

Variable name	Variable description							abbreviations	
subject	generated participant ID number							FCT	food choice task
curentexpt	name of experiment based on the group and counterbalanced order of tasks (more details in the Inquisit script)							HF	high in fat, sugar and/or salt
group_ID	name of the training group (control, stop, or change)							LF	low in fat, sugar and/or salt
group	randomly generated group ID for assignment							ms	milliseconds
time	time at the start of the study							RT	reaction time
blockcode	name of the current study block (more details in the Inquisit script)								
blocknum	number of the current study block								
trialcode	name of the current trial								
trial_type	this is only relevant for certain tasks (e.g. training and food choice task)								
	in the training blocks the trial types are 'nosignal' and 'signal'								
	more details about the specific trial events and types of trials are provided in the 'trialcode' column								
	in the FCT the trial types of interest for analyses are:								
	s_ns_HF: signal vs no-signal HF foods								
	s_ns_LF: signal vs no-signal LF foods								
	s_un_HF: signal vs untrained HF foods								
	s_un_LFP: signal vs untrained LF foods								
	s_pairs: signal food pairs								
FCT_trial	number of the current FCT trial								
choice	current choice made by the participant in the FCT; this depends on the trial type.								
	the abbreviations used reflect whether a signal (s), nosignal (ns), untrained (un) food was selected and whether that was an HF or LF food								
choice_RT	reaction time for making the choice in the FCT								
choice_repeat	whether the trial had to be repeated because of a miss was coded as follows:								
	choice_repeat==1; participants did not respond initially and the trial was repeated#								
	choice_repeat==2; trial was repeated but participants did not respond again (counts as a 'miss')								
	choice_repeat==0; participants responded on the trial either initially, or after it was repeated								
response	coded response from Inquisit - this may be a keyboard press or the selected text answer on a questionnaire								
key_event	this is the keyboard response from the training task which was recoded for convenience:								
	left_press = participants press the key to move left								
	left_down = participants hold the key to move left down								
	right_press = participants press the key to move right								
	right_down = participants hold the key to move right								
correct	accuracy for responses as coded within the Inquisit script- please note that these require further pre-processing								
latency	native reaction time for different responses (often requires further preprocessing)								
trial_ms	duration of the trial events in milliseconds								
elapsedtime	time elapsed since the start of a trial event or other study element (in ms)								
target_loc	whether the target appears on the left or on the right during training ('right' and 'left')								
circle_pos	the location of the circle participants have to move towards the stimuli during training								
	this is provided in the relative percentages of the horizontal axis on the screen ("50pct" would be the center of the screen)								
stopping	requires data preprocessing: code for when stopping occurs								
change	requires data preprocessing: code for when a change occurs								
signal	requires data preprocessing: code for when a signal appears								
signal_onset	signal onset time (ms)								
SSRT	stop-signal reaction time (ms)								
CSRT	change-signal reaction time (ms)								
GORT	go reaction time (ms)								
init_RT	initial reaction time (ms)								
	this means how long it takes participants to press the first key after the onset of the food stimuli and arrows in a training trial								
initial_dir	whether participants initially moved towards the left or the right								
correct_dir	whether the direction is correct (1) or not (2)								
accuracy	coded accuracy in the training trials (e.g. correct_target, incorrect_target- may require further preprocessing)								
	more details can be found in the Inquisit script								
move	counter for move trials in the training task								
target_reached	coded stimulus target interactions - these require further data preprocessing								
stimulusitem1/2/3	stimuli appearing on that specific time as coded in Inquisit (up to three shown)								
	for example during training 'stimulusitem2' and 'stimulusitem3' would be the two jpgs for the presented food items								
stimulusnumber1/2	the corresponding item number from Inquisit for the stimuli, as described above								
blocknum.1	native block numbers (can be ignored)								
stimulusonset1/2/3	recorded onset for each stimulus (ms)								
food_left / food_rig	item numbers for the food stimuli that appear on the left and right during training								
block	block number								
exemplar_pos	location of specific exemplars across blocks for counterbalancing								
FCT_block	FCT block type for counterbalancing (A or B)								
FCT_exemplar	counterbalancing code; see above								
next_index	not relevant without further preprocessing								
next_item	not relevant without further preprocessing								
ns_count	not relevant without further preprocessing								
s_count	not relevant without further preprocessing								
neg_HF	number of HF foods that were rated negatively								
neg_LF	number of LF foods that were rated negatively								
BMI	calculated body mass index								
height_system	obsolete								