



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\2019-09-18 (Line's nest, 3D printed chiral H)