

### 1.7.0

- Added support for Polish. Initial translation was done using Google Translate (from the English version of the text). Some instructions from the Four on Eight task [v1.2.9] were then replaced with translations supplied by collaborators.
- Corrected an error in the Four on Eight, Child Four on Eight and Pairs tasks where an extra button would appear when a user attempted to quit the task early (after confirming that the user wanted to quit).

### 1.6.9

#### **Four on Eight [v1.2.8]**

- Probe trial was modified, to require participants to visit 4 separate pathways (or make a max of 10 choices)
- Written report questions for the English version were changed (for the first question) from a focus on the first trial, to a focus on the first part of the trial, and second part of the trial.

#### **Pairs [v2.0.4]**

- Changed the time for the doors to drop from 2 to 2.5 seconds (which should translate to 2 seconds in the program, based on tests by researchers in the Bohbot lab).

#### **Wayfinding [1.3.3]**

- Changes to the environment: removal of extra street props, addition of new props near repetitive buildings (the Parking Garage).

### 1.6.8

- Corrected an issue where the Mac version would not run on some computers (when the program was “sandboxed”). Consequently, the local data files are now saved in **/Users/[user name]/Library/Application Support/unity.virtualnavigationtools.com.VNS/**.
  - Unfortunately, this directory is hidden, so it is harder to get to the files, if you need to save them to another location. But, you can access the folder by using Finder:
    - In Finder, if you go to the menu window for **Go -> Go to Folder**, then you can enter the directory: **/Users/[user name]/Library/** and then it will take you to the hidden folder.

### 1.6.6

Corrected an error where the WebGL version did not run in Safari (by disabling local caching, so parts of the program will be downloaded each time the page is refreshed, unfortunately).

#### **Pairs/Bohbot Pairs [2.0.2]**

- Corrected an error where the program crashed in Bohbot Pairs if the participant failed to reach criterion.
- Changed the audio instructions in Bohbot Pairs during the instructions between trials to only play for the first two trials (but, the written instructions are present throughout).
- Made a change in Pairs to how time is tracked during the intertrial interval: one case (session) was found where the ITI (the time from reaching the end of an arm in Pairs to the start of the next trial) was consistently 11-18 seconds, instead of 2. *WaitForSeconds()* was

replaced by calculating the elapsed time directly (and comparing the current time to the system clock).

#### 1.6.5

Corrected an error where the Bohbot Pairs task did not load, and would not run in the WebGL version.

Corrected an error for a missing accent in a French character.

#### 1.6.3

Initial release of the task.