

Process Description:

During window sampling, images and/or maps (e.g. flow maps, poly-depoly maps from qFSM etc) are sampled through each frame in the movie in the areas occupied by each sampling window. This determines which image pixels or map values are within each window at each time point. Various statistics for the pixels inside each window are calculated and stored in an array of the same size as the window array. This matrix giving the average pixel value inside each window at each time-point and is often referred to as an “activity map” or “activity matrix”. These are three dimensional matrices, where the three dimensions correspond to along the cell edge, into the cell interior, and time respectively.

Parameter Descriptions:

Images/maps to sample:

This panel lists all images that can be sampled, including the raw images and images/maps resulting from prior processing steps such as flow calculations, biosensor processing, qFSM etc. Select all the images to be sampled by checking the box next to its name for the corresponding channel(s). The activity matrices from each channel or map that is sampled will be stored as separate files in the user-specified output directory.