

**Supporting information:**  
*Reciprocity in multi-player prisoner's dilemma  
experiments leads to cooperation only in groups of  
two players*

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## 1 English translation of the instructions

We include below an English translation of the instructions as they were read and distributed to the participants in the experiment. We present the version for the case in which there was computer intervention to increase highly cooperative contexts. The instructions for the sessions without random computer intervention are identical, except that the paragraph after **Random intervention** does not exist. The version provided is for the case of groups of five players. The instructions for the sessions with smaller number of players are identical except that the complete payoff tables are different and the exchange rate also varies as indicated in the main text.

### Instructions

Thanks for participating in this experiment, which is part of a research project in economics in which we try to understand how decisions are made, but where a particular behavior is expected of you.

From this moment the experiment begins. Please be quiet for its whole duration. turn of your cell phone, and remember that no material alien to the experiment is allowed (including pens, pencils and paper).

Your earnings depend on your decisions and the decisions of other participants. In addition you receive as a payment 10 euros just for participating.

From now and until the end of the experiment you are not allowed to communicate with other participants. If you have any questions, please raise your hand and an instructor will answer your questions in private.

**Please do not ask questions out loud!**

## The experiment

The experiment consists of an undetermined number turns or rounds, and it will last around an hour and never more than two. The rules are the same for all participants and on every round. Throughout the experiment you will be part of the same group of 5 participants (5 including yourself). None of you will know who are the other 4 participants with whom you play, and in particular, they need not be the people close to you.

### Rounds

In every round you will see two buttons on the screen, corresponding to the actions A and B, of which you must choose one by clicking the mouse on it. You have 10 seconds to do so, and you necessarily have choose one of two options (the experiment will be stopped if a participant does not press one of them). When all the players have chosen, you will see the information on the number of players who have chosen A, the number of those who have chosen B and your earnings on that round.

The earnings on each round are computed as follows:

- If you choose A: you receive 7 ECU for each player that chooses A (excluding yourself) and nothing for each player choosing B.
- If you choose B: you receive 10 ECU for each player choosing B and nothing for each player choosing A.

The following table shows all the possibilities for your personal earnings:

		The others choose:				
		AAAA	AAAB	AABB	ABBB	BBBB
You choose A	28	21	14	7	0	
	40	30	20	10	0	

while the earnings for the group as a whole are:

Decisions	AAAAA	AAAAB	AAABB	AABBB	ABBBB	BBBBB
Group earn.	140	124	102	74	40	0

The screen with the information on what the other players have done and your earnings will show itself for 20 seconds. You must press "OK" to go to the following round; the screen for the next round will be shown when all players press "OK".

## **Random intervention**

Occasionally, and in completely random way, the computer can change your decision or that of the other player. The program does not report this change when it occurs. In such cases the payment is calculated as if the player concerned had actually taken the decision that the computer chose. The frequency with which this happens is low: your actions will remain unchanged for at least an 85% of the time.

## **Payments**

After the last round, the ECUs you obtained in each round will be added to obtain your total earnings, so you need to pay full attention until the end. The ECUs will be converted to euros so that 100 ECUs will be converted to one Euro. Additionally you will receive 10 Euros just for participating.

## **End of instructions**

## **2 Data on the output of our generalized linear mixed model**

The following pages collect the data produced by our generalized linear mixed model (GLMM) in full, so all the information it provides can be analyzed.

We have used R [1] to sort and format the data files in the way needed for the analysis. The (GLMM) analysis is carried out using SAS software [2]. We have performed the analysis using the GLIMMIX procedure of the SAS software. Various other SAS procedures are also used to sort the data, and to plot necessary preliminary plots of the data.

## **References**

- [1] R Development Core Team, *R: A Language and Environment for Statistical Computing* (R Foundation for Statistical Computing, Vienna, Austria, 2011).
- [2] Copyright, SAS Institute Inc., Cary, NC, USA.

## The GLIMMIX Procedure

## Model Information

Data Set WORK.COMBINED2222  
Response Variable RealAction  
Response Distribution Binary  
Link Function Logit  
Variance Function Default  
Variance Matrix Blocked By actor  
Estimation Technique Residual PL  
Degrees of Freedom Method Satterthwaite

## Class Level Information

Class Levels Values

actor 228 A1 A10 A11 A12 A13 A14 A15 A16 A17 A18 A19 A2  
A20 A3 A4 A5 A6 A7 A8 A9 B1 B10 B11 B12 B13  
B14 B15 B16 B17 B18 B19 B2 B20 B21 B22 B23

	B24 B25 B26 B27 B28 B29 B3 B30 B4 B5 B6 B7 B8
	B9 C1 C10 C11 C12 C13 C14 C15 C16 C17 C18 C2
	C3 C4 C5 C6 C7 C8 C9 D1 D10 D11 D12 D13 D14
	D15 D16 D17 D18 D19 D2 D20 D21 D22 D23 D24 D3
	D4 D5 D6 D7 D8 D9 E1 E10 E11 E12 E13 E14 E15
	E16 E2 E3 E4 E5 E6 E7 E8 E9 F1 F10 F11 F12
	F13 F14 F15 F16 F17 F18 F19 F2 F20 F3 F4 F5
	F6 F7 F8 F9 G1 G10 G11 G12 G13 G14 G15 G16
	G17 G18 G19 G2 G20 G3 G4 G5 G6 G7 G8 G9 H1
	H10 H11 H12 H13 H14 H15 H16 H17 H18 H19 H2
	H20 H3 H4 H5 H6 H7 H8 H9 I1 I10 I11 I12 I13
	I14 I15 I2 I3 I4 I5 I6 I7 I8 I9 J1 J10 J11
	J12 J13 J14 J15 J2 J3 J4 J5 J6 J7 J8 J9 K1
	K10 K11 K12 K13 K14 K15 K2 K3 K4 K5 K6 K7 K8
	K9 L1 L10 L11 L12 L13 L14 L15 L2 L3 L4 L5 L6
	L7 L8 L9
actor_g	70 A1 A10 A2 A3 A4 A5 A6 A7 A8 A9 B1 B10 B11 B12 B13 B14 B15 B2 B3 B4 B5 B6 B7 B8 B9 C1 C2 C3 C4 C5 C6 D1 D2 D3 D4 D5 D6 D7 D8 E1 E2 E3 E4 F1 F2 F3 F4 F5 G1 G2 G3 G4 G5 H1 H2 H3 H4 H5 I1 I2 I3 J1 J2 J3 K1 K2 K3 L1 L2 L3
factor	2 0 1
numb	4 2 3 4 5

numb\_2      2  0 1

numb\_3      2  0 1

numb\_4      2  0 1

gender      2  0 1

Number of Observations Read     22830

Number of Observations Used     22602

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## The GLIMMIX Procedure

### Response Profile

Ordered		
Value	RealAction	Frequency
1	0	13541
2	1	9061

The GLIMMIX procedure is modeling the probability that RealAction='1'.

### Dimensions

G-side Cov. Parameters	2
R-side Cov. Parameters	2
Columns in X	9
Columns in Z per Subject	5
Subjects (Blocks in V)	228
Max Obs per Subject	100

## Optimization Information

Optimization Technique      Newton-Raphson with Ridging  
Parameters in Optimization    3  
Lower Boundaries              3  
Upper Boundaries              1  
Fixed Effects                  Profiled  
Residual Variance             Profiled  
Starting From                 Data

## Iteration History

Iteration	Restarts	Subiterations	Objective	Function	Max Change	Gradient
0	0	5	106722.31933	0.60965392	4.668E-6	
1	0	4	110041.60055	0.57420436	3.29E-7	
2	0	3	110832.77207	0.31528469	3.69E-6	
3	0	2	110858.0943	0.10284098	0.000139	
4	0	2	110815.39206	0.02329775	2.982E-7	

5	0	1	110801.82428	0.00472044	0.00078
6	0	1	110799.05308	0.00095238	0.000032
7	0	1	110798.48945	0.00019032	1.258E-6
8	0	1	110798.37725	0.00003811	5.048E-8
9	0	1	110798.35472	0.00000761	2.001E-9
10	0	1	110798.35023	0.00000152	6.661E-9
11	0	1	110798.34933	0.00000030	3.208E-7
12	0	1	110798.34915	0.00000006	1.369E-9

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The GLIMMIX Procedure

Iteration History

Iteration	Restarts	Subiterations	Objective	Max	
			Function	Change	Gradient
13	0	0	110798.34912	0.00000000	2.868E-6

Convergence criterion (PCONV=1.11022E-8) satisfied.

Fit Statistics

-2 Res Log Pseudo-Likelihood	110798.3
Generalized Chi-Square	20480.90
Gener. Chi-Square / DF	0.91

Estimated G Matrix for RANDOM Statement 1.

Effect	Subject	Row	Col1
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Intercept	actor(actor_g)	A1 A8	1	0.8582
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Estimated G Matrix for RANDOM Statement 2.

