



Pathlength normalized by Maze exit_size
Reduce inspected frames for attempt partitioning to every 1th frame
Attempt zone is a capsule.
I cut off experiments once all the points crossed through the slit
Counted as attempt if any corner of the shape is found in the AttemptZone in given frame
Extended run by linear continuation in x direction until all the corners passed the finish line
Median filter with window 6 s, when seperating attempts
Pathlength calculation smooths trajectory with Savitzky-Golay (order 2) with window size 1s.
Pathlength calculation with rot = True as rot. distance * averRadius
Pathlength in experiment counted only during attempt
\\antgranary\Data\Aviram\Shapes\2019-09-11 (Line's nest, 3D printed chiral H)