



university of
 groningen

faculty of mathematics and
 natural sciences



AnimalDB
 Research Information System

Handleiding AnimalDB

2 – Verwijderen van dieren, gebruik van de matrix

Open het Animals-menu en kies “Remove animals”. Het afvoerscherm verschijnt.

Choose animals:

	select	Active	Experiment	Location
mm_000052	<input type="checkbox"/>	Alive	NA	NA
mm_000053	<input type="checkbox"/>	Alive	NA	NA
mm_000059	<input type="checkbox"/>	Alive	NA	NA
mm_000060	<input type="checkbox"/>	Alive	NA	NA
mm_000061	<input type="checkbox"/>	Alive	NA	NA
mm_000063	<input type="checkbox"/>	Alive	NA	NA
mm_000065	<input type="checkbox"/>	Alive	NA	NA
mm_000066	<input type="checkbox"/>	Alive	NA	NA
mm_000009	<input type="checkbox"/>	Alive	NA	NA
mm_000044	<input type="checkbox"/>	Alive	NA	NA

Applied filters:
Active = Alive

Add filter: name EQUALS

Add/remove columns: Active Experiment Location

U ziet een zogenaamde matrix waarin u een selectie kunt maken van de dieren die u af wilt voeren. Deze matrix begint standaard met het weergeven van de eerste 10 levende dieren, op alfabetische volgorde van naam. Met de knoppen bovenin kunt u -van links naar rechts- de matrix verversen, naar de eerste pagina bewegen, naar de vorige pagina bewegen, het aantal dieren per pagina instellen en veranderen, naar de volgende pagina bewegen en naar de laatste pagina bewegen.

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Welcome | Manuals | **Animals** | DEC and NVWA | Settings | Admin | Logout/account settings

Data viewer

Timeline viewer

Bring in animals

Breeding

Remove animals

Animals in locations

Make (cage) labels

Choose animals:

Reload | <<< | << | Showing 1 - 10 of 2365 | Page limit: 10 | Change | >> | >>>

	select	Active	Experiment	Location
mm_000052	<input type="checkbox"/>	Alive	NA	NA
mm_000053	<input type="checkbox"/>	Alive	NA	NA
mm_000059	<input type="checkbox"/>	Alive	NA	NA
mm_000060	<input type="checkbox"/>	Alive	NA	NA
mm_000061	<input type="checkbox"/>	Alive	NA	NA
mm_000063	<input type="checkbox"/>	Alive	NA	NA
mm_000065	<input type="checkbox"/>	Alive	NA	NA
mm_000066	<input type="checkbox"/>	Alive	NA	NA
mm_000009	<input type="checkbox"/>	Alive	NA	NA
mm_000044	<input type="checkbox"/>	Alive	NA	NA

Applied filters:
Active = Alive

Add filter: name EQUALS

Add/remove columns: Active Experiment Location

Update Add all Remove all

Onder “Applied filters” ziet u welke filters zijn toegepast om tot de huidige selectie te komen. Door op het prullenbakje naast een filter te klikken kunt u dit verwijderen. Kijk maar eens wat er gebeurt als we het filter op “Alive” weghalen.

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Animals in locations

Make (cage) labels

Choose animals:

Reload | <<< | << | Showing 1 - 10 of 7841 | Page limit: 10 | Change | >> | >>>

	select	Active	Experiment	Location
mm_000001	<input type="checkbox"/>	Dead	NA	NA
mm_000002	<input type="checkbox"/>	Dead	NA	NA
mm_000003	<input type="checkbox"/>	Dead	NA	NA
mm_000004	<input type="checkbox"/>	Dead	NA	NA
mm_000005	<input type="checkbox"/>	Dead	NA	NA
mm_000006	<input type="checkbox"/>	Dead	NA	NA
mm_000007	<input type="checkbox"/>	Dead	NA	NA
mm_000008	<input type="checkbox"/>	Dead	NA	NA
mm_000009	<input type="checkbox"/>	Alive	NA	NA
mm_000010	<input type="checkbox"/>	Dead	NA	NA