Effect	Subject	numb	Row	Col1	Col2	Col3	Col4
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NcoopUlag*numb	actor A1	2	1	0.3345			
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NcoopUlag*numb	actor A1	3	2		0.3345		
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NcoopUlag*numb	actor A1	4	3			0.3345	
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NcoopUlag*numb	actor A1	5	4				0.3345
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#### Covariance Parameter Estimates

		Standard
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Cov Parm	Subject	Estimate	Error
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Intercept	actor(actor_g)	0.8582	0.1121
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NcoopUlag*numb	actor	0.3345	0.04444
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AR(1)	actor	-0.03680	0.01767
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Residual 0.9065 0.008702

## The GLIMMIX Procedure

## Solutions for Fixed Effects

Standard

Effect	numb	Estimate	Error	DF	t Value	Pr >  t
numb	2	-1.5379	0.1557	214.4	-9.88	<.0001
numb	3	-1.7299	0.1589	174.7	-10.89	<.0001
numb	4	-1.8421	0.1192	178.8	-15.45	<.0001
numb	5	-1.6513	0.1356	184.4	-12.18	<.0001
NcoopUlag*numb	2	1.6719	0.1048	282.5	15.96	<.0001
NcoopUlag*numb	3	0.5150	0.1043	200.4	4.94	<.0001
NcoopUlag*numb	4	0.3790	0.07529	178.3	5.03	<.0001
NcoopUlag*numb	5	0.2363	0.08242	159.5	2.87	0.0047
Lagy		0.6768	0.04106	18074	16.48	<.0001

## Type III Tests of Fixed Effects

Num Den

Effect	DF	DF	F Value	Pr > F
numb	4	186.9	150.82	<.0001
NcoopUlag*numb	4	196	75.37	<.0001
Lagy	1	18074	271.68	<.0001

### Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
Intercept		actor(actor_g) A1 A8	-0.2487	0.4243	837.2	-0.59	0.5580	
NcoopUlag*numb	2	actor A1	0.1629	0.3286	701.6	0.50	0.6203	
NcoopUlag*numb	3	actor A1	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor A1	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor A1	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) A10 A8	0.3552	0.4013	977.8	0.89	0.3763	
NcoopUlag*numb	2	actor A10	-0.1057	0.3141	822.2	-0.34	0.7365	
NcoopUlag*numb	3	actor A10	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor A10	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor A10	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) A11 A3	0.1677	0.3724	1059	0.45	0.6526	

NcoopUlag*numb 2	actor A11	-0.5183	0.2700	1054	-1.92	0.0551
NcoopUlag*numb 3	actor A11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor A11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor A11	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) A12 A5	1.3662	0.5575	480.9	2.45	0.0146
NcoopUlag*numb 2	actor A12	-0.2691	0.3860	406.4	-0.70	0.4862
NcoopUlag*numb 3	actor A12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor A12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor A12	0	0.5783	113.3	0.00	1.0000

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## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
Intercept		actor(actor_g) A13 A6	0.4640	0.3826	934.4	1.21	0.2255	
NcoopUlag*numb	2	actor A13	-1.0753	0.3274	794.7	-3.28	0.0011	
NcoopUlag*numb	3	actor A13	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor A13	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor A13	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) A14 A9	-0.9169	0.4341	822.1	-2.11	0.0350	
NcoopUlag*numb	2	actor A14	0.5475	0.3292	676.6	1.66	0.0968	
NcoopUlag*numb	3	actor A14	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor A14	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor A14	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) A15 A7	0.4551	0.3483	1232	1.31	0.1916	
NcoopUlag*numb	2	actor A15	-0.9813	0.2856	1201	-3.44	0.0006	
NcoopUlag*numb	3	actor A15	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor A15	0	0.5783	113.3	0.00	1.0000	

NcoopUlag*numb	5	actor A15	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) A16 A2	0.007632	0.3977	1007	0.02	0.9847
NcoopUlag*numb	2	actor A16	-0.1901	0.2893	947.9	-0.66	0.5112
NcoopUlag*numb	3	actor A16	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor A16	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor A16	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) A17 A5	-1.1782	0.5059	570.4	-2.33	0.0202
NcoopUlag*numb	2	actor A17	0.7254	0.3598	494.2	2.02	0.0443
NcoopUlag*numb	3	actor A17	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor A17	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor A17	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) A18 A4	0.7475	0.5141	648.2	1.45	0.1464
NcoopUlag*numb	2	actor A18	-0.3276	0.3343	610.5	-0.98	0.3276
NcoopUlag*numb	3	actor A18	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor A18	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor A18	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) A19 A2	0.2940	0.3889	1056	0.76	0.4498
NcoopUlag*numb	2	actor A19	-0.1605	0.2962	947.1	-0.54	0.5881
NcoopUlag*numb	3	actor A19	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor A19	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor A19	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) A2 A10	-0.03799	0.3403	1019	-0.11	0.9111
NcoopUlag*numb	2	actor A2	-1.1766	0.3015	943.7	-3.90	0.0001

NcoopUlag*numb 3	actor A2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor A2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor A2	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) A20 A7	1.3108	0.3281	1318	3.99	<.0001
NcoopUlag*numb 2	actor A20	-1.9860	0.2607	1448	-7.62	<.0001
NcoopUlag*numb 3	actor A20	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor A20	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor A20	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) A3 A10	-0.9273	0.3953	754.1	-2.35	0.0192

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## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	2	actor A3	0.4245	0.3696	540.3	1.15	0.2513	
NcoopUlag*numb	3	actor A3	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor A3	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor A3	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) A4 A9	-0.05599	0.3841	987.1	-0.15	0.8841	
NcoopUlag*numb	2	actor A4	0.04414	0.2979	861.9	0.15	0.8822	
NcoopUlag*numb	3	actor A4	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor A4	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor A4	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) A5 A3	-0.9378	0.4370	785.9	-2.15	0.0322	
NcoopUlag*numb	2	actor A5	0.6114	0.3432	627.5	1.78	0.0753	
NcoopUlag*numb	3	actor A5	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor A5	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor A5	0	0.5783	113.3	0.00	1.0000	

Intercept	actor(actor_g)	A6 A1	0.7345	0.5735	445.5	1.28	0.2010
NcoopUlag*numb	2	actor A6	0.4614	0.4258	313.7	1.08	0.2794
NcoopUlag*numb	3	actor A6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor A6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor A6	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	A7 A1	0.04167	0.4968	668.1	0.08	0.9332
NcoopUlag*numb	2	actor A7	-0.08266	0.3321	620.2	-0.25	0.8035
NcoopUlag*numb	3	actor A7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor A7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor A7	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	A8 A6	0.1805	0.3967	809.4	0.45	0.6493
NcoopUlag*numb	2	actor A8	-0.5872	0.3493	646.7	-1.68	0.0933
NcoopUlag*numb	3	actor A8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor A8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor A8	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	A9 A4	0.7168	0.5496	520.7	1.30	0.1928
NcoopUlag*numb	2	actor A9	0.1862	0.3882	416.1	0.48	0.6317
NcoopUlag*numb	3	actor A9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor A9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor A9	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	B1 B12	0.05735	0.5112	685.4	0.11	0.9107
NcoopUlag*numb	2	actor B1	0.1992	0.3241	665.1	0.61	0.5390
NcoopUlag*numb	3	actor B1	0	0.5783	113.3	0.00	1.0000

NcoopUlag*numb 4	actor B1	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor B1	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	B10 B1	-0.2156	0.4723	765	-0.46 0.6481
NcoopUlag*numb 2	actor B10	0.2624	0.3128	725.7	0.84	0.4018
NcoopUlag*numb 3	actor B10	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor B10	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor B10	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	B11 B11	-2.1695	0.4876	682.1	-4.45 <.0001
NcoopUlag*numb 2	actor B11	0.7359	0.3361	605.6	2.19	0.0289

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## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	3	actor B11	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor B11	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor B11	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) B12 B1	-0.02079	0.4665	799.6	-0.04	0.9645	
NcoopUlag*numb	2	actor B12	0.4525	0.3351	664.1	1.35	0.1774	
NcoopUlag*numb	3	actor B12	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor B12	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor B12	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) B13 B14	0.7319	0.7465	233.3	0.98	0.3279	
NcoopUlag*numb	2	actor B13	0.4921	0.4200	292.5	1.17	0.2423	
NcoopUlag*numb	3	actor B13	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor B13	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor B13	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) B14 B10	-0.8929	0.4759	748.5	-1.88	0.0610	

