

# Software

## What is the difference between Marker Bounded, Fixed and Manual AOIs?

**Marker Bounded:** This option is available when there are markers present in the scene (if you had placed markers in your setup). D-Lab3 can automatically calculate glances towards marker bounded AOIs.

**Fixed:** As the name suggests, these AOIs are fixed relative to the scene camera image. Typically used in static applications or in HMDs.

**Manual:** Allows the experimenter to manually code glances to AOIs by manually marking the start and end of each glance. Note: Manual AOIs cannot be drawn or visualized.

**Definition of a glance:** Consists of the last saccade before looking into the AOI until the last fixation within the AOI.

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