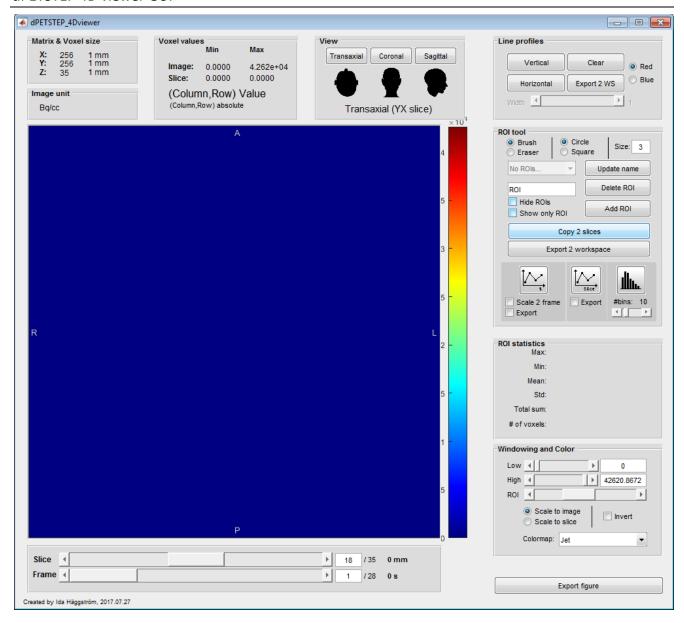
## User's guide dPETSTEP 4D viewer GUI

This document shows the usage of the dPETSTEP GUI viewing and annotating 4D images, and explains the different inputs to the GUI.

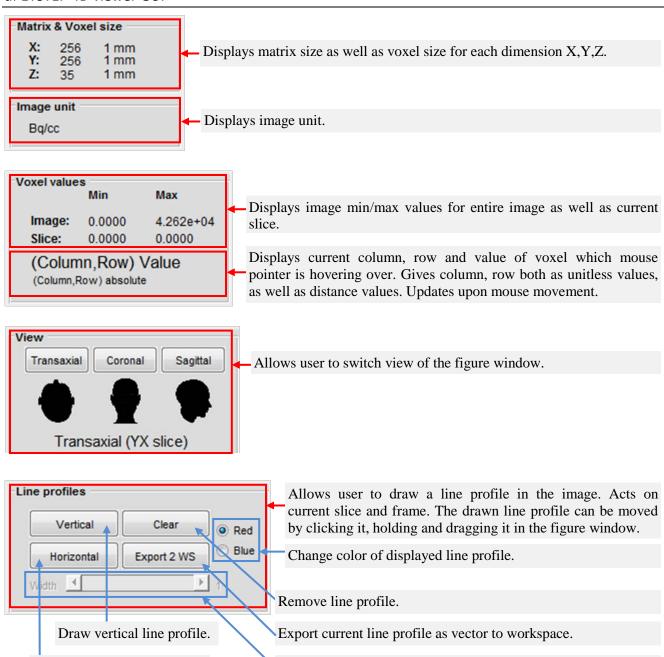
The GUI can be run by typing in the MATLAB command prompt:

```
>> dPETSTEP_4Dviewer(image)
or with optional arguments
>> dPETSTEP_4Dviewer(image,
                            ROI1, 'name of ROI1',
                            ROI2, 'name of ROI2',
                            ROIn, 'name of ROIn',
                            'frame', frame,
                            'voxelSize', voxelSize,
                            'dimUnits', dimUnits,
                            'imageUnit', imageUnit,
                            `slicePosition', slicePosition )
The inputs to the function are:
      MANDATORY:
             image
                             2, 3 or 4D image matrix.
      OPTIONAL:
             ROL
                             2 or 3D ROI mask matrix (no time dimension).
             'name of ROI'
                             String with name of ROI.
             frame
                             Frame time vector [f_1, f_2,..., f_{t+1}] for t time points. Default [0,1,...t].
             voxelSize
                             Vector with size of voxels, [sizeX, sizeY, sizeZ]. Default [1,1,1].
             dimUnits
                             Cell with distance and time unit. Default {'mm' 's'}.
                             String with image unit. Default 'Bq/cc'.
             imageUnit
             slicePosition
                             Vector with slice position [1,#Slices].
                             Default [-#Slices/2,-#Slices/2+1, ..., #Slices/2-1, #Slices/2].
```

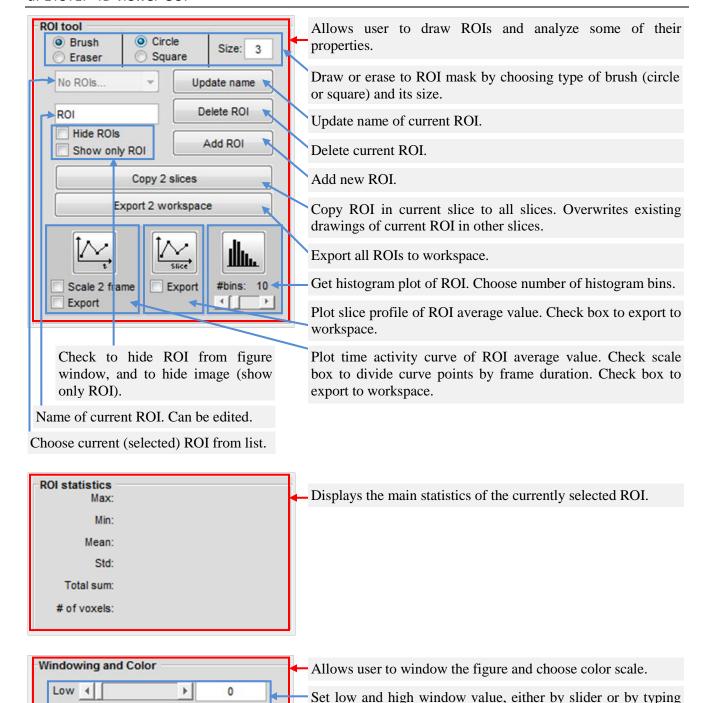
The command opens the full window seen below. All fields have tool tips to guide you.



Draw horizontal line profile.



Change width of line profile.



Scale figure to span [min max] of entire image, or current slice.

42620.8672

Invert

Þ

High ∢

Scale to image

Scale to slice

Colormap: Jet

ROI 4

value in the boxes

Invert colormap.

Choose colormap.

transparent (only contour visible).

Set transparency amount of ROI. Lower value = more