NcoopUlag*numb	2	actor B14		1.0555	0.3627	535.3	2.91	0.0038
NcoopUlag*numb	3	actor B14		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B14		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B14		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g)	B15 B9	-0.2224	0.4417	831.1	-0.50	0.6147
NcoopUlag*numb	2	actor B15		0.6126	0.3448	626	1.78	0.0761
NcoopUlag*numb	3	actor B15		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B15		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B15		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g)	B16 B10	-0.5581	0.4472	825	-1.25	0.2124
NcoopUlag*numb	2	actor B16		0.5379	0.3176	712.7	1.69	0.0908
NcoopUlag*numb	3	actor B16		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B16		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B16		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g)	B17 B13	-0.3784	0.4513	794.1	-0.84	0.4020
NcoopUlag*numb	2	actor B17		0.2552	0.3106	746.8	0.82	0.4115
NcoopUlag*numb	3	actor B17		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B17		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B17		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g)	B18 B7	1.4844	0.3985	1212	3.73	0.0002
NcoopUlag*numb	2	actor B18		-1.4220	0.2737	1190	-5.19	<.0001
NcoopUlag*numb	3	actor B18		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B18		0	0.5783	113.3	0.00	1.0000

NcoopUlag*numb	5	actor B18	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) B19	B5	-0.4312	0.5244	575.5	-0.82	0.4112
NcoopUlag*numb	2	actor B19		0.7218	0.3683	484.4	1.96	0.0506
NcoopUlag*numb	3	actor B19		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B19		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B19		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) B2	B8	-0.09561	0.4456	826.9	-0.21	0.8302
NcoopUlag*numb	2	actor B2		0.08653	0.3091	751.5	0.28	0.7796
NcoopUlag*numb	3	actor B2		0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	4	actor B2	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor B2	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) B20 B2	-0.2363	0.5391	544.6	-0.44	0.6613	
NcoopUlag*numb	2	actor B20	0.4375	0.3522	509.9	1.24	0.2148	
NcoopUlag*numb	3	actor B20	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor B20	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor B20	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) B21 B15	-0.2709	0.4467	762.6	-0.61	0.5444	
NcoopUlag*numb	2	actor B21	0.3869	0.3513	591.1	1.10	0.2712	
NcoopUlag*numb	3	actor B21	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor B21	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor B21	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) B22 B3	-1.3855	0.4218	833	-3.28	0.0011	
NcoopUlag*numb	2	actor B22	-0.00359	0.3143	757.5	-0.01	0.9909	

NcoopUlag*numb	3	actor B22	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B22	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B22	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) B23 B8	-0.3426	0.4598	765.8	-0.75	0.4564
NcoopUlag*numb	2	actor B23	0.3964	0.3312	651.2	1.20	0.2318
NcoopUlag*numb	3	actor B23	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B23	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B23	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) B24 B15	0.8527	0.3950	1069	2.16	0.0311
NcoopUlag*numb	2	actor B24	-1.0479	0.2656	1070	-3.95	<.0001
NcoopUlag*numb	3	actor B24	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B24	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B24	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) B25 B9	-0.6777	0.4619	763.7	-1.47	0.1428
NcoopUlag*numb	2	actor B25	0.3083	0.3070	728.4	1.00	0.3157
NcoopUlag*numb	3	actor B25	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B25	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B25	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) B26 B11	-0.3877	0.3382	996.9	-1.15	0.2519
NcoopUlag*numb	2	actor B26	0.2667	0.3179	782.3	0.84	0.4018
NcoopUlag*numb	3	actor B26	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B26	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B26	0	0.5783	113.3	0.00	1.0000

Intercept	actor(actor_g)	B27	B4	0.5652	0.4256	926.9	1.33	0.1845
NcoopUlag*numb	2	actor	B27	-0.5149	0.2821	902.4	-1.83	0.0683
NcoopUlag*numb	3	actor	B27	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor	B27	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor	B27	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	B28	B4	-0.5454	0.4783	700	-1.14	0.2546
NcoopUlag*numb	2	actor	B28	0.5983	0.3505	566.8	1.71	0.0884
NcoopUlag*numb	3	actor	B28	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor	B28	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	5	actor B28	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) B29 B6	-0.7338	0.4076	932.2	-1.80	0.0722	
NcoopUlag*numb	2	actor B29	0.07423	0.2908	870.4	0.26	0.7986	
NcoopUlag*numb	3	actor B29	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor B29	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor B29	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) B3 B3	0.5612	0.3035	1042	1.85	0.0648	
NcoopUlag*numb	2	actor B3	-0.7050	0.2771	1128	-2.54	0.0111	
NcoopUlag*numb	3	actor B3	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor B3	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor B3	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) B30 B6	-0.04704	0.3675	1010	-0.13	0.8982	
NcoopUlag*numb	2	actor B30	0.1023	0.3019	855.5	0.34	0.7347	
NcoopUlag*numb	3	actor B30	0	0.5783	113.3	0.00	1.0000	

NcoopUlag*numb	4	actor B30	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B30	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) B4 B2	-0.1674	0.5476	531.9	-0.31	0.7600
NcoopUlag*numb	2	actor B4	0.6797	0.3774	448.3	1.80	0.0724
NcoopUlag*numb	3	actor B4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B4	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) B5 B12	0.5914	0.4871	775.1	1.21	0.2251
NcoopUlag*numb	2	actor B5	-0.07018	0.3139	740.6	-0.22	0.8231
NcoopUlag*numb	3	actor B5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B5	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) B6 B13	-0.00178	0.4344	863.2	-0.00	0.9967
NcoopUlag*numb	2	actor B6	0.2409	0.3174	760.5	0.76	0.4481
NcoopUlag*numb	3	actor B6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B6	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) B7 B14	0.5391	0.7510	232.4	0.72	0.4736
NcoopUlag*numb	2	actor B7	0.6835	0.4278	287.6	1.60	0.1112
NcoopUlag*numb	3	actor B7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor B7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor B7	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) B8 B5	0.1521	0.4981	670.6	0.31	0.7602

NcoopUlag*numb 2	actor B8	0.09719	0.3275	636	0.30	0.7668
NcoopUlag*numb 3	actor B8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor B8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor B8	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) B9 B7	1.7064	0.3983	1223	4.28	<.0001
NcoopUlag*numb 2	actor B9	-1.6230	0.2703	1216	-6.01	<.0001
NcoopUlag*numb 3	actor B9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor B9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor B9	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Std Err					
			Estimate	Pred	DF	t Value	Pr >  t	
Intercept		actor(actor_g) C1 C6	0.7538	0.4086	1020	1.84	0.0654	
NcoopUlag*numb	2	actor C1	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor C1	0.5059	0.2392	1048	2.11	0.0347	
NcoopUlag*numb	4	actor C1	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor C1	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) C10 C1	-1.3816	0.5694	529.5	-2.43	0.0156	
NcoopUlag*numb	2	actor C10	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor C10	-0.7273	0.3916	430.1	-1.86	0.0639	
NcoopUlag*numb	4	actor C10	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor C10	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) C11 C2	1.1018	0.3973	1164	2.77	0.0056	
NcoopUlag*numb	2	actor C11	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor C11	-0.2321	0.2116	1145	-1.10	0.2730	
NcoopUlag*numb	4	actor C11	0	0.5783	113.3	0.00	1.0000	

NcoopUlag*numb	5	actor C11	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) C12 C4	-0.1635	0.3521	1021	-0.46	0.6424
NcoopUlag*numb	2	actor C12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor C12	0.5077	0.2567	1110	1.98	0.0482
NcoopUlag*numb	4	actor C12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor C12	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) C13 C3	-0.9917	0.4218	880.6	-2.35	0.0189
NcoopUlag*numb	2	actor C13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor C13	-0.06491	0.3384	717	-0.19	0.8479
NcoopUlag*numb	4	actor C13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor C13	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) C14 C2	0.8412	0.4035	1146	2.08	0.0373
NcoopUlag*numb	2	actor C14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor C14	-0.2981	0.2097	1128	-1.42	0.1553
NcoopUlag*numb	4	actor C14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor C14	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) C15 C3	-1.2817	0.4566	799.7	-2.81	0.0051
NcoopUlag*numb	2	actor C15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor C15	-0.1530	0.3678	562.8	-0.42	0.6775
NcoopUlag*numb	4	actor C15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor C15	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) C16 C6	-0.3901	0.4562	909.6	-0.86	0.3926
NcoopUlag*numb	2	actor C16	0	0.5783	113.3	0.00	1.0000

NcoopUlag*numb	3	actor C16	0.4186	0.2162	955.5	1.94	0.0531
NcoopUlag*numb	4	actor C16	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor C16	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) C17 C1	0.7175	0.3632	1026	1.98	0.0485
NcoopUlag*numb	2	actor C17	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor C17	0.3998	0.2552	1056	1.57	0.1175
NcoopUlag*numb	4	actor C17	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor C17	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) C18 C3	0.8040	0.2982	932.2	2.70	0.0071

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## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	2	actor C18	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor C18	0.3751	0.2977	997.7	1.26	0.2080	
NcoopUlag*numb	4	actor C18	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor C18	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) C2 C4	-0.1317	0.3508	1013	-0.38	0.7075	
NcoopUlag*numb	2	actor C2	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor C2	0.7216	0.2715	1047	2.66	0.0080	
NcoopUlag*numb	4	actor C2	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor C2	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) C3 C5	-1.1550	0.4362	818.7	-2.65	0.0083	
NcoopUlag*numb	2	actor C3	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor C3	-0.2955	0.4223	367.6	-0.70	0.4845	
NcoopUlag*numb	4	actor C3	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor C3	0	0.5783	113.3	0.00	1.0000	

