-time)
4931
```

```
?> (get-time nil)
67564376340
```

```
>>> actr.get_time()
4931
```

```
>>> actr.get_time(None)
67564403993
```

## Data analysis (step 8)

To help with data analysis there are two AGI commands provided for performing correlation and mean deviation calculations.

### Correlation

This command takes 2 required parameters which must be equal length lists of numbers, and it computes the correlation between those two lists of numbers. That correlation value is returned. There is an optional third parameter which controls whether or not the correlation value is also output. If it is **nil** then no output is written. If it is a string then that string is used as the full pathname for a file which is opened and then has the correlation value written to the end of it (it is created if it does not currently exist). If it is any other value, then the output is written to the ACT-R command trace (if there is a current model) or the ACT-R output trace if there is not a current model. The default is to output the correlation to the appropriate ACT-R trace.

#### examples:

```
?> (correlation (list 1 2 3 4) (list .3 .5 .9 1.2))
CORRELATION: 0.993
0.9927947

?> (correlation (list 1 2 3 4) (list .3 .5 .9 1.2) nil)
0.9927947

>>> actr.correlation([1,2,3,4],[.3,.5,.9,1.2])
CORRELATION: 0.993
0.9927947

>>> actr.correlation([1,2,3,4],[.3,.5,.9,1.2],None)
0.9927947
```

### Mean-deviation

This command operates just like correlation, except that the calculation performed is the root mean square deviation between the data sets.

#### examples:

```
?> (mean-deviation (list 1 2 3 4) (list .3 .5 .9 1.2))
MEAN DEVIATION: 1.936
1.9358461

?> (mean-deviation (list 1 2 3 4) (list .3 .5 .9 1.2) nil)
1.9358461
```

```
>>> actr.mean_deviation([1,2,3,4],[.3,.5,.9,1.2])
MEAN DEVIATION: 1.936
1.9358461
>>> actr.mean_deviation([1,2,3,4],[.3,.5,.9,1.2],None)
1.9358461
```

## Miscellaneous

This section contains some additional AGI commands which may be useful for creating experiments.

### Permute-list

This command takes one parameter which must be a list and it returns a randomly ordered copy of that list. The randomization is performed using the `act-r-random` command which means that the setting of the model's `:seed` parameter will affect the results and it is possible to recreate the same randomized list again when needed.

#### examples:

```
?> (permute-list '("a" "b" "c" "d" "e"))  
("b" "c" "d" "a" "e")  
  
>>> actr.permute_list(['a','b','c','d','e'])  
['e', 'c', 'a', 'd', 'b']
```

### While

This macro is provided for use in Lisp because this simple looping construct is not part of the ANSI Common Lisp language (there are similar constructs available, but they are often a little more complicated to use and harder to read for those who are not Lisp programmers). It takes an arbitrary number of parameters. The first parameter specifies the test condition, and the rest specify the body of the loop. The test is evaluated and if it returns anything other than **nil** all of the forms in the body are executed in order. This is repeated until the test returns **nil**. Thus, while the test is true (non-**nil**) the body is executed.

#### examples:

```
(while (null *response*)  
  (process-events))
```



## Visual Features of AGI Elements for Models

This section will describe how the visual features for the button, line, text, and image items of the AGI displays are constructed for the model. Those features are created from the virtual window interface of the AGI and thus will be the same on all machines. If the visible virtual windows are used, the actual display may vary from machine to machine for various reasons, but that is not the display which the model is actually using.

The visual-location and visual-object chunks for the model are created using the basic visual-location chunk-types which are defined by the vision module:

```
(chunk-type visual-location screen-x screen-y distance kind color value height width size)
```

The visual object chunks are created from specific chunk-types which are subtypes of the default visual-object chunk-type:

```
(chunk-type visual-object screen-pos value status color height width)