Applied filters: none

Add filter: name EQUALS

Add/remove columns: Active Experiment Location

Update Add all Remove all

Select

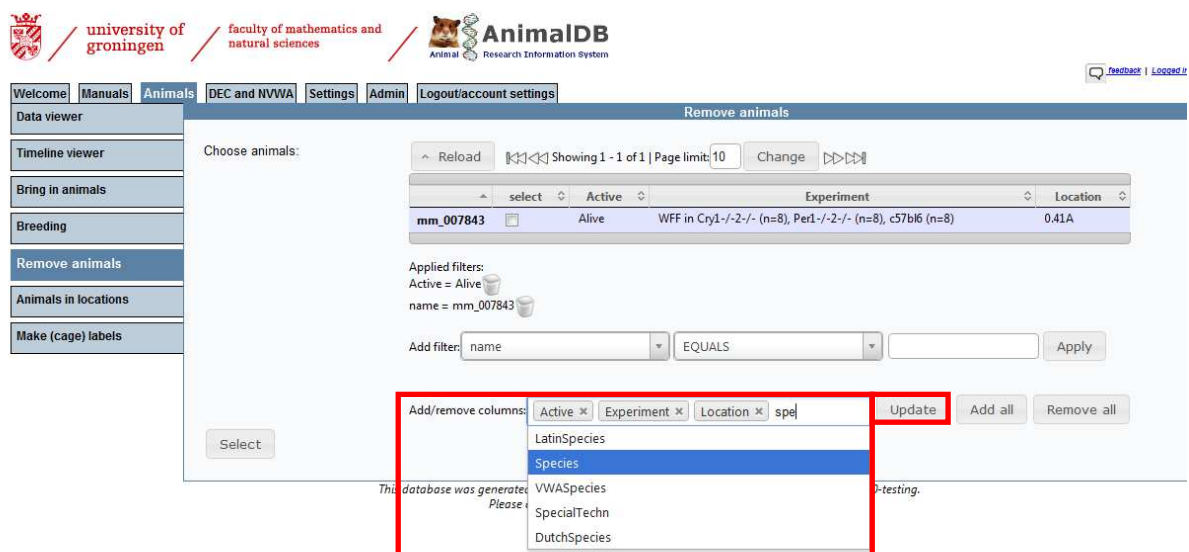
U kunt ook filters toevoegen, om de selectie verder te beperken. Stel dat u de naam van het beest weet dat u wilt afvoeren, dan kunt u een filter toevoegen (“Add filter”), waarbij de eigenschap ‘name’ EQUALS (is exact gelijk aan) de gewenste naam.



The screenshot shows the 'Remove animals' page in the AnimalDB interface. The left sidebar contains navigation links: Welcome, Manuals, Animals, DEC and NVWA, Settings, Admin, and Logout/account settings. The main content area has a 'Choose animals:' section with a table of animal records. The first record, 'mm_007843', is highlighted in red. Below the table, the 'Applied filters' section shows 'Active = Alive' and 'name = mm_007843'. The 'Add filter:' section has a dropdown menu set to 'name' and a radio button set to 'EQUALS'. The 'Apply' button is highlighted in red. At the bottom, the 'Add/remove columns:' section shows 'Active', 'Experiment', and 'Location' selected, with an 'Update' button highlighted in red.

This database was generated using the open source [MOLGENIS database generator](#) version 4.0.0-testing. Please cite [Swertz et al \(2010\)](#) or [Swertz & Jansen \(2007\)](#) on use.