Intercept	actor(actor_g)	C4 C5	0.5535	0.2999	910.8	1.85	0.0653
NcoopUlag*numb	2	actor C4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor C4	-0.08556	0.3084	944.6	-0.28	0.7815
NcoopUlag*numb	4	actor C4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor C4	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	C5 C4	-0.1676	0.3688	1007	-0.45	0.6496
NcoopUlag*numb	2	actor C5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor C5	-0.7048	0.2824	1018	-2.50	0.0127
NcoopUlag*numb	4	actor C5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor C5	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	C6 C2	0.7328	0.4268	1035	1.72	0.0863
NcoopUlag*numb	2	actor C6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor C6	0.5466	0.2636	1042	2.07	0.0384
NcoopUlag*numb	4	actor C6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor C6	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	C7 C6	0.5489	0.4079	1028	1.35	0.1787
NcoopUlag*numb	2	actor C7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor C7	0.3380	0.2174	1038	1.55	0.1203
NcoopUlag*numb	4	actor C7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor C7	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	C8 C5	-0.7811	0.3883	874.1	-2.01	0.0446
NcoopUlag*numb	2	actor C8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor C8	0.2218	0.3600	611.5	0.62	0.5380

NcoopUlag*numb	4	actor C8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor C8	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) C9 C1	0.09740	0.3932	970.3	0.25	0.8044
NcoopUlag*numb	2	actor C9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor C9	0.9219	0.2811	936.4	3.28	0.0011
NcoopUlag*numb	4	actor C9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor C9	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) D1 D2	0.3635	0.3701	1139	0.98	0.3262
NcoopUlag*numb	2	actor D1	0	0.5783	113.3	0.00	1.0000

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## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	3	actor D1	0.4744	0.2629	1187	1.80	0.0714	
NcoopUlag*numb	4	actor D1	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor D1	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) D10 D1	-0.3326	0.3752	1032	-0.89	0.3756	
NcoopUlag*numb	2	actor D10	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor D10	0.6157	0.2919	1038	2.11	0.0351	
NcoopUlag*numb	4	actor D10	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor D10	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) D11 D3	-0.3854	0.4083	1004	-0.94	0.3454	
NcoopUlag*numb	2	actor D11	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor D11	-0.1145	0.2659	1092	-0.43	0.6668	
NcoopUlag*numb	4	actor D11	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor D11	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) D12 D7	0.3605	0.3510	1112	1.03	0.3046	

NcoopUlag*numb	2	actor D12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor D12	-0.2714	0.2601	1246	-1.04	0.2969
NcoopUlag*numb	4	actor D12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor D12	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) D13 D5	-0.2867	0.3810	1045	-0.75	0.4519
NcoopUlag*numb	2	actor D13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor D13	0.5431	0.2607	1122	2.08	0.0374
NcoopUlag*numb	4	actor D13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor D13	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) D14 D2	0.5616	0.3595	1178	1.56	0.1186
NcoopUlag*numb	2	actor D14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor D14	-0.2921	0.2358	1310	-1.24	0.2157
NcoopUlag*numb	4	actor D14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor D14	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) D15 D6	0.5846	0.3998	1142	1.46	0.1439
NcoopUlag*numb	2	actor D15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor D15	-0.7957	0.2675	1182	-2.97	0.0030
NcoopUlag*numb	4	actor D15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor D15	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) D16 D7	-0.08950	0.3706	1072	-0.24	0.8092
NcoopUlag*numb	2	actor D16	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor D16	0.7534	0.2863	1061	2.63	0.0086
NcoopUlag*numb	4	actor D16	0	0.5783	113.3	0.00	1.0000

NcoopUlag*numb	5	actor D16	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) D17 D3	0.1069	0.3648	1125	0.29	0.7696
NcoopUlag*numb	2	actor D17	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor D17	0.2070	0.2444	1247	0.85	0.3970
NcoopUlag*numb	4	actor D17	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor D17	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) D18 D1	-0.5073	0.4084	964.9	-1.24	0.2145
NcoopUlag*numb	2	actor D18	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor D18	-0.3906	0.3167	870.2	-1.23	0.2178

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## The GLIMMIX Procedure

### Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	4	actor D18	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor D18	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) D19 D4	0.6008	0.3256	1099	1.84	0.0653	
NcoopUlag*numb	2	actor D19	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor D19	-0.1417	0.2302	1337	-0.62	0.5384	
NcoopUlag*numb	4	actor D19	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor D19	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) D2 D8	0.8391	0.3624	1173	2.32	0.0208	
NcoopUlag*numb	2	actor D2	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor D2	-0.1540	0.2178	1224	-0.71	0.4795	
NcoopUlag*numb	4	actor D2	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor D2	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) D20 D6	0.7262	0.3714	1187	1.96	0.0508	
NcoopUlag*numb	2	actor D20	0	0.5783	113.3	0.00	1.0000	

NcoopUlag*numb 3	actor D20	-0.09048	0.2383	1268	-0.38	0.7043
NcoopUlag*numb 4	actor D20	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor D20	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) D21 D5	0.01270	0.3967	1031	0.03	0.9745
NcoopUlag*numb 2	actor D21	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor D21	-1.5336	0.3843	510	-3.99	<.0001
NcoopUlag*numb 4	actor D21	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor D21	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) D22 D1	0.2622	0.3522	1084	0.74	0.4567
NcoopUlag*numb 2	actor D22	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor D22	-0.7367	0.2903	1088	-2.54	0.0113
NcoopUlag*numb 4	actor D22	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor D22	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) D23 D3	0.4407	0.3498	1148	1.26	0.2079
NcoopUlag*numb 2	actor D23	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor D23	-0.2647	0.2329	1317	-1.14	0.2560
NcoopUlag*numb 4	actor D23	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor D23	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) D24 D6	1.0911	0.3690	1196	2.96	0.0032
NcoopUlag*numb 2	actor D24	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor D24	-0.2177	0.2356	1269	-0.92	0.3556
NcoopUlag*numb 4	actor D24	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor D24	0	0.5783	113.3	0.00	1.0000

Intercept	actor(actor_g)	D3 D4	-1.5627	0.5281	615.1	-2.96	0.0032
NcoopUlag*numb	2	actor D3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor D3	-0.2783	0.3888	463.5	-0.72	0.4745
NcoopUlag*numb	4	actor D3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor D3	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	D4 D4	-0.08090	0.3627	1099	-0.22	0.8235
NcoopUlag*numb	2	actor D4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor D4	0.3518	0.2647	1206	1.33	0.1840
NcoopUlag*numb	4	actor D4	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	5	actor D4	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) D5 D2	-0.4706	0.4659	816.2	-1.01	0.3128	
NcoopUlag*numb	2	actor D5	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor D5	-0.8495	0.3548	624.6	-2.39	0.0170	
NcoopUlag*numb	4	actor D5	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor D5	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) D6 D7	-1.0220	0.4999	729.4	-2.04	0.0413	
NcoopUlag*numb	2	actor D6	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor D6	-1.0466	0.4285	346.6	-2.44	0.0151	
NcoopUlag*numb	4	actor D6	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor D6	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) D7 D8	-0.6930	0.4391	977.3	-1.58	0.1148	
NcoopUlag*numb	2	actor D7	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor D7	0.2777	0.2403	1076	1.16	0.2482	

NcoopUlag*numb	4	actor D7		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor D7		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) D8	D8	0.1079	0.4093	976.2	0.26	0.7921
NcoopUlag*numb	2	actor D8		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor D8		0.8570	0.2920	913.4	2.93	0.0034
NcoopUlag*numb	4	actor D8		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor D8		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) D9	D5	-0.3339	0.3836	1035	-0.87	0.3843
NcoopUlag*numb	2	actor D9		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor D9		0.7017	0.2639	1097	2.66	0.0080
NcoopUlag*numb	4	actor D9		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor D9		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) E1	E4	-0.3607	0.3846	1336	-0.94	0.3485
NcoopUlag*numb	2	actor E1		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor E1		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor E1		-0.00293	0.2135	1789	-0.01	0.9890
NcoopUlag*numb	5	actor E1		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) E10	E4	0.2541	0.3316	1519	0.77	0.4437
NcoopUlag*numb	2	actor E10		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor E10		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor E10		0.07503	0.1949	1906	0.38	0.7004
NcoopUlag*numb	5	actor E10		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) E11	E3	0.9177	0.3260	1666	2.81	0.0049