(chunk-type (text (:include visual-object)) (text t))
(chunk-type (oval (:include visual-object)) (oval t))
(chunk-type (line (:include visual-object)) (line t) end1-x end1-y end2-x end2-y)
(chunk-type (image (:include visual-object)) (image t))
```

For each of the items we will describe any particular details about how the items are processed and then show examples of creating some items along with the resulting visicon and some visual-location and visual-object chunks which the model receives. For the examples, the window in which the items are placed is at the default location of 300,300.

Before covering the specific items, there are some general features which we will first describe. The screen-x and screen-y position of items is always determined as their center point and represented in global pixel coordinate (that means it takes the position of the window itself into account along with the local window coordinates used when creating the item). The distance is also computed in pixels and is based on the value of the :viewing-distance and :pixels-per-inch parameters in the model. The size is the area of the item in degrees of visual angle squared determined by multiplying the actual height and width after converting them into degrees of visual angle using the :viewing-distance and :pixels-per-inch parameters. Only the visual-object chunk for the item will contain the real value of the item. The value slot of the visual-location chunks will just contain the basic type of the item, and that same value will also be found in the kind slot.

### Text items

The default processing for text items is to create a visual feature for each “word” in the text displayed. Words are determined by segmenting the text string based on the classification of the characters as either whitespace, alphanumeric, or other. Whitespace consists of any character which is not graphic-char-p in Lisp as well as the space character. Alphanumeric characters are any characters which are alphanumericp in Lisp

or which have been specified with the add-word-characters command as described in the ACT-R reference manual. Other characters are those which are not whitespace or alphanumeric. A word is a continuous sequence of either alphanumeric or other characters. Thus this string “ab123--word end” would be broken into four separate words “ab123”, “--”, “word”, and “end”.

The size, height, and width values for text are based on the font-size of the text, not on the height and width values specified when creating it (those only describe the box of the visible display in which to draw the text). For the virtual device the values for the 12 point font (the default font size) are: letters are 10 pixels high and each character (including the space) has a fixed width of 7 pixels wide. If there are newlines in the text being displayed that will result in moving the text after the newline down by the current font size pixels and starting again at the specified x position.

### example:

#### Features:

```
(add-text-to-exp-window nil "single" :color 'blue)
(add-text-to-exp-window nil "multiple words" :font-size 20 :x 100 :y 100)
(add-text-to-exp-window nil (format nil "multiple~%lines") :font-size 10
                           :x 200 :y 300)
```

#### Visicon:

Name	Att	Loc	Text	Kind	Color	Width	Value	Height	Size
-----	---	-----	----	----	-----	-----	-----	-----	-----
VISUAL-LOCATION0	NEW	(322 306 1080)	T	TEXT	BLUE	42	"single"	10	1.18
VISUAL-LOCATION1	NEW	(449 410 1080)	T	TEXT	BLACK	96	"multiple"	17	4.5899997
VISUAL-LOCATION4	NEW	(516 615 1080)	T	TEXT	BLACK	30	"lines"	8	0.68
VISUAL-LOCATION3	NEW	(525 605 1080)	T	TEXT	BLACK	48	"multiple"	8	1.0799999
VISUAL-LOCATION2	NEW	(539 410 1080)	T	TEXT	BLACK	60	"words"	17	2.87

#### Chunks:

VISUAL-LOCATION0-0

