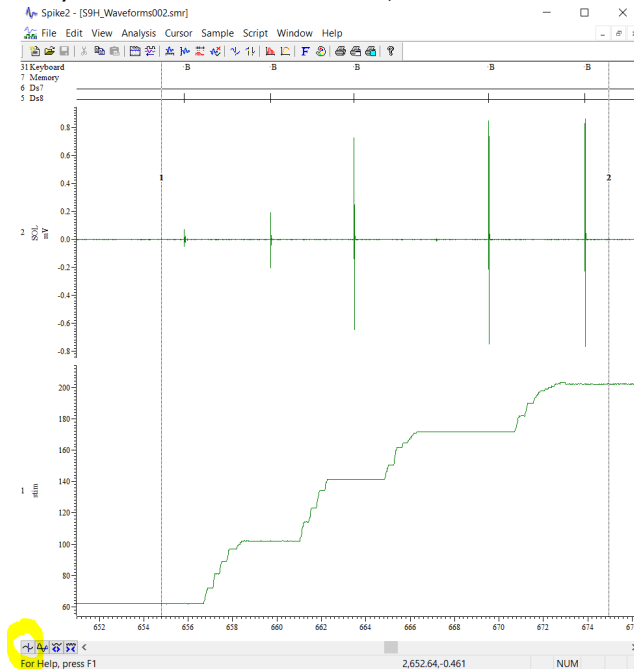
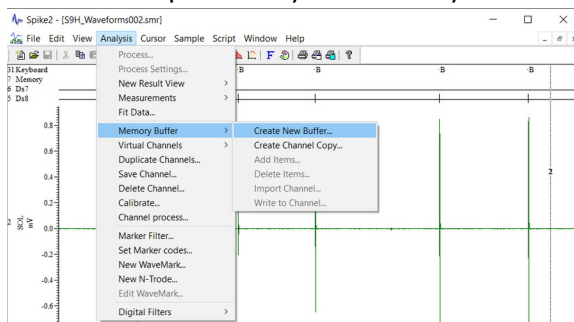


HOW TO ADD TEXTMARKS AND IDENTIFY SPECIFIC SECTIONS IN A SPIKE FILE

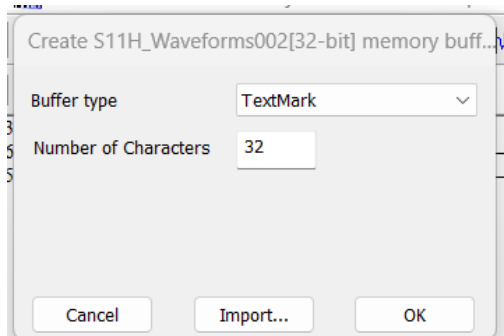
1. Open the Spike2 file of interest
2. Add and place vertical cursors before and after the sections to identify (add and place as many vertical cursors as needed)



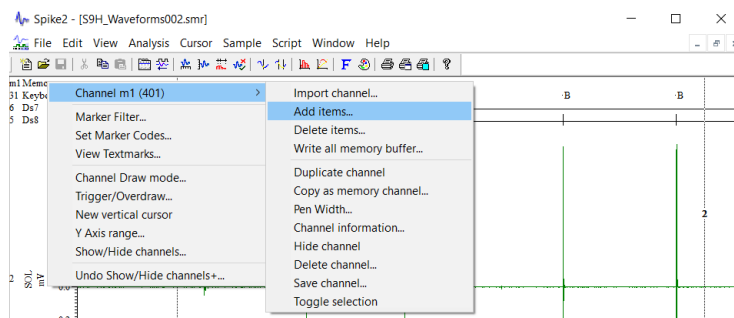
3. Click in the top bar Analysis > Memory buffer > Create New buffer



