

The region of interest panel is the main interface to draw and associate binary masks to existing movie databases. Region of interests are saved as binary masks as TIFF files on disk. Note that only one region of interest can be attached to a movie database.

The region of interest drawing tool is based on MATLAB `impoly` function. To add a new vertex, press A on an existing edge and click right. To move a vertex, move the pointer over an existing vertex, click and drag the vertex to its new position. To delete a vertex, right-click on an existing vertex and select **Delete Vertex**.

Channels:

This list box allows you to select the channel of the movie to use for visualizing and overlaying the region of interest.

Frame:

This edit box/slider allows you to select the frame of the movie to use for visualizing and overlaying the region of interest.

Cancel:

This button cancels the current operation and returns to the main selection interface.

Save:

Once the region of interest is correctly defined, this button allows you to save the binary mask as a TIFF file under the output directory and associate it with the movie database.