```
KIND TEXT
VALUE TEXT
COLOR BLUE
HEIGHT 10
WIDTH 42
SCREEN-X 322
SCREEN-Y 306
DISTANCE 1080
SIZE 1.18
```

TEXT0-0

```
SCREEN-POS VISUAL-LOCATION0-0
VALUE "single"
COLOR BLUE
HEIGHT 10
WIDTH 42
```

TEXT T

## Buttons

A button in the display creates a feature for the button itself as well as features for all of the text displayed on the button. The feature for the button depends on the properties specified when creating the button as well as the :viewing-distance and :pixels-per-inch parameters. The kind and value of the button location chunk will be **oval** (which reflects the shape of the buttons on a Macintosh computer which was where the system was originally developed and has been retained for consistency). The value of the visual object chunk will be the text displayed on the button.

The text value provided for the button will result in text features being generated almost the same as described above for text items. There are few differences between the text features generated from a button and text features generated from text items. Two of those are that the button does not provide a way to specify a font-size or color for the text, thus a button's text items will always be black and computed from a 12 point font. The other difference is that the text for a button is assumed to be placed so that it is centered on the button instead of being aligned with the upper-left corner of the item's placement as they are for text items. That means that if there is a single word in the text it will have the same screen-x and screen-y values as the button itself. If there are multiple words and/or multiple lines then their locations will be arranged such that there are an equal number of lines above and below the screen-y of the button and each line will be centered on the screen-x value of the button.

### example:

#### Features:

```
(add-button-to-exp-window "" :text "OK" :x 100 :y 100 :height 20 :width 50 :color 'red)
```

#### Visicon:

Name	Att	Loc	Kind	Color	Value	Height	Width	Size	Text	Oval
-----	---	-----	----	-----	-----	-----	-----	-----	-----	-----
VISUAL-LOCATION0	NEW	(425 410 1080)	OVAL	RED	"OK"	20	50	2.81		T
VISUAL-LOCATION1	NEW	(425 410 1080)	TEXT	BLACK	"OK"	10	14	0.39	T	

#### Chunks:

```
VISUAL-LOCATION0-0
  KIND  OVAL
  VALUE  OVAL
  COLOR  RED
  HEIGHT 20
  WIDTH  50
  SCREEN-X 425
  SCREEN-Y 410
  DISTANCE 1080
```

```

        SIZE  2.81

OVAL0-0
  SCREEN-POS  VISUAL-LOCATION0-0
  VALUE  "OK"
  COLOR  RED
  HEIGHT  20
  WIDTH  50
  OVAL  T

```

## Lines

Each line added to the display will generate one feature for the model. The height, width, and size of the line are computed based on a rectangle with the given points at opposite corners. The value of the line is its orientation angle in degrees. The visual object for the line will include additional slots for the pixel coordinates of the end points.

### example:

#### *Features:*

```

(add-line-to-exp-window "" '(10 10) '(20 20) 'blue)
(add-line-to-exp-window "" '(30 30) '(20 30) 'yellow)

```

#### *Visicon:*

(note the names were shortened from visual-location0 and visual-location1 to fit the visicon entries on a single line each)

Name	Att	Loc	Line	Kind	End2-Y	End2-X	End1-Y	End1-X	Height	Width	Value	Color	Size
----	---	-----	----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----
V0	NEW	(315 315 1080)	T	LINE	320	320	310	310	10	10	-45	BLUE	0.28
V1	NEW	(325 330 1080)	T	LINE	330	320	330	330	0	10	90	YELLOW	0.0

#### *Chunks:*

```

VISUAL-LOCATION0-0
  KIND  LINE
  VALUE  -45
  COLOR  BLUE
  HEIGHT  10
  WIDTH  10
  SCREEN-X  315
  SCREEN-Y  315
  DISTANCE  1080
  SIZE  0.28

LINE0-0
  SCREEN-POS  VISUAL-LOCATION0-0
  VALUE  -45

```

```

COLOR  BLUE
HEIGHT  10
WIDTH   10
LINE    T
END1-X  310
END1-Y  310
END2-X  320
END2-Y  320

```

## Images

Each image added to the display will create a single feature for the model. The kind and value slots of the visual-location chunk will have the value image. The value of the visual object will be the text value provided and the size is based on the height and width provided (not the actual underlying image). The :clickable parameter can be specified as nil if you want the image to ignore mouse clicks (can be useful when using an image as a background for other interface items to avoid unwanted interactions).

### example:

#### Features:

```

(add-image-to-exp-window "" "image1" "smalllogo.gif" :x 0 :y 0 :height 50
                        :width 50 :clickable nil)
(add-image-to-exp-window "" "image2" "ref-brain.gif" :x 100 :y 100 :height 100 :width 300)

```

#### Visicon:

Name	Att	Loc	Image	Kind	Height	Width	Value	Size
-----	---	-----	-----	-----	-----	-----	-----	-----
VISUAL-LOCATION0	NEW	(325 325 1080)	T	IMAGE	50	50	"image1"	7.0299997
VISUAL-LOCATION1	NEW	(550 450 1080)	T	IMAGE	100	300	"image2"	83.84

#### Chunks:

```

VISUAL-LOCATION0-0
  KIND  IMAGE
  VALUE IMAGE
  HEIGHT 50
  WIDTH  50
  SCREEN-X 325
  SCREEN-Y 325
  DISTANCE 1080
  SIZE 7.0299997

IMAGE0-0
  SCREEN-POS VISUAL-LOCATION0-0
  VALUE "image1"
  HEIGHT 50
  WIDTH  50
  IMAGE T

```

## Other Commands

There are some additional commands available with the AGI that may be useful when using the visible virtual windows and also a function available in the `actr.py` module which can be used to access ACT-R commands which haven't been implemented as functions directly in that module.

### Visible-virtuals-available?

**visible-virtuals-available?** -> [ (handler\*) | **nil** ]

**Remote command name:**

**visible-virtuals-available?**

**Arguments and Values:**

handler ::= the name of a visible virtual window handler

This command takes no parameters. It can be used to test whether there is currently a handler available for displaying a visible window e.g. the ACT-R Environment. If there are any handlers available then it returns a list with the names of all the available handlers, otherwise it return **nil**. This can be a useful safety test when displaying information or tasks to a person instead of a model. Note, the corresponding function in the `actr.py` module is named **visible\_virtuals\_available** because a question mark in a function name is not valid syntax.

### Select-exp-window

**select-exp-window** {win} -> [ t | **nil** ]

**Remote command name:**

**select-exp-window**

**Arguments and Values:**

win ::= the title or device list of an experiment window or **nil** if there is only one window

This command takes no required parameters and has one optional parameter which can indicate a specific window (either by title or device). If no window is provided then it will operate on the only open window if there is one. It will attempt to bring that window to the foreground of the actual display, but that may or may not actually happen for various reasons, like user interface settings or other programs which are obscuring its view. If the window identifier provided corresponded to an existing window or there was

no identifier provided and only one window exists then it returns **t**, otherwise it will print a warning and return **nil**.

## **call\_command**

**call\_command** *command* {*params\**} -> result

### **Arguments and Values:**

*command* ::= a string containing the name of the remote ACT-R command to call

*params* ::= any parameter values to pass to that command

*result* ::= the value returned from calling that command

This is a Python function available in the `actr.py` module included with the ACT-R tutorial. It can be used to call any remote command provided by ACT-R. The first parameter passed to it must be a string naming the command, and any additional parameters provided will be passed in the order given to the indicated command. It returns the result returned from the remote command.

### **examples:**

```
>>> import demo2
>>> demo2.experiment()
    0.000    GOAL                                SET-BUFFER-CHUNK GOAL GOAL NIL
...
    1.035    -----    Stopped because no events left to process
'v'
>>> actr.call_command("get-time",True)
1035
>>> actr.call_command("dm")
CHUNK0-0
    LETTER  "v"
TEXT0-0
    SCREEN-POS  VISUAL-LOCATION0-0
    VALUE  "v"
    COLOR  BLACK
    HEIGHT  10
    WIDTH  7
    TEXT  T
VISUAL-LOCATION0-0
    KIND  TEXT
    VALUE  TEXT
    COLOR  BLACK
    HEIGHT  10
    WIDTH  7
    SCREEN-X  430
    SCREEN-Y  456
    DISTANCE  1080
    SIZE  0.19999999
GOAL
    STATE  START
DONE
RESPOND
ATTEND
START
```