NcoopUlag*numb 2	actor E11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor E11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor E11	-0.1279	0.1904	1963	-0.67	0.5018
NcoopUlag*numb 5	actor E11	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) E12 E3	-0.5820	0.4292	1154	-1.36	0.1754
NcoopUlag*numb 2	actor E12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor E12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor E12	0.05243	0.2215	1517	0.24	0.8129
NcoopUlag*numb 5	actor E12	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
Intercept		actor(actor_g) E13 E1	0.5708	0.3468	1438	1.65	0.1000	
NcoopUlag*numb	2	actor E13	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor E13	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor E13	0.1029	0.2046	1628	0.50	0.6150	
NcoopUlag*numb	5	actor E13	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) E14 E2	0.8052	0.3492	1577	2.31	0.0212	
NcoopUlag*numb	2	actor E14	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor E14	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor E14	0.1984	0.2260	1766	0.88	0.3803	
NcoopUlag*numb	5	actor E14	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) E15 E2	-0.1511	0.4361	1112	-0.35	0.7291	
NcoopUlag*numb	2	actor E15	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor E15	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor E15	-0.5011	0.2742	1224	-1.83	0.0679	

NcoopUlag*numb	5	actor E15	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) E16 E3	0.9193	0.3305	1675	2.78	0.0055
NcoopUlag*numb	2	actor E16	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor E16	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor E16	0.1369	0.2048	1947	0.67	0.5040
NcoopUlag*numb	5	actor E16	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) E2 E1	-0.9051	0.5304	686.5	-1.71	0.0884
NcoopUlag*numb	2	actor E2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor E2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor E2	-0.7680	0.3687	550.3	-2.08	0.0377
NcoopUlag*numb	5	actor E2	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) E3 E2	-0.1537	0.4400	1082	-0.35	0.7269
NcoopUlag*numb	2	actor E3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor E3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor E3	-0.5677	0.2799	1168	-2.03	0.0428
NcoopUlag*numb	5	actor E3	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) E4 E2	0.2501	0.3733	1452	0.67	0.5030
NcoopUlag*numb	2	actor E4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor E4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor E4	0.4716	0.2335	1600	2.02	0.0436
NcoopUlag*numb	5	actor E4	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) E5 E1	-0.9506	0.4660	976.6	-2.04	0.0416
NcoopUlag*numb	2	actor E5	0	0.5783	113.3	0.00	1.0000

NcoopUlag*numb	3	actor E5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor E5	0.2200	0.2287	1274	0.96	0.3362
NcoopUlag*numb	5	actor E5	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) E6 E3	-0.9065	0.4812	901.2	-1.88	0.0599
NcoopUlag*numb	2	actor E6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor E6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor E6	-0.1370	0.2625	1183	-0.52	0.6018
NcoopUlag*numb	5	actor E6	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) E7 E4	0.3684	0.3272	1529	1.13	0.2605

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	2	actor E7	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor E7	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor E7	-0.03324	0.1959	1946	-0.17	0.8653	
NcoopUlag*numb	5	actor E7	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) E8 E1	0.2421	0.3756	1290	0.64	0.5194	
NcoopUlag*numb	2	actor E8	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor E8	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor E8	1.0026	0.2716	1217	3.69	0.0002	
NcoopUlag*numb	5	actor E8	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) E9 E4	-0.03420	0.3545	1431	-0.10	0.9232	
NcoopUlag*numb	2	actor E9	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor E9	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor E9	0.08591	0.2104	1823	0.41	0.6831	
NcoopUlag*numb	5	actor E9	0	0.5783	113.3	0.00	1.0000	

Intercept	actor(actor_g) F1 F3	-0.6275	0.4956	851.3	-1.27	0.2058
NcoopUlag*numb 2	actor F1	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor F1	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor F1	-0.3461	0.2846	1033	-1.22	0.2243
NcoopUlag*numb 5	actor F1	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) F10 F1	1.1808	0.3457	1908	3.42	0.0006
NcoopUlag*numb 2	actor F10	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor F10	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor F10	0.03155	0.1884	2078	0.17	0.8670
NcoopUlag*numb 5	actor F10	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) F11 F1	0.4845	0.3783	1562	1.28	0.2005
NcoopUlag*numb 2	actor F11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor F11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor F11	-0.3681	0.2029	1863	-1.81	0.0698
NcoopUlag*numb 5	actor F11	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) F12 F4	0.5915	0.3393	1499	1.74	0.0815
NcoopUlag*numb 2	actor F12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor F12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor F12	-0.4151	0.1971	1802	-2.11	0.0353
NcoopUlag*numb 5	actor F12	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) F13 F5	1.0719	0.3417	1667	3.14	0.0017
NcoopUlag*numb 2	actor F13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor F13	0	0.5783	113.3	0.00	1.0000

NcoopUlag*numb 4	actor F13	-0.4885	0.1848	1903	-2.64	0.0083
NcoopUlag*numb 5	actor F13	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) F14 F3	0.1227	0.3840	1561	0.32	0.7494
NcoopUlag*numb 2	actor F14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor F14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor F14	0.5101	0.2230	1748	2.29	0.0223
NcoopUlag*numb 5	actor F14	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) F15 F2	-0.6314	0.4147	1208	-1.52	0.1281
NcoopUlag*numb 2	actor F15	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	3	actor F15	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor F15	-0.6412	0.3277	920.1	-1.96	0.0507	
NcoopUlag*numb	5	actor F15	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) F16 F3	1.3048	0.3440	1831	3.79	0.0002	
NcoopUlag*numb	2	actor F16	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor F16	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor F16	-0.2325	0.1948	2055	-1.19	0.2329	
NcoopUlag*numb	5	actor F16	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) F17 F2	-1.9340	0.5897	550.1	-3.28	0.0011	
NcoopUlag*numb	2	actor F17	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor F17	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor F17	-0.5673	0.4363	334.9	-1.30	0.1944	
NcoopUlag*numb	5	actor F17	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) F18 F4	-0.4251	0.3872	1336	-1.10	0.2725	

NcoopUlag*numb	2	actor F18	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor F18	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor F18	0.7337	0.2332	1523	3.15	0.0017
NcoopUlag*numb	5	actor F18	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) F19 F5	-0.3513	0.4177	1220	-0.84	0.4005
NcoopUlag*numb	2	actor F19	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor F19	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor F19	1.0965	0.2637	1274	4.16	<.0001
NcoopUlag*numb	5	actor F19	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) F2 F3	0.6041	0.3872	1486	1.56	0.1189
NcoopUlag*numb	2	actor F2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor F2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor F2	-0.6422	0.2314	1720	-2.78	0.0056
NcoopUlag*numb	5	actor F2	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) F20 F5	0.1368	0.3876	1418	0.35	0.7242
NcoopUlag*numb	2	actor F20	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor F20	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor F20	-0.09774	0.1959	1707	-0.50	0.6180
NcoopUlag*numb	5	actor F20	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) F3 F2	-1.1235	0.4437	1102	-2.53	0.0115
NcoopUlag*numb	2	actor F3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor F3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor F3	0.2151	0.2249	1723	0.96	0.3389

NcoopUlag*numb	5	actor F3	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) F4 F2	0.2587	0.3085	1665	0.84	0.4018
NcoopUlag*numb	2	actor F4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor F4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor F4	0.1594	0.1834	2236	0.87	0.3849
NcoopUlag*numb	5	actor F4	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) F5 F4	-1.4252	0.5199	748	-2.74	0.0063
NcoopUlag*numb	2	actor F5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor F5	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	4	actor F5	0.06436	0.2560	1087	0.25	0.8016	
NcoopUlag*numb	5	actor F5	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) F6 F5	0.4971	0.3807	1495	1.31	0.1919	
NcoopUlag*numb	2	actor F6	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor F6	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor F6	-0.4822	0.2051	1813	-2.35	0.0188	
NcoopUlag*numb	5	actor F6	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) F7 F1	0.3096	0.3809	1609	0.81	0.4165	
NcoopUlag*numb	2	actor F7	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor F7	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor F7	-0.2130	0.1916	1915	-1.11	0.2665	
NcoopUlag*numb	5	actor F7	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) F8 F1	0.1374	0.3813	1521	0.36	0.7186	
NcoopUlag*numb	2	actor F8	0	0.5783	113.3	0.00	1.0000	

NcoopUlag*numb	3	actor F8		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor F8		0.07801	0.1995	1809	0.39	0.6958
NcoopUlag*numb	5	actor F8		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) F9 F4		0.3878	0.3408	1505	1.14	0.2552
NcoopUlag*numb	2	actor F9		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor F9		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor F9		0.3363	0.2055	1730	1.64	0.1019
NcoopUlag*numb	5	actor F9		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) G1 G2		0.1666	0.3519	1378	0.47	0.6359
NcoopUlag*numb	2	actor G1		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor G1		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor G1		0.3781	0.2220	1577	1.70	0.0886
NcoopUlag*numb	5	actor G1		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) G10 G1		0.1965	0.3263	1404	0.60	0.5471
NcoopUlag*numb	2	actor G10		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor G10		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor G10		0.02405	0.2328	1729	0.10	0.9177
NcoopUlag*numb	5	actor G10		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) G11 G4		-1.1542	0.4997	803.7	-2.31	0.0212
NcoopUlag*numb	2	actor G11		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor G11		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor G11		-0.01520	0.2813	1032	-0.05	0.9569
NcoopUlag*numb	5	actor G11		0	0.5783	113.3	0.00	1.0000

