**Circle of defined radius on mouse click**

macro CircleOn\_MouseClick{

setOption("DisablePopupMenu", true);

getPixelSize(unit, pixelWidth, pixelHeight);

setTool("rectangle");

leftButton=16;

rightButton=4;

radius = 50;

Dialog.create("Settings");

Dialog.addNumber("Set radius of circle", radius);

Dialog.show();

radius = Dialog.getNumber();

height = 2\*pixelHeight\*radius;

width = 2\*pixelWidth\*radius;

x2=-1; y2=-1; z2=-1; flags2=-1;

getCursorLoc(x, y, z, flags);

while (flags&rightButton==0){

getCursorLoc(x, y, z, flags);

if (flags&leftButton!=0) {

if (x!=x2 || y!=y2 || z!=z2 || flags!=flags2) {

x = x - width/2;

y = y - height/2;

makeOval(x, y, width, height);

x2=x; y2=y; z2=z; flags2=flags;

}

}

}

}

**ROI increase by defined radius (10 px)**

counts=roiManager("count");

for(i=0; i<counts; i++) {

roiManager("Select", i);

run("Enlarge...", "enlarge=10");

roiManager("Update");

run("Measure");

**}**

**Stacking and un staking**

run("Images to Stack", "method=[Copy (center)] name=Stack title=[] use");

selectWindow("Stack");

run("Duplicate...", " ");

run("Delete Slice");

run("Add Slice");

run("Rename..." ");

imageCalculator("Subtract create stack", "Stack-1","Stack");

selectWindow("Result of Stack-1");

Mask rings one by one

width = getWidth;

height = getHeight;

newImage("mask", "8-bit black", width, height, 1);

makeOval(0, 0, width, height);

run("Add...", "value=1");

imageCalculator("Multiply create", "circle","mask");

selectWindow("Result of circle");

selectWindow("mask");

close();

selectWindow("circle");

close();