```
['CHUNK0-0', 'TEXT0-0', 'VISUAL-LOCATION0-0', 'GOAL', 'DONE', 'RESPOND',  
'ATTEND', 'START']  
>>>
```



## Appendix

### Issues with using the AGI for human data collection

Because the AGI is intended to work with any ANSI Common Lisp implementation for running ACT-R models, the tools provided are not tuned for high-fidelity human data collection, and as provided, the AGI includes no guarantees as to its performance in that regard. Thus, whether the AGI (or some other tool) is acceptable for any experimental purpose really comes down to researching and testing to determine if it performs within the bounds of what one needs, and timing is typically the important issue with respect to collecting human data. Three things to consider with respect to timing related to the AGI will be described below: the resolution of the timer, the latency between the user actions and when the code can record them, and the latency between when a display change is requested and when it becomes visible to the user.

From a timer resolution aspect the AGI uses the Lisp function `get-internal-real-time` when not collecting data from a running model and that function does not have any requirements for the resolution it provides. In most Lisps it returns a result that is specified in milliseconds, but often that is not the true resolution of the timer because it may only update once every 50ms or worse in some cases. If that timer is not sufficient then one would need to find out if there is a better time source available in the system they are using and whether or not that could be used instead of the provided `get-time` command.

In terms of response detection latency when using the visible virtual windows there are several potential sources of variability and delay. The interactions with the visible virtual windows provided by the standard ACT-R Environment (the Tcl/Tk version) go through the Tcl/Tk event handler, are transmitted over a TCP/IP socket connection to ACT-R, and are then processed by the ACT-R dispatcher to call the monitoring functions (which if not in Lisp would require another TCP/IP socket communication). All of those places (Tcl/Tk, socket communication, and the ACT-R dispatcher) can potentially affect the timing, and they would need to be profiled to determine the effects they have on the results for a given machine.

Latency on display changes is essentially the reverse of response detection – the ACT-R dispatcher sends the commands over a socket connection to Tcl/Tk which handles the display, and if the originator is not in Lisp it would involve another socket communication to get to the dispatcher initially. That chain of actions would also need to be profiled.

All of those pieces of the ACT-R software (the internals of the dispatcher, the socket communication, and the functioning of the ACT-R Environment) are below the level at which support can be provided. Therefore, any investigation and profiling for suitability in your experiment would be up to you to perform.

## Command Syntax

When describing a command's syntax the following conventions will be used:

- items appearing in **bold** are to be entered verbatim
- items appearing in *italics* take user-supplied values
- items enclosed in {curly braces} are optional
- \* indicates that any number of items may be supplied
- + indicates that one or more items may be supplied
- | indicates a choice between options which are enclosed in [square brackets]
- (parentheses) denote that the enclosed items are to be in a list
- -> indicates that calling the command on the left of the "arrow" will return the item to the right of the "arrow"
- ::= indicates that the item on the left of that symbol is of the form given by the expression on the right

An additional indicator will be used when describing the syntax of commands available through the remote interface when they differ from that of the Lisp command.

- <angle brackets> denote an options list for providing optional named parameters to a command and the available parameter names and values are indicated between the angle brackets and separated by commas

## Examples

The examples shown for the AGI commands will include both Lisp examples and examples from Python using the `actr.py` module included with the tutorial when there is a corresponding function in that module. That Python module only provides functions for accessing the remote versions of the ACT-R commands that are needed for the tutorial and uses named parameters in Python where keyword parameters are used in Lisp. The actual remote syntax is as shown in the description, but the Python functions often hide some of the details to hopefully make it easier to use. If you are using the `actr.py` module from the tutorial and would like to call other remote commands, the `call_command` function provided can be used to call any remote command in ACT-R and is described below in the other commands section.

## Visible Virtual Window external interface

The AGI provides an interface through which one can specify a “handler” to be notified of the calls to create and manipulate virtual windows which are specified as visible. The handler can then create visible representations of the virtual windows (as is done through the ACT-R Environment and the nodejs browser based interface), or just record the information as needed for other uses. The AGI’s interface can also be used to pass arbitrary display information to the handlers which can be used to display or record additional information.

### Creating a handler

A handler is an ACT-R command which must accept one parameter. To associate a handler with the AGI interface the `add-virtual-window-handler` command must be called, and to remove a handler which has been installed the `remove-virtual-window-handler` command is used.

### Add-virtual-window-handler

**add-virtual-window-handler** *cmd* {*display*} -> [ **t** | **nil** ]

**Remote command name:**

**add-virtual-window-handler**

**Arguments and Values:**

*cmd* ::= a string naming an ACT-R command to use as an AGI handler

*display* ::= a generalized boolean indicating whether this handler may display visible virtual windows

This command takes one required parameter which must be a string naming an ACT-R command which must accept one parameter. An optional parameter can be provided to indicate whether or not this handler should be consulted when a visible display is requested. If the command specified is a valid ACT-R command then it will be installed as an AGI handler and will be called with AGI information as described below. If the *display* parameter is provided as a non-nil value then that handler will be asked if it will display a window whenever [open-exp-window](#) tries to open a visible window. If the handler is installed then **t** is returned. If the handler is not installed **nil** is returned.

**examples:**

