**Documentation M2N**

**tree**

generally a 1 by m cell where m is the number of defined trees.

**Non-**artificial cells have a struct according to treestoolbox trees

Artificial cells have a struct with field ‘artificial’ which contains the name of the object class (e.g. IntFire1 or NetStim) and optionally a struct ‘params’ with all parameters that need to be specified (fieldnames are parameter names and field value is parameter value).

**params**

.access 1 by 2 vector defining cell and node as the standard accessed section. If not defined, the first node of the first non-artificial cell is used

.accuracy Boolean, increases nseg by 3 for simulations with fast dynamics

.changed Struct with Booleans to rewrite only files which are necessary to rewrite when for example only changing one parameter during a parameter scan. IS IGNORED WHEN USING PARALLEL SIMULATION RUN. Struct fields can be:

'morph' if Cells changed (all hocs need to be rewritten)

'stim' if IClamp parameters changed

'basic' if basic parameters (e.g. tstop) changed

'lib' if custom load of hoc changed

'rec' if recording parameters (Recording vector or APCount) changed

'play' if playing vector parameters changed

'con' if connections between cells changed

'mech' if mechanism parameters changed

‘pp’ if Point Process parameters changed

.custom n by 2 cell with definitions of loading n additional hoc files {‘hocfilename.hoc’,’start/mid/end’}

.dt Time step in ms

.exchfolder relative path where to store temporary files in

.openNeuron boolean if neuron should be opened or only bckgrd

If Neuron gets opened, m2n cannot handle Neuron errors since they are not returned to Matlab!

.path root folder for neuron

.morphfolder relative path where to save cell templates in

.neuronpath absolute path to the NEURON nrniv.exe

.nrnmech if another dll in folder lib\_mech should be loaded then nrnmech.dll, tell it here. Can also be a cell array of strings, if more than one dll has to be loaded. Be aware that one and the same mechanism can only be loaded once

.nseg number of segments per section or ‘dlambda’ for using the dlambda rule

.tstart Starting time of simulation in ms, also starting time for recording vectors etc

.tstop End time point of simulation in ms

.v\_init voltage which will be initialized at all cells/DMs

.prerun preruntime in ms to let system settle (afterwards, t is set to tstart)

.skiprun Boolean which determines if NEURON should run or only initialize everything (e.g. for debugging or custom running code)

**Params.changed: Which boolean let m2n rewrite which hocs?**

.morph 🡪**all hocs**

.stim 🡪 init\_stim.hoc

.basic 🡪 ”runthis”.hoc

.lib 🡪 “runthis”.hoc

.rec 🡪 init\_rec.hoc & save\_rec.hoc

.play 🡪 init\_play.hoc

.connect 🡪 init\_network.hoc

.pp 🡪 init\_pp.hoc

.mech 🡪 init\_mech.hoc

**neuron**

The neuron variable is a struct which contains the parameter set for the simulation (biophys model, stimulations, recordings, etc). It can have length 1 or length x (in the latter, x simulations are run in parallel [on different cores] each with a different parameter set but the same morphologies defined by **tree**)

.mech each cell has a struct containing

1. The name of the region at first level (be sure to use same region names as tree has!)
2. The name of the mechanism to insert at 2nd level
3. A struct with parameter name as field and value as value like “.gnabar=0.05”

This looks like:

neuron.mech{t}.regname.mechname.parname1 = value1

neuron.mech{t}.regname.mechname.parname2 = value2

or like:

neuron.mech{t}.regname.mechname = struct(‘parname1’,value1,’parname2’,value2)

If no parameter twins are specified, the initial parameters of the mechanism code are used

If a mechanism should be introduced to all sections/regions, use “all” as regname (e.g. “neuron.mech{t}.all.mechname1.parname1 = value1” )

.stim each cell has a m by 3 cell where m is the number of defined electrode sites

values in each row: {“electrodename”, “target node”, struct}

struct is a struct containing these fields:

‘times’: value vector containing the times of changing the amplitude

‘amp’: value vector containing the amplitudes at each time point ([nA or mV])

.pp each cell has a m by 3 cell where m is the number of Point Processes

{“PP name”, “target node”, struct}

struct is optional where fields define parameter name of PP parameter and the value gives the value for this PP parameter (e.g. “struct(‘tau’, 0.3) “ )

.con  m by 8 cell where m is the number of defined connections

values in each row:

{sourcespec, sourceid, value to observe (default v) targetspec, targetid, threshold, delay, weight}

Sourcespec can be ‘cell’ , ’node’ or ‘pp’

Targetspec can be ‘cell’ or ‘pp’

Id after cell is the treenumber of the artificial cell

Id after ‘node’ is treenumber.node , e.g. ‘2.1’.

Id after ‘pp’ is treenumber.ppnumber, e.g. ‘2.4’

Last 3 parameters are optional

.record each cell has a m by 2 or 3 cell where m is the number of defined recordings

values in each row: {index, parameter of interest (‘v’,’i\_pas’ etc), rectype (optional)}

*rectype* can be ‘node’ (default if empty), ‘pp’, ‘stim’, ‘artificial’

PP is for recording a parameter of a point process

Stim is the same as PP but for IClamp/VClamp/SEClamp electrodes

Artificial is for recording a parameter of an artificial cell

For ‘node’, index is the node index at which NEURON will record

For PP and Stim, index is the x-th PP or Stim which has been defined for that cell

For ‘Artificial’ index is not necessary (can be any number)

.play each cell has a m by 5 cell where m is the number of defined play sites

values in each row: {target node, parameter of interest, time vector, vector to play, continuing Boolean}

.APCount each cell has a m by 2 cell where m is the number of AP counting sites

values in each row: {target node, voltage threshold}

does also work with artificial cells. In this case, netcon is used for recording