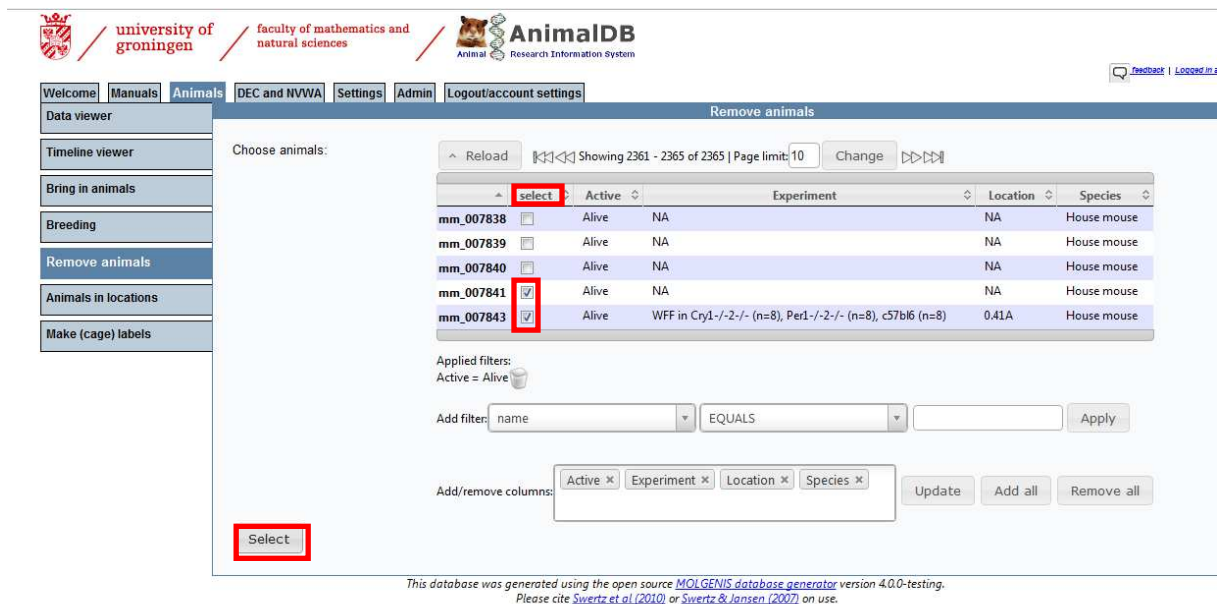
Als u meer informatie wilt over de dieren, kunt u extra kolommen toevoegen door in het witte gedeelte van het vlak achter “Add/remove columns” te klikken. Er komt nu een dropdown-lijst tevoorschijn waarin u kunt scrollen en de gewenste kolomnaam kunt aanklikken. Ook kunt u bovenin beginnen met typen om de lijst te beperken. Druk tot slot op “Update” om de kolom daadwerkelijk toe te voegen.



The screenshot shows the 'Remove animals' page in the AnimalDB interface. The left sidebar contains navigation links: Welcome, Manuals, Animals, DEC and NVWA, Settings, Admin, and Logout/account settings. The main content area has a 'Choose animals:' section with a table of animal records. The first record, 'mm_007843', is highlighted in red. Below the table, the 'Applied filters' section shows 'Active = Alive' and 'name = mm_007843'. The 'Add filter:' section has a dropdown menu set to 'name' and a radio button set to 'EQUALS'. The 'Apply' button is highlighted in red. At the bottom, the 'Add/remove columns:' section shows 'Active', 'Experiment', 'Location', and 'spe' selected, with an 'Update' button highlighted in red. A dropdown menu is open below the 'spe' column, showing a list of column names: 'LatinSpecies', 'Species', 'VWASpecies', 'SpecialTechn', and 'DutchSpecies'. The 'Species' option is highlighted in blue.

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U maakt uw keuze uit de dieren in de matrix door één of meer selectievakjes in de kolom “select” aan te klikken. Klik vervolgens op de knop ‘Select’ onderin om door te gaan.



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Data viewer | Timeline viewer | Bring in animals | Breeding | **Remove animals** | Animals in locations | Make (cage) labels

Choose animals: ^ Reload Showing 2361 - 2365 of 2365 | Page limit: 10 Change >>>>

select	Active	Experiment	Location	Species
<input type="checkbox"/>	mm_007838	Alive	NA	House mouse
<input type="checkbox"/>	mm_007839	Alive	NA	House mouse
<input type="checkbox"/>	mm_007840	Alive	NA	House mouse
<input checked="" type="checkbox"/>	mm_007841	Alive	NA	House mouse
<input checked="" type="checkbox"/>	mm_007843	Alive	WFF in Cry1-/-2-/- (n=8), Per1-/-2-/- (n=8), c57bl6 (n=8)	0.41A House mouse