Intercept	actor(actor_g)	G12 G4	0.1926	0.3627	1470	0.53	0.5954
NcoopUlag*numb 2	actor G12		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor G12		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor G12		0.3048	0.2322	1700	1.31	0.1895
NcoopUlag*numb 5	actor G12		0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	G13 G1	-0.5964	0.3914	1179	-1.52	0.1279
NcoopUlag*numb 2	actor G13		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor G13		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor G13		0.1979	0.2544	1416	0.78	0.4369

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## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	5	actor G13	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) G14 G3	-0.9228	0.5321	676.5	-1.73	0.0833	
NcoopUlag*numb	2	actor G14	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor G14	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor G14	-0.5359	0.3329	697.4	-1.61	0.1079	
NcoopUlag*numb	5	actor G14	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) G15 G5	1.1814	0.3898	1457	3.03	0.0025	
NcoopUlag*numb	2	actor G15	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor G15	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor G15	-0.5293	0.1917	1621	-2.76	0.0058	
NcoopUlag*numb	5	actor G15	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) G16 G2	0.1112	0.3569	1359	0.31	0.7554	
NcoopUlag*numb	2	actor G16	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor G16	0	0.5783	113.3	0.00	1.0000	

NcoopUlag*numb	4	actor G16		0.3299	0.2187	1576	1.51	0.1317
NcoopUlag*numb	5	actor G16		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) G17 G1	0.9668	0.2871	1443	3.37	0.0008	
NcoopUlag*numb	2	actor G17		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor G17		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor G17		-0.2317	0.2196	1915	-1.06	0.2914
NcoopUlag*numb	5	actor G17		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) G18 G1	-1.2286	0.4764	849.9	-2.58	0.0101	
NcoopUlag*numb	2	actor G18		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor G18		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor G18		-0.07478	0.3190	864	-0.23	0.8147
NcoopUlag*numb	5	actor G18		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) G19 G3	0.6252	0.3579	1403	1.75	0.0809	
NcoopUlag*numb	2	actor G19		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor G19		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor G19		0.2813	0.2183	1572	1.29	0.1976
NcoopUlag*numb	5	actor G19		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) G2 G3	0.5330	0.3637	1383	1.47	0.1430	
NcoopUlag*numb	2	actor G2		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor G2		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor G2		0.4141	0.2262	1538	1.83	0.0673
NcoopUlag*numb	5	actor G2		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) G20 G4	1.0357	0.3252	1603	3.19	0.0015	

NcoopUlag*numb	2	actor G20	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor G20	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor G20	-0.2838	0.2094	1937	-1.36	0.1754
NcoopUlag*numb	5	actor G20	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) G3 G4	0.9940	0.3300	1587	3.01	0.0026
NcoopUlag*numb	2	actor G3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor G3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor G3	-0.4509	0.2132	1929	-2.12	0.0345
NcoopUlag*numb	5	actor G3	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
Intercept		actor(actor_g) G4 G5	-1.0607	0.5036	855.7	-2.11	0.0355	
NcoopUlag*numb	2	actor G4	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor G4	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor G4	0.3680	0.2181	1092	1.69	0.0918	
NcoopUlag*numb	5	actor G4	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) G5 G5	0.9826	0.3880	1473	2.53	0.0114	
NcoopUlag*numb	2	actor G5	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor G5	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor G5	-0.1192	0.1913	1610	-0.62	0.5334	
NcoopUlag*numb	5	actor G5	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) G6 G2	0.2930	0.3445	1391	0.85	0.3951	
NcoopUlag*numb	2	actor G6	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor G6	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor G6	0.03171	0.2055	1625	0.15	0.8774	

NcoopUlag*numb	5	actor G6		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) G7 G5		0.6713	0.4361	1136	1.54	0.1240
NcoopUlag*numb	2	actor G7		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor G7		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor G7		0.8013	0.2738	1131	2.93	0.0035
NcoopUlag*numb	5	actor G7		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) G8 G2		-0.3186	0.4104	1144	-0.78	0.4377
NcoopUlag*numb	2	actor G8		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor G8		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor G8		-0.2999	0.2422	1361	-1.24	0.2158
NcoopUlag*numb	5	actor G8		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) G9 G3		0.2609	0.3803	1295	0.69	0.4929
NcoopUlag*numb	2	actor G9		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor G9		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor G9		-0.04296	0.2130	1485	-0.20	0.8402
NcoopUlag*numb	5	actor G9		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) H1 H4		0.9956	0.3261	1512	3.05	0.0023
NcoopUlag*numb	2	actor H1		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor H1		0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor H1		-0.05247	0.2107	1764	-0.25	0.8033
NcoopUlag*numb	5	actor H1		0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) H10 H4		-1.7933	0.6297	439.6	-2.85	0.0046
NcoopUlag*numb	2	actor H10		0	0.5783	113.3	0.00	1.0000

NcoopUlag*numb	3	actor H10	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor H10	-0.7091	0.4398	311.4	-1.61	0.1078
NcoopUlag*numb	5	actor H10	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) H11 H3	0.4313	0.3265	1311	1.32	0.1867
NcoopUlag*numb	2	actor H11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor H11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor H11	0.6345	0.2510	1392	2.53	0.0116
NcoopUlag*numb	5	actor H11	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) H12 H3	-0.4964	0.3849	1159	-1.29	0.1974

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## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	2	actor H12	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor H12	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor H12	0.4783	0.2390	1315	2.00	0.0456	
NcoopUlag*numb	5	actor H12	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) H13 H2	-1.3387	0.4769	834.5	-2.81	0.0051	
NcoopUlag*numb	2	actor H13	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor H13	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor H13	-0.07193	0.3524	668.3	-0.20	0.8383	
NcoopUlag*numb	5	actor H13	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) H14 H2	0.6547	0.2890	1388	2.27	0.0237	
NcoopUlag*numb	2	actor H14	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor H14	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor H14	0.04458	0.2411	1723	0.18	0.8533	
NcoopUlag*numb	5	actor H14	0	0.5783	113.3	0.00	1.0000	

Intercept	actor(actor_g)	H15 H5	-1.5270	0.5102	651.5	-2.99	0.0029
NcoopUlag*numb	2	actor H15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor H15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor H15	0.4622	0.3461	611.2	1.34	0.1823
NcoopUlag*numb	5	actor H15	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	H16 H1	0.4103	0.3564	1416	1.15	0.2499
NcoopUlag*numb	2	actor H16	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor H16	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor H16	0.2536	0.2166	1624	1.17	0.2418
NcoopUlag*numb	5	actor H16	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	H17 H4	0.6092	0.3465	1448	1.76	0.0789
NcoopUlag*numb	2	actor H17	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor H17	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor H17	0.5352	0.2455	1539	2.18	0.0294
NcoopUlag*numb	5	actor H17	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	H18 H3	-1.6873	0.5129	733.7	-3.29	0.0011
NcoopUlag*numb	2	actor H18	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor H18	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor H18	0.3221	0.2684	987.4	1.20	0.2304
NcoopUlag*numb	5	actor H18	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g)	H19 H5	2.8770	0.4750	609	6.06	<.0001
NcoopUlag*numb	2	actor H19	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor H19	0	0.5783	113.3	0.00	1.0000

NcoopUlag*numb 4	actor H19	0.04438	0.4010	409.3	0.11	0.9119
NcoopUlag*numb 5	actor H19	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) H2 H3	0.1989	0.3375	1292	0.59	0.5558
NcoopUlag*numb 2	actor H2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor H2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor H2	-0.1929	0.2165	1537	-0.89	0.3732
NcoopUlag*numb 5	actor H2	0	0.5783	113.3	0.00	1.0000
Intercept	actor(actor_g) H20 H1	0.3436	0.3621	1397	0.95	0.3428
NcoopUlag*numb 2	actor H20	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	3	actor H20	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor H20	0.4481	0.2297	1561	1.95	0.0513	
NcoopUlag*numb	5	actor H20	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) H3 H2	-0.5584	0.4009	1144	-1.39	0.1640	
NcoopUlag*numb	2	actor H3	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor H3	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor H3	-0.8446	0.3894	503.9	-2.17	0.0306	
NcoopUlag*numb	5	actor H3	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) H4 H1	-1.0634	0.5220	720.4	-2.04	0.0420	
NcoopUlag*numb	2	actor H4	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor H4	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor H4	-0.2938	0.3004	872.2	-0.98	0.3283	
NcoopUlag*numb	5	actor H4	0	0.5783	113.3	0.00	1.0000	
Intercept		actor(actor_g) H5 H1	0.8697	0.3382	1477	2.57	0.0102	

