

#!/ WASEKU 1.0 - Manual

## Introduction

waseku is an interactive tool for ontogenic-like trees construction from hierarchical *csv* and *txt* files. It was programmed in Perl 5 using 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 trough 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
```

## Constrcuting the \*csv files

The hierarchical structure of the in-files is stablished by tabs, resulting in a tree-like desing 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
```

```
%end Example 1
```

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 waswkw 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  
%end Example 2
```

### **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”.