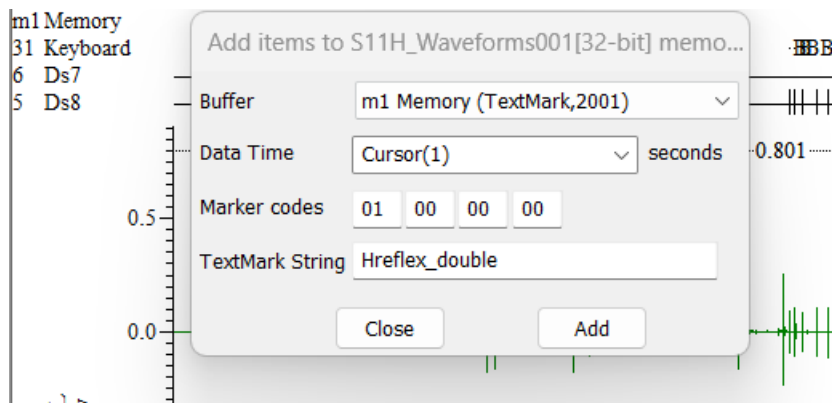
4. In the new opened window, select TextMark for the Buffer type en press Ok



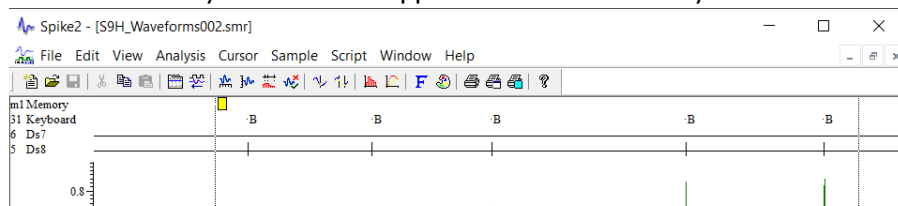
- A new channel is created called m1 Memory.
Right click on this m1 Memory Channel
Select Channel m1 > Add items



- Label all your vertical cursors: select the Data Time you want to identify by selecting the adequate cursor.
Identify it in the TextMark String box
Make sure to use a consistent legend. Use the same identification for the cursor before and after your labelled section.
You do not have to change Marker codes, so you can keep it 00 00 00 00 (by default).
Changing one number changes the TextMark color, but it does not make a difference in the code to extract the data



- Press Add and a yellow box will appear on the m1 Memory channel.

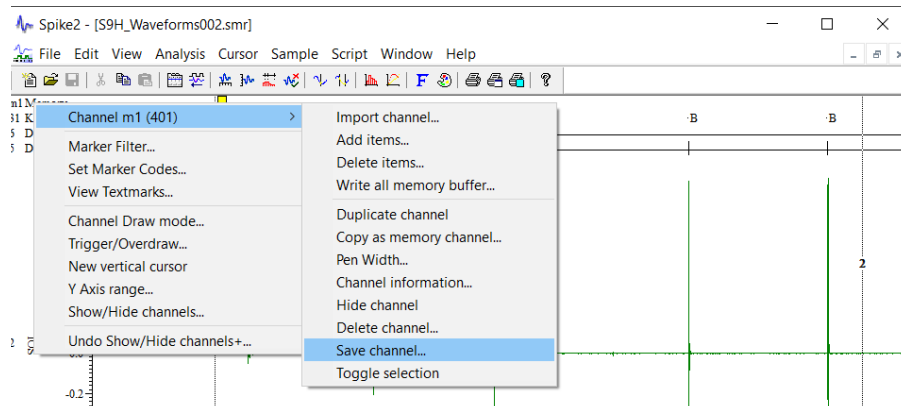


8. Add all your TextMarks by changing the Data Time with the appropriate cursor and label and by pressing “Add”.

9. When all your sections are well identified, save this new m1 Memory channel.

Right click on m1 Memory channel, select Channel m1> Save channel

** Please note that Spike2 save automatically the changes made to the file without possibilities to undo it (when you reach this step 9). Make sure to have a copy of your data before adding TextMarks.



10. Close your file.