NcoopUlag*numb	2	actor H5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor H5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor H5	-0.3225	0.2006	1710	-1.61	0.1080
NcoopUlag*numb	5	actor H5	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) H6 H5	-0.6423	0.4926	675.3	-1.30	0.1927
NcoopUlag*numb	2	actor H6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor H6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor H6	-0.2262	0.3576	576.2	-0.63	0.5272
NcoopUlag*numb	5	actor H6	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) H7 H2	-0.2489	0.3452	1298	-0.72	0.4709
NcoopUlag*numb	2	actor H7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor H7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor H7	0.4916	0.2632	1424	1.87	0.0620
NcoopUlag*numb	5	actor H7	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) H8 H5	-1.7340	0.6132	416.9	-2.83	0.0049
NcoopUlag*numb	2	actor H8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor H8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor H8	-0.3923	0.4501	275.2	-0.87	0.3842
NcoopUlag*numb	5	actor H8	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) H9 H4	-0.08372	0.3929	1253	-0.21	0.8313
NcoopUlag*numb	2	actor H9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor H9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor H9	-0.09504	0.2293	1508	-0.41	0.6786

NcoopUlag*numb	5	actor H9	0	0.5783	113.3	0.00	1.0000
Intercept		actor(actor_g) I1 I2	-0.1631	0.4260	1345	-0.38	0.7019
NcoopUlag*numb	2	actor I1	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor I1	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor I1	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor I1	0.004175	0.1906	1488	0.02	0.9825
Intercept		actor(actor_g) I10 I3	-1.4847	0.5814	563.7	-2.55	0.0109
NcoopUlag*numb	2	actor I10	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor I10	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	4	actor I10	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor I10	-0.3619	0.3320	714.5	-1.09	0.2761	
Intercept		actor(actor_g) I11 I3	-1.9392	0.5486	684	-3.54	0.0004	
NcoopUlag*numb	2	actor I11	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor I11	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor I11	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor I11	0.4288	0.2286	1056	1.88	0.0610	
Intercept		actor(actor_g) I12 I3	0.2619	0.3723	1528	0.70	0.4820	
NcoopUlag*numb	2	actor I12	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor I12	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor I12	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor I12	-0.1470	0.1947	1693	-0.76	0.4502	
Intercept		actor(actor_g) I13 I1	0.3076	0.3653	1557	0.84	0.3998	
NcoopUlag*numb	2	actor I13	0	0.5783	113.3	0.00	1.0000	

NcoopUlag*numb	3	actor I13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor I13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor I13	0.3725	0.1894	1606	1.97	0.0494
Intercept		actor(actor_g) I14 I1	0.4861	0.3534	1502	1.38	0.1692
NcoopUlag*numb	2	actor I14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor I14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor I14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor I14	-0.08016	0.1693	1422	-0.47	0.6360
Intercept		actor(actor_g) I15 I1	1.2948	0.3325	1518	3.89	0.0001
NcoopUlag*numb	2	actor I15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor I15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor I15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor I15	-0.3803	0.1618	1338	-2.35	0.0189
Intercept		actor(actor_g) I2 I2	1.5548	0.4873	872.4	3.19	0.0015
NcoopUlag*numb	2	actor I2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor I2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor I2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor I2	0.7575	0.3146	808.6	2.41	0.0163
Intercept		actor(actor_g) I3 I1	-0.8475	0.5389	686.8	-1.57	0.1163
NcoopUlag*numb	2	actor I3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor I3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor I3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor I3	-0.5645	0.3229	770.1	-1.75	0.0808

Intercept	actor(actor_g) I4 I1	-0.4783	0.4616	1052	-1.04	0.3004
NcoopUlag*numb 2	actor I4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor I4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor I4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor I4	-0.2909	0.2336	1390	-1.25	0.2133
Intercept	actor(actor_g) I5 I2	1.0080	0.3736	1664	2.70	0.0070
NcoopUlag*numb 2	actor I5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor I5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor I5	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	5	actor I5	-0.3075	0.1750	1537	-1.76	0.0791	
Intercept		actor(actor_g) I6 I2	0.8144	0.3756	1630	2.17	0.0303	
NcoopUlag*numb	2	actor I6	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor I6	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor I6	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor I6	-0.2255	0.1786	1561	-1.26	0.2068	
Intercept		actor(actor_g) I7 I3	-0.2119	0.3888	1453	-0.54	0.5859	
NcoopUlag*numb	2	actor I7	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor I7	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor I7	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor I7	0.7312	0.2136	1603	3.42	0.0006	
Intercept		actor(actor_g) I8 I3	1.3018	0.3281	1595	3.97	<.0001	
NcoopUlag*numb	2	actor I8	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor I8	0	0.5783	113.3	0.00	1.0000	

NcoopUlag*numb	4	actor I8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor I8	-0.4913	0.1739	1567	-2.83	0.0048
Intercept		actor(actor_g) I9 I2	-1.1259	0.6107	482.1	-1.84	0.0659
NcoopUlag*numb	2	actor I9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor I9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor I9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor I9	-0.6339	0.3567	561.9	-1.78	0.0761
Intercept		actor(actor_g) J1 J1	0.09636	0.3986	1350	0.24	0.8090
NcoopUlag*numb	2	actor J1	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor J1	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor J1	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor J1	0.3004	0.1849	1389	1.62	0.1044
Intercept		actor(actor_g) J10 J2	-0.7580	0.5220	781	-1.45	0.1469
NcoopUlag*numb	2	actor J10	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor J10	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor J10	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor J10	-0.2973	0.2465	1099	-1.21	0.2281
Intercept		actor(actor_g) J11 J2	-0.3101	0.4227	1317	-0.73	0.4633
NcoopUlag*numb	2	actor J11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor J11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor J11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor J11	0.07127	0.1715	1314	0.42	0.6778
Intercept		actor(actor_g) J12 J1	-0.04494	0.4135	1286	-0.11	0.9135

NcoopUlag*numb 2	actor J12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor J12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor J12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor J12	0.02662	0.1823	1350	0.15	0.8840
Intercept	actor(actor_g) J13 J3	-1.1677	0.5024	907.2	-2.32	0.0203
NcoopUlag*numb 2	actor J13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor J13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor J13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor J13	0.1759	0.1999	1223	0.88	0.3791

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Std Err					
			Estimate	Pred	DF	t Value	Pr >  t	
Intercept		actor(actor_g) J14 J3	1.2103	0.3567	1727	3.39	0.0007	
NcoopUlag*numb	2	actor J14	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor J14	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor J14	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor J14	-0.09448	0.1570	1308	-0.60	0.5473	
Intercept		actor(actor_g) J15 J3	1.5869	0.3468	1732	4.58	<.0001	
NcoopUlag*numb	2	actor J15	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor J15	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor J15	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor J15	-0.3656	0.1595	1370	-2.29	0.0221	
Intercept		actor(actor_g) J2 J3	-0.1791	0.4006	1489	-0.45	0.6549	
NcoopUlag*numb	2	actor J2	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor J2	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor J2	0	0.5783	113.3	0.00	1.0000	

NcoopUlag*numb	5	actor J2	0.3296	0.1707	1374	1.93	0.0536
Intercept		actor(actor_g) J3 J3	0.3333	0.3965	1534	0.84	0.4007
NcoopUlag*numb	2	actor J3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor J3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor J3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor J3	-0.3250	0.1801	1562	-1.80	0.0713
Intercept		actor(actor_g) J4 J2	1.3277	0.3554	1644	3.74	0.0002
NcoopUlag*numb	2	actor J4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor J4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor J4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor J4	-0.4109	0.1586	1307	-2.59	0.0097
Intercept		actor(actor_g) J5 J2	-0.5380	0.4293	1236	-1.25	0.2104
NcoopUlag*numb	2	actor J5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor J5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor J5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor J5	0.3572	0.1774	1270	2.01	0.0442
Intercept		actor(actor_g) J6 J1	1.3731	0.3620	1482	3.79	0.0002
NcoopUlag*numb	2	actor J6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor J6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor J6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor J6	-0.3536	0.1645	1288	-2.15	0.0317
Intercept		actor(actor_g) J7 J1	0.2784	0.3937	1316	0.71	0.4796
NcoopUlag*numb	2	actor J7	0	0.5783	113.3	0.00	1.0000

NcoopUlag*numb	3	actor J7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor J7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor J7	-0.04577	0.1775	1320	-0.26	0.7966
Intercept		actor(actor_g) J8 J1	0.2204	0.3919	1397	0.56	0.5740
NcoopUlag*numb	2	actor J8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor J8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor J8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor J8	0.05720	0.1689	1299	0.34	0.7348
Intercept		actor(actor_g) J9 J2	0.3877	0.4038	1331	0.96	0.3371

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	2	actor J9	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor J9	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor J9	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor J9	0.5923	0.2056	1411	2.88	0.0040	
Intercept		actor(actor_g) K1 K1	0.8833	0.3345	1358	2.64	0.0084	
NcoopUlag*numb	2	actor K1	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor K1	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor K1	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor K1	-0.4083	0.1775	1386	-2.30	0.0215	
Intercept		actor(actor_g) K10 K2	-0.3372	0.3489	1176	-0.97	0.3341	
NcoopUlag*numb	2	actor K10	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor K10	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor K10	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor K10	1.0050	0.2675	1222	3.76	0.0002	

