

# 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”.

## Saving the Trees

If you to save your tree, go to “Trees” button and select “Save Tree”. Then, you will find your saved file in the `~/wasekw1.0/bin/tmp/` temporary folder named same as your in-file but having a `.json` extension.

### Opening saved trees

Go to “Trees” button, select “Open Tree”.