ATExplorer 1.0 - User Manual

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Preface

The ATExplorer UI integrates a number of software components that are useful in the context of *Array Tomography (AT).*

.. AT intro here..

The following software components are the main building blocks that ATExplorer is built in top of:

- RENDER PYTHON by F Collman et al. RenderPython is a thin Python wrapper for *Render*.
- RENDER by ??? et.al
- FIJI by et. al....
- DOCKER et. al.

In addition to the above, semi specialized software packages, a number of open source, C++, libraries are employed by the ATExplorer application:

- VTK by
- POCO by ??? et.al
- LIBCURL by et. al....
- TINYXML2 et. al.
- DUNE SCIENTIFIC LIBRARY (DSL) et. al.

The ATExplorer application was designed and implemented in the lab. of Stephen J Smith and

Forrest Collman, at the Allen Institute of Brain Science by Totte Karlsson.

The following people has been contributing to the effort; .....

Part One

1. Overview of the ATExplorer Software Applicatio

1.1 Introduction

This document gives an overview of the software that is named *ATExplorer*.

The following section discusses the application in greater detail.

1.2 The ATExplorer UI

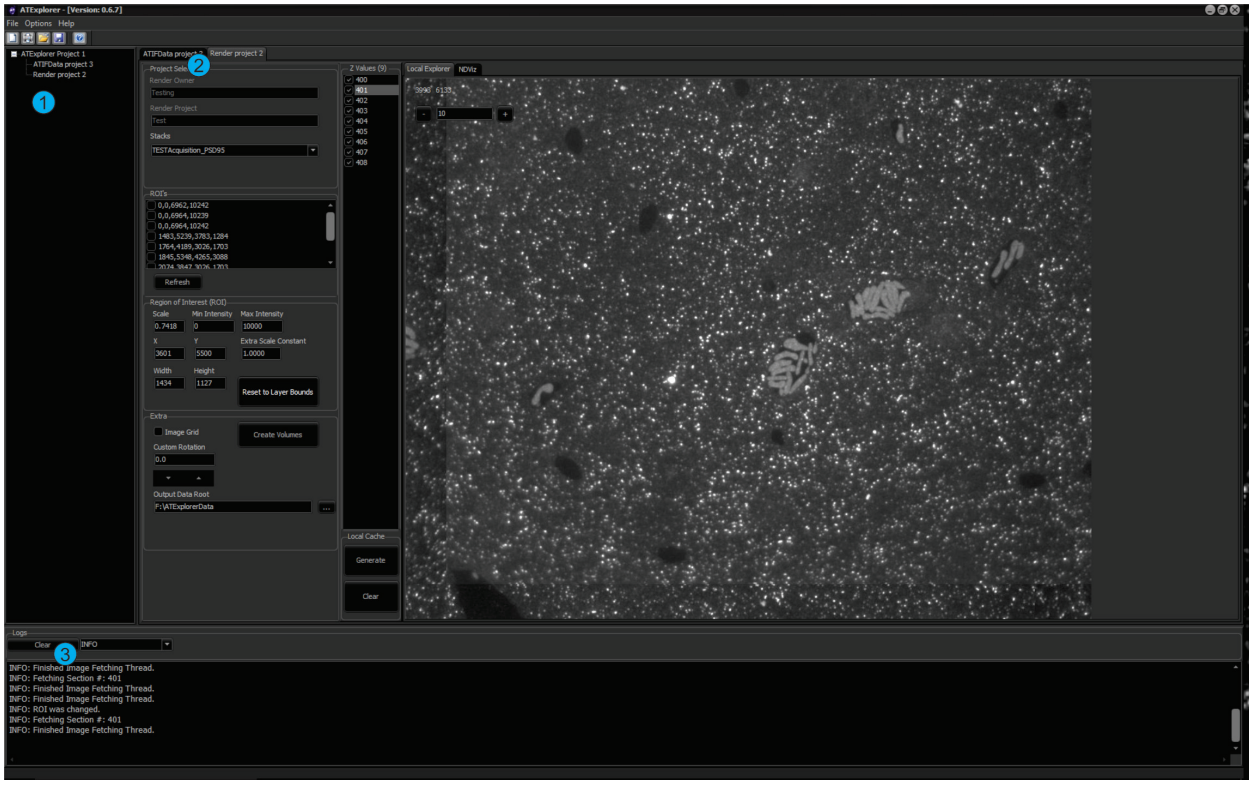

Figure 1.1: ATExplorer UI. The circled numbers in the figure indicate relevant elements of the UI; 1) Project(s) TreeView. 2) Tabbed Project Item View. 3) Information and Application Log Messages.

2. Software Design and Software Components

2.1 Rough Software setup - picture

Appendices

A. Get the source code

Public Software Repository: **git@github.com** : **TotteKarlsson/ATExplorer.git**

B. Software API's