```
1> (add-act-r-command "test-agi-handler" 'test-agi-handler)
T
"test-agi-handler"
```

```
2> (add-virtual-window-handler "test-agi-handler")
T

2> (add-virtual-window-handler "test-agi-handler" t)
T

> (add-virtual-window-handler "not-a-valid-command")
NIL
```

## Remove-virtual-window-handler

**remove-virtual-window-handler** *cmd* -> [ **t** | **nil** ]

**Remote command name:**

**remove-virtual-window-handler**

**Arguments and Values:**

*cmd* ::= a string naming an ACT-R command installed as an AGI handler

This command takes one required parameter which should be a string naming an ACT-R command which was installed as an AGI handler. If the command specified is a command which was installed as an AGI handler then that handler is removed and will not be called by the AGI. If the handler is removed then **t** is returned. If the handler is not removed then **nil** is returned.

**examples:**

```
1> (add-act-r-command "test-agi-handler" 'test-agi-handler)
T
"test-agi-handler"

2> (add-virtual-window-handler "test-agi-handler")
T

3> (remove-virtual-window-handler "test-agi-handler")
T

4> (remove-virtual-window-handler "test-agi-handler")
NIL
```

## Handler interface

The handlers will always be called with a list that contains at least one value. That first value will be a string which indicates why the handler is being called, and any remaining values will be parameters describing the current action. When [open-exp-window](#) is called specifying a visible window all of the handlers which specified a non-nil display value will be called with a list containing only the string “check”. If a handler returns a non-nil

value in response that is an indication that the handler is ready and would like to be notified of future updates for the window being opened. If any display handler returns a non-nil value, then the window will be considered visible and all the display handlers which returned non-nil as well as all handlers which did not specify that they were display handlers will be provided all the interactions for that window. If no handler responds with a non-nil value, then the window will not be considered visible, a virtual window will be used instead, and no handlers will be notified of interactions for that window.

When the window is considered to be visible the AGI will provide the handlers with the messages described below. For all of the messages other than “check” the return value from the handler is ignored, and that includes any custom messages which are sent to the window device as described below.

### ***open***

("open" title x-pos y-pos width height)

#### **Arguments and Values:**

title ::= a string containing the title given to the window

x-pos ::= an integer indicating the x pixel position of the upper left corner of the window

y-pos ::= an integer indicating the y pixel position of the upper left corner of the window

width ::= an integer indicating the width of the window in pixels

height ::= an integer indicating the height of the window in pixels

Open is sent whenever a visible AGI window is opened with [open-exp-window](#). It will be the first message provided to the handlers.

### ***select***

("select" title)

#### **Arguments and Values:**

title ::= a string containing the title of an AGI window

Select is sent whenever a visible AGI window is opened with [open-exp-window](#) and when [select-exp-window](#) is called.

### ***close***

("close" title)

### **Arguments and Values:**

title ::= a string containing the title of an AGI window

Close is sent whenever a visible AGI window is closed explicitly with [close-exp-window](#) or when it is closed automatically because the clear-all command has been called. This will be the last message sent for a window.

### ***remove***

("remove" title name)

### **Arguments and Values:**

title ::= a string containing the title of an AGI window

name ::= a string containing the name of an item in the indicated window

Remove is sent whenever an item has been removed from a visible AGI window. It happens when [clear-exp-window](#) is called and there are items in the window or when [remove-items-from-exp-window](#) is called.

### ***text***

("text" title name x-pos y-pos text color size)

### **Arguments and Values:**

title ::= a string containing the title of an AGI window

name ::= a string containing a unique name for this text item in the indicated window

x-pos ::= an integer indicating the x pixel position of the upper left corner of the text in the window

