



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)