BUGS REPORT

1. Bug when opening an image

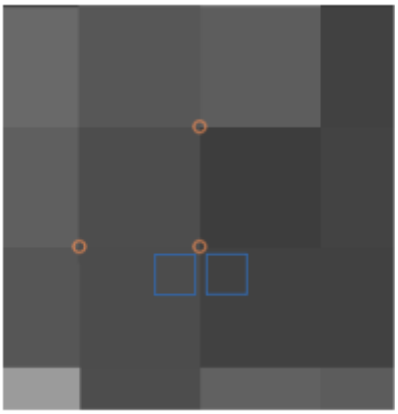
When opening the image, sometimes the user has to scroll forward / backward to avoid possible problems when moving it (trampoline effect). This is because the window displaying the atlas and the image has been created so that it is the largest image and that we can then modify its size to make it correspond to the atlas. Here, to make handling easier, the two objects are the same size and the image may be smaller, which causes this effect