## Crystal Application Tutorial: Initial calculations

**Aim:** The tutorial aims to check you have a working version of the Crystal application in RepTate and explore some of the features of the GO-polyStrand model.

**Data**: The 'data' are all synthetic, meaning they are outputs of the theory. If you use the same model parameters you should be able to perfectly reproduce these data.

**Summary:** We will import the synthetic data, run the model to reproduce the calculations and then explore some feature of the model.

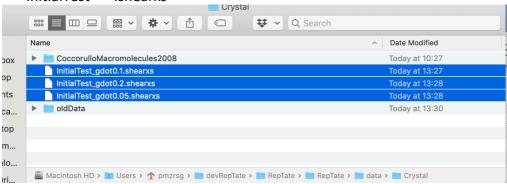
## Load data



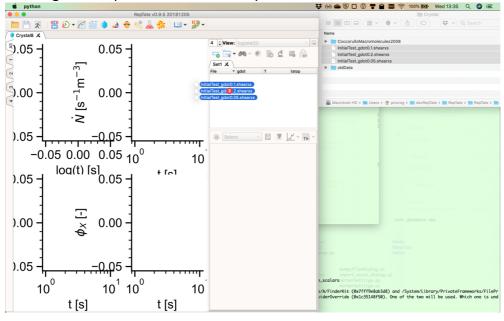
• Load the Crystal application (Click on the crystal application

on the top toolbar)

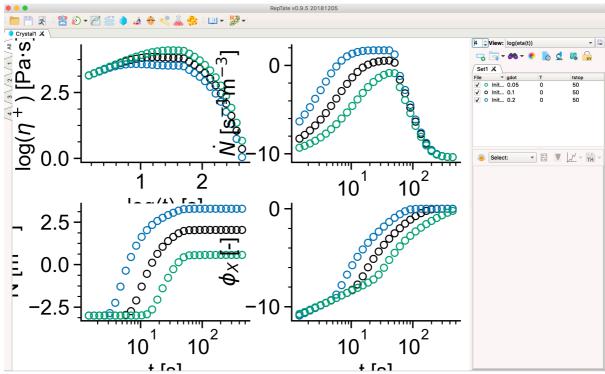
 Open the folder /RepTate/RepTate/data/Crystal/ and select the 3 files InitialTest\*\*\*.shearxs



Drag and drop all files on to the Reptate window



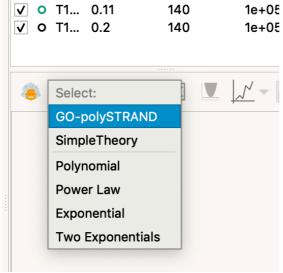
You should now see



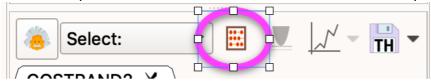
## Run the model

• Load GO-polyStrand model (choose the model from the drop down list and then click

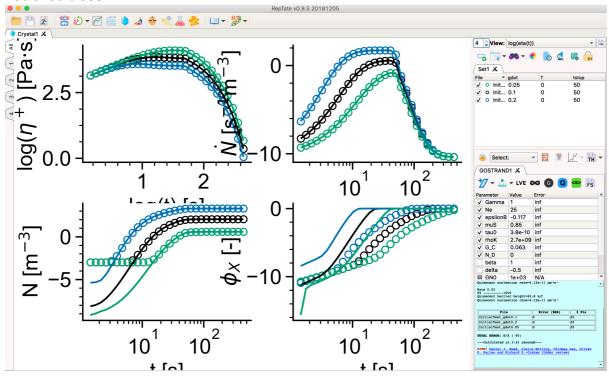
the theory icon (). The calculation should take about 4 seconds.



• The default parameters are fine for this calculation so click compute



You should see



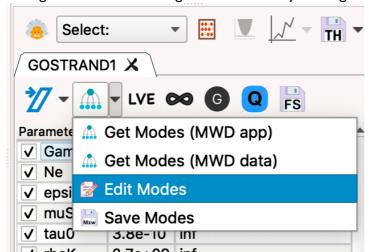
• Set the both parameters G\_C and N\_0 1e-3 to produce full agreement for N and phi\_x.

10.0.0		
<b>✓</b> rhoK	2.7e+09	inf
✓ G_C	0.001	inf
✓ N_0	0.001	inf
heta	1	inf

## Things to try

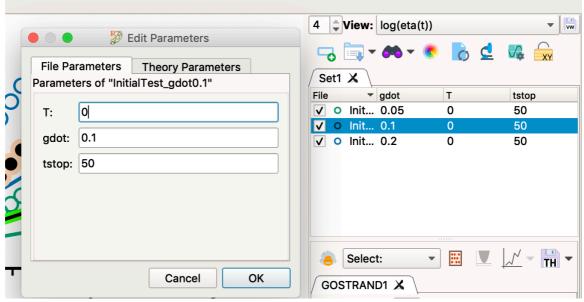
- · Change Gamma to adjust the sensitivity to shear
- Make small changes to epsilonB to adjust the quiescent barrier (equivalent to changing temperature)
- Adjust tau0 to scale all nucleation rates
- Adjust G\_C to change the crystal growth rate

Change the molecular weight distribution by clicking



and changing the relaxation times, number of modes, and concentrations (this needs to add up to 1).

 Double click on a data set and change the shear rate (gdot) and shear end time (tstop) [T is temperature, which currently has no effect]



 Click the numbered tabs on the left of the screen to make individual plots fill the window



• Use the 'View' menu towards the upper right corner to choose different views.