Applied filters: Active = Alive

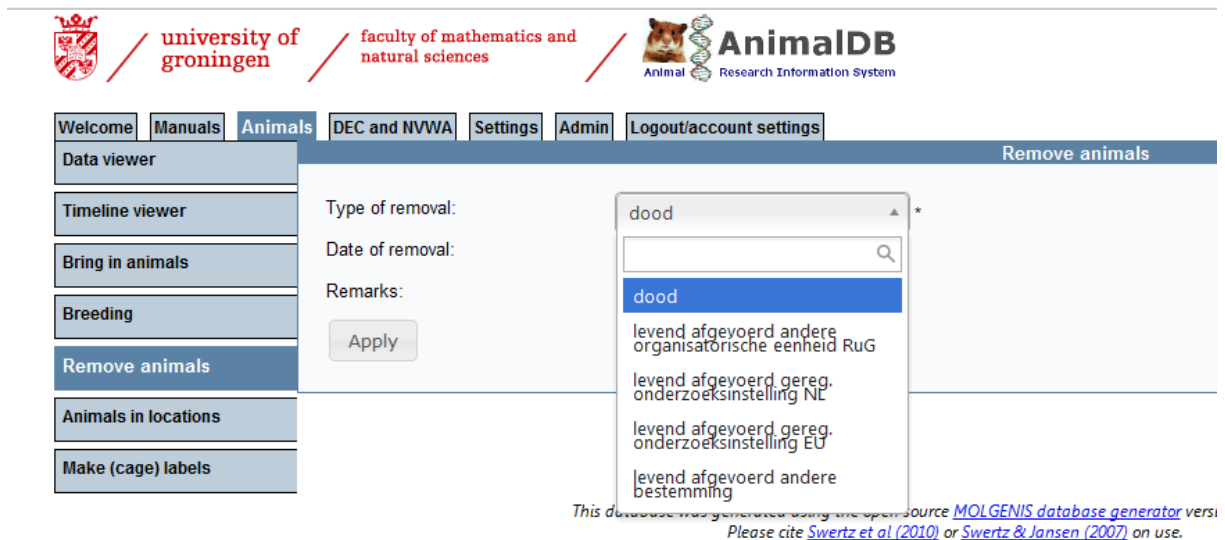
Add filter: name EQUALS Apply

Add/remove columns: Active Experiment Location Species Update Add all Remove all

Select

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Kies allereerst bij “Type of removal” uit één van de categorieën die de NVWA hiervoor kent.



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Type of removal: **dood**

Date of removal:

Remarks: Apply

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Voer de verwijderdatum in bij “Date of removal”. (Zie handleiding 1 voor de werking van de datumselectie-box.) Typ een eventuele opmerking bij “Remarks”. Druk op Apply om het verwijderen in gang te zetten.

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Remove animals

Type of removal: *

Date of removal: *

Remarks:

Apply

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De resultaten verschijnen bovenin het scherm. In dit geval kon één van de dieren niet verwijderd worden omdat het nog in een DEC-subproject (experiment) zit. Dit hadden we overigens in de matrix al kunnen zien! Dieren in experimenten moeten via een apart scherm in het DEC-NVWA-menu verwijderd worden, omdat dan zaken als de eindstatus ingevoerd moeten worden.

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Welcome | Manuals | **Animals** | DEC and NVWA | Settings | Admin | Logout/account settings

Remove animals

Animal(s) 13424 not removed because they are still in a DEC subproject - remove them using the DEC subprojects screen

Choose animals:

Reload | Showing 1 - 10 of 2364 | Page limit: 10 | Change |

select	Active	Experiment	Location
<input type="checkbox"/> mm_000052	Alive	NA	NA
<input type="checkbox"/> mm_000053	Alive	NA	NA
<input type="checkbox"/> mm_000059	Alive	NA	NA
<input type="checkbox"/> mm_000060	Alive	NA	NA
<input type="checkbox"/> mm_000061	Alive	NA	NA
<input type="checkbox"/> mm_000063	Alive	NA	NA
<input type="checkbox"/> mm_000065	Alive	NA	NA
<input type="checkbox"/> mm_000066	Alive	NA	NA
<input type="checkbox"/> mm_000009	Alive	NA	NA
<input type="checkbox"/> mm_000044	Alive	NA	NA

Applied filters: Active = Alive

Add filter: name | EQUALS | Apply

Add/remove columns: Active x | Experiment x | Location x | Update | Add all | Remove all

Data viewer | Timeline viewer | Bring in animals | Breeding | **Remove animals** | Animals in locations | Make (cage) labels