



# Startup Guide

E-Prime 3

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## Tutorial

This is a manual on how to use an EyeLogic eye tracking device together with E-Prime 3.

The EyeLogic E-Prime plugin provides an interface to E-Prime 3. In order to use it, a defined user script needs to be used to load and use EyeLogic API functions.

### Using E-Prime 3

The EyeLogic\_EPrime.zip file contains an example project which can be used as a starting point for any E-Prime 3 project. It contains a .es3 file, an image and the corresponding libraries to communicate with the EyeLogic Server application.

After downloading and extracting the package, open E-Prime 3 and load the experiment file (.es3). Before running the experiment, we suggest to setup the experiment resolution (Experiment Object -> Devices -> Display) corresponding to the image resolution as well as the native monitor resolution. This way you can avoid any distortion of gaze data, provided by the EyeLogic Server. Once the display device is defined, start the EyeLogic Server and go to the settings tab to check whether the EyeLogic Server is set to use the same display and uses the same resolution as previously determined in E-Prime 3.

The GazeContingent Standard experiment is a pretty straight forward script to get started. It shows a simple way to initialize the used EyeLogic Api library, connect to the EyeLogic Server and access the gaze data. However, before starting the example script, the EyeLogic Server application needs to be started and it must indicate the presence of a detected hardware device. Enabling the tracking is optional, since the E-Prime 3 script will enable and disable the tracking at the beginning and the end of the script within the InitializeEyeLogic and DeinitializeEyeLogic procedures. Additionally, we suggest that the calibration must be successfully completed before the script will be started to ensure the gaze data can be properly calculated. Due to the handling of different application windows with increased priorities, the E-Prime 3 display and the EyeLogic calibration visualization may interfere with each other, so that the calibration screen may be forced into the background and might therefore be hidden from the participant. Therefore, we recommend to calibrate the eye tracker from within the EyeLogic Server for each individual participant before starting any E-Prime 3 experiments.

Due to the limitation of downgrading the experiment file or opening the file within E-Prime 2, the example contains a "User Script.txt" file, which can be used for E-Prime 2 experiments and allows to use the defined function calls.

The local libraries ("ELApi32.dll" and "ELCApi32.dll") are necessary to establish the communication between E-Prime 3 script and the EyeLogic Server. They either needs to be located in the local experiment folder or having a path variable set to the corresponding location.

## About

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