y-pos ::= an integer indicating the y pixel position of the upper left corner of the text in the window

text ::= a string of the text to display

color ::= a string naming a color for the text

size ::= a number indicating the font size of the text

Text is sent whenever a text item is added to a visible AGI window. It happens when [add-text-to-exp-window](#) is called explicitly and when a text item is added using [add-items-to-exp-window](#).

## ***button***

("button" title name x-pos y-pos width height text color)

### **Arguments and Values:**

title ::= a string containing the title of an AGI window

name ::= a string containing a unique name for this button item in the indicated window

x-pos ::= an integer indicating the x pixel position of the upper left corner of the button in the window

y-pos ::= an integer indicating the y pixel position of the upper left corner of the button in the window

width ::= an integer indicating the width of the button in pixels

height ::= an integer indicating the height of the button in pixels

text ::= a string of the text to display on the button

color ::= a string naming a color for the background of the button

Button is sent whenever a button item is added to a visible AGI window. It happens when [add-button-to-exp-window](#) is called explicitly and when a button item is added using [add-items-to-exp-window](#).

## ***line***

("line" title name x1-pos y1-pos x2-pos y2-pos color)

### **Arguments and Values:**

title ::= a string containing the title of an AGI window

name ::= a string containing a unique name for this line item in the indicated window

x1-pos ::= an integer indicating the x pixel position for the first end of the line in the window

y1-pos ::= an integer indicating the y pixel position for the first end of the line in the window

x2-pos ::= an integer indicating the x pixel position for the second end of the line in the window

y2-pos ::= an integer indicating the y pixel position for the second end of the line in the window

color ::= a string naming a color for the line

Line is sent whenever a line item is added to a visible AGI window. It happens when [add-line-to-exp-window](#) is called explicitly and when a line item is added using [add-items-to-exp-window](#).

## ***image***

("image" title name x-pos y-pos file width height)

### **Arguments and Values:**

title ::= a string containing the title of an AGI window

name ::= a string containing a unique name for this image item in the indicated window

x-pos ::= an integer indicating the x pixel position of the upper left corner of the image in the window

y-pos ::= an integer indicating the y pixel position of the upper left corner of the image in the window

file ::= a string of file name provided for the image

width ::= an integer indicating the width of the image in pixels

height ::= an integer indicating the height of the image in pixels

Image is sent whenever an image item is added to a visible AGI window. It happens when [add-image-to-exp-window](#) is called explicitly and when an image item is added using [add-items-to-exp-window](#).

### ***click***

("click" title name)

### **Arguments and Values:**

title ::= a string containing the title of an AGI window

name ::= a string containing the name of a button item in the indicated window

Click is sent whenever a button item in a visible AGI window is clicked by the model. It is provided for the purposes of updating the view of the button (showing it click) if desired, but should not be used to trigger any actions. The AGI will call any associated button function automatically, and monitoring the click-mouse action should be done for detecting mouse clicks in general.

### ***remove***

("remove" title name)

### **Arguments and Values:**

title ::= a string containing the title of an AGI window

name ::= a string containing the name of an item in the indicated window

Remove is sent whenever an item has been removed from a visible AGI window. It happens when [clear-exp-window](#) is called and there are items in the window or when [remove-items-from-exp-window](#) is called.



### ***attention***

("attention" title model x-pos y-pos color)

#### **Arguments and Values:**

title ::= a string containing the title of an AGI window

model ::= the name of a model

x-pos ::= an integer indicating the x pixel position of a visual attention action in global coordinates (not window local)

y-pos ::= an integer indicating the y pixel position of a visual attention action in global coordinates (not window local)

color ::= a string naming a color to use in displaying any indicator

Attention is sent whenever the vision module updates the model's currently attended location and it falls within the boundaries of an open AGI window. It is passed the name of the model and the global coordinates of the model's current visual attention along with a suggestion of a color to use when displaying an indicator for that. There should only be one marker per model. Therefore, it may be necessary for the handler to keep track of which window has drawn it so that it can be removed before drawing it in a different window. Note that the color value can be set arbitrarily by the modeler thus care should be taken in handling it to make sure that it is a usable color name.

### ***clearattention***

("clearattention" title model)

#### **Arguments and Values:**

title ::= a string containing the title of an AGI window

model ::= the name of a model

Clearattention is sent whenever the vision module stops attending to any location (this is not the same as moving attention to a new location which generates an attention message). It is passed the name of the model and the name of the window that was last sent an attention message. If that window has an attention marker drawn it should remove it in response to this message.

### ***cursor***

("cursor" title model x-pos y-pos color)

#### **Arguments and Values:**

title ::= a string containing the title of an AGI window

model ::= the name of a model

x-pos ::= an integer indicating the x pixel position of the mouse device in the window

y-pos ::= an integer indicating the y pixel position of the mouse device in the window

color ::= a string naming a color to use in displaying any indicator

Cursor is sent whenever the mouse device updates its position. It is passed the AGI window in which it is located, the name of the model for which that mouse device is installed, and the window local coordinates of the cursor along with a suggestion of a color to use when displaying an indicator for it. Note that the color value can be set arbitrarily by the modeler thus care should be taken in handling it to make sure that it is a usable color name.

### ***clearcursor***

("clearcursor" title model)

### **Arguments and Values:**

title ::= a string containing the title of an AGI window

model ::= the name of a model

Clearcursor is sent whenever the mouse device is moved out of an AGI window. It is passed the name of the window in which it was located and the name of the model for which the device is installed. If that window has drawn a marker to indicate the cursor it should remove it in response to this message. Unlike the attention/clearattention messages from the vision module, the cursor device will automatically send a clearcursor when the cursor moves out of a window.

### **Adding Custom visible virtual window handler messages**

It is possible to pass custom messages to a visible virtual window handler, which can be useful when adding an extension or feature that could be displayed in the window (the location of the model's eye fixation point with the EMMA extra for example). To pass a new message requires using the notify-device command. That is a general command which is passed a device and an arbitrary data item. For the experiment window device, the data must be a list with a string as the first item. That list will then be used to create a message which will be passed to all of the current visible virtual window handlers for that window. The message will be constructed as a list with the string that is the first element from the list passed to notify-device, followed by the name of that window device, then the name of the current model, and that will be followed by the remaining items from the list passed to notify-device (if there are any). Of course, just passing a new message is only half of the process. One would also need to add the appropriate code to the handler that is receiving the message so that it can take an appropriate action. The handlers for the visible virtual windows used by the Tcl/Tk based ACT-R Environment include a

mechanism for easily extending its message processing to use new items. That functionality however is beyond the scope of this manual, but if one is interested in adding new display capabilities to those windows one can look at the `environment/gui/dialogs/999-*.tcl` files to see how that was used to add the eye spot for EMMA, the image items, and the finger positions from the act-touch extension.