Intercept	actor(actor_g)	K11 K2	-2.0123	0.5810	556	-3.46	0.0006
NcoopUlag*numb	2	actor K11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor K11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor K11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor K11	-0.5299	0.4545	281.3	-1.17	0.2447
Intercept	actor(actor_g)	K12 K2	-0.6641	0.3886	1111	-1.71	0.0878
NcoopUlag*numb	2	actor K12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor K12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor K12	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor K12	-0.1123	0.2604	1240	-0.43	0.6664
Intercept	actor(actor_g)	K13 K1	0.2489	0.3534	1339	0.70	0.4814
NcoopUlag*numb	2	actor K13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor K13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor K13	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor K13	0.2336	0.1817	1381	1.29	0.1989
Intercept	actor(actor_g)	K14 K1	-0.5751	0.4071	1174	-1.41	0.1580
NcoopUlag*numb	2	actor K14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor K14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor K14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor K14	0.3628	0.1912	1308	1.90	0.0580
Intercept	actor(actor_g)	K15 K3	-0.7646	0.4888	799.5	-1.56	0.1181
NcoopUlag*numb	2	actor K15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor K15	0	0.5783	113.3	0.00	1.0000

NcoopUlag*numb	4	actor K15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor K15	-0.7910	0.3680	556.8	-2.15	0.0320
Intercept		actor(actor_g) K2 K3	-0.2180	0.3814	1166	-0.57	0.5678
NcoopUlag*numb	2	actor K2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor K2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor K2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor K2	1.0224	0.2591	1189	3.95	<.0001
Intercept		actor(actor_g) K3 K3	0.05640	0.3633	1252	0.16	0.8767
NcoopUlag*numb	2	actor K3	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	3	actor K3	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor K3	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor K3	0.4425	0.2211	1392	2.00	0.0456	
Intercept		actor(actor_g) K4 K3	-0.4689	0.4476	939.6	-1.05	0.2951	
NcoopUlag*numb	2	actor K4	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor K4	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor K4	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor K4	-0.6237	0.3150	838.7	-1.98	0.0480	
Intercept		actor(actor_g) K5 K1	-0.4239	0.4050	1167	-1.05	0.2955	
NcoopUlag*numb	2	actor K5	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor K5	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor K5	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor K5	0.07523	0.1875	1310	0.40	0.6884	
Intercept		actor(actor_g) K6 K1	-0.09923	0.3702	1305	-0.27	0.7887	

NcoopUlag*numb	2	actor K6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor K6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor K6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor K6	0.3481	0.1865	1383	1.87	0.0622
Intercept		actor(actor_g) K7 K2	-0.2107	0.3411	1205	-0.62	0.5368
NcoopUlag*numb	2	actor K7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor K7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor K7	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor K7	0.09078	0.2217	1441	0.41	0.6822
Intercept		actor(actor_g) K8 K3	-0.1271	0.3809	1204	-0.33	0.7387
NcoopUlag*numb	2	actor K8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor K8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor K8	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor K8	0.1183	0.2202	1376	0.54	0.5910
Intercept		actor(actor_g) K9 K2	-0.2614	0.3433	1203	-0.76	0.4466
NcoopUlag*numb	2	actor K9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor K9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor K9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor K9	0.1852	0.2226	1425	0.83	0.4055
Intercept		actor(actor_g) L1 L2	-0.1214	0.4006	1305	-0.30	0.7619
NcoopUlag*numb	2	actor L1	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor L1	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor L1	0	0.5783	113.3	0.00	1.0000

NcoopUlag*numb	5	actor L1	0.4310	0.2021	1420	2.13	0.0331
Intercept		actor(actor_g) L10 L3	0.9768	0.3684	1452	2.65	0.0081
NcoopUlag*numb	2	actor L10	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor L10	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor L10	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor L10	-0.1392	0.1851	1457	-0.75	0.4520
Intercept		actor(actor_g) L11 L2	0.1187	0.3888	1296	0.31	0.7602
NcoopUlag*numb	2	actor L11	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor L11	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	4	actor L11	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor L11	-0.00676	0.1853	1366	-0.04	0.9709	
Intercept		actor(actor_g) L12 L3	0.7026	0.3882	1374	1.81	0.0705	
NcoopUlag*numb	2	actor L12	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor L12	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor L12	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor L12	-0.3832	0.1955	1476	-1.96	0.0502	
Intercept		actor(actor_g) L13 L2	0.8095	0.3610	1419	2.24	0.0251	
NcoopUlag*numb	2	actor L13	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor L13	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor L13	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor L13	0.1001	0.1868	1444	0.54	0.5923	
Intercept		actor(actor_g) L14 L1	0.6002	0.4141	1212	1.45	0.1475	
NcoopUlag*numb	2	actor L14	0	0.5783	113.3	0.00	1.0000	

NcoopUlag*numb	3	actor L14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor L14	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor L14	0.07894	0.2177	1316	0.36	0.7170
Intercept		actor(actor_g) L15 L2	-0.6222	0.4913	869.9	-1.27	0.2057
NcoopUlag*numb	2	actor L15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor L15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor L15	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor L15	-0.3216	0.2457	1147	-1.31	0.1908
Intercept		actor(actor_g) L2 L3	0.9162	0.3807	1425	2.41	0.0162
NcoopUlag*numb	2	actor L2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor L2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor L2	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor L2	0.3868	0.2124	1525	1.82	0.0688
Intercept		actor(actor_g) L3 L1	0.8895	0.4429	999	2.01	0.0449
NcoopUlag*numb	2	actor L3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor L3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor L3	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor L3	0.8370	0.2871	963.3	2.92	0.0036
Intercept		actor(actor_g) L4 L2	0.5255	0.3675	1381	1.43	0.1530
NcoopUlag*numb	2	actor L4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	3	actor L4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	4	actor L4	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor L4	0.01698	0.1819	1392	0.09	0.9256

Intercept	actor(actor_g) L5 L1	-1.5648	0.6857	329.5	-2.28	0.0231
NcoopUlag*numb 2	actor L5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor L5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor L5	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 5	actor L5	-0.8335	0.4306	317.4	-1.94	0.0538
Intercept	actor(actor_g) L6 L3	0.001880	0.4126	1261	0.00	0.9964
NcoopUlag*numb 2	actor L6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 3	actor L6	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb 4	actor L6	0	0.5783	113.3	0.00	1.0000

## The GLIMMIX Procedure

## Solution for Random Effects

Effect	numb	Subject	Estimate	Pred	DF	t Value	Pr >  t	Std Err
NcoopUlag*numb	5	actor L6	0.09569	0.1974	1385	0.48	0.6280	
Intercept		actor(actor_g) L7 L1	0.7492	0.4089	1236	1.83	0.0672	
NcoopUlag*numb	2	actor L7	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor L7	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor L7	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor L7	0.03970	0.2165	1333	0.18	0.8545	
Intercept		actor(actor_g) L8 L1	-1.5648	0.6857	329.5	-2.28	0.0231	
NcoopUlag*numb	2	actor L8	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor L8	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	4	actor L8	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	5	actor L8	-0.8335	0.4306	317.4	-1.94	0.0538	
Intercept		actor(actor_g) L9 L3	-2.0385	0.6164	466.7	-3.31	0.0010	
NcoopUlag*numb	2	actor L9	0	0.5783	113.3	0.00	1.0000	
NcoopUlag*numb	3	actor L9	0	0.5783	113.3	0.00	1.0000	

NcoopUlag*numb	4	actor L9	0	0.5783	113.3	0.00	1.0000
NcoopUlag*numb	5	actor L9	0.2838	0.2676	698	1.06	0.2892

### Contrasts

	Num	Den					
Label	DF	DF	F Value	Pr > F			
2-3	1	192.7	0.75	0.3891			
2-4	1	200.1	2.41	0.1223			
2-5	1	200.7	0.30	0.5835			
3-4	1	176.2	0.32	0.5726			
3-5	1	178.7	0.14	0.7072			
4-5	1	181.9	1.12	0.2919			
2-3 lag	1	224.1	62.85	<.0001			
2-4 lag	1	226.5	103.09	<.0001			
2-5 lag	1	214.6	118.15	<.0001			
3-4 lag	1	185.8	1.14	0.2878			
3-5 lag	1	178.5	4.45	0.0364			
4-5 lag	1	163.3	1.66	0.2000			

Tests of Covariance Parameters

Based on the Residual Pseudo-Likelihood

-----Estimates H0-----

Label	DF	-2 Res Log P-Like	ChiSq	Pr > ChiSq	Est1	Est2	Est3	Est4	Note
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nlag	1	111223	424.93	<.0001	0.000	0.395	-0.0288	0.938	MI
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nlag	1	111225	426.85	<.0001	0.873	0.000	-0.0414	0.940	MI
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nlag	1	110802	3.85	0.0497	0.894	0.345	0.0000	0.906	DF
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