

WASEKU 1.0

Introduction

waseku is an interactive tool for ontogenic-like trees construction from hierarchical *csv* and *txt* files. It was programmed in Perl 5 using `tcl-tk**Tkx::tk_____treeview**` and hash tables as building engines for the trees set up.

Getting Started

Installation

Linux 64

Open a terminal prompt. Log as superuser. Dive through wasekw folders to `wasekw1.0/installers` and run

```
~/src/Wasekw/wasekw1.0/installers$ make
```

Windows 64

If you don't have Perl installed already, open a MS-DOS prompt and run

```
:> ppm install active-perl
```

then run

```
:> perl install_windows64.pl
```

Constructing the *csv files

The hierarchical structure of the in-files is established by tabs, resulting in a tree-like design contained in a grided frame (text file). For *wasekw* work properly no tab or spaces has to exist after the text (node) is written down.

Example 1

```
root_0
  child_1
```

```

child_2
  grand_child_2_1
child_3
  grand_child_3_1
    grand_grand_child_3_1_1
  crand_child_3_2
.
.
.
child_N

```

once you ended, save the file as ‘filename.csv’ choosing *tab* as field separator.

Introducing the definitions

The definitions *.txt file

The file must be constructed as follows

```

Definition 0
##
Definition 2
##
Definition 3
##
.
.
.
Definition N
##

```

where ## represent two numerals.

Add definitions

Once you have your definitions file ready, go to the “widgets” menu at *wasekw* main menu bar, select “Add Definitions” and choose your definitions file.

Viewing the definitions

To see the definition related to a node press “Alt” + click “Mouse Left”. A popup message have to appear.

Viewing the figures

The “figures” folder

The figure folder must contain all the figures related to the tree, named same as the node appear on the tree.

Example 2

```
node0      -----> node0.*png,*jpg,*gif
  node1    -----> node1.*png,*jpg,*gif
  node2    -----> node2.*png,*jpg,*gif
    .
    .
    .
  nodeN    -----> nodeN.*png,*jpg,*gif
```

Add figures path

Go to wasekw main menu bar, press “Widgets” button, and choose “Add Figures Path”, then set the path to your figure’s folder.

View

To display the figures in the top level at the right side of wasekw main frame, go to “Show” in the main menu bar and press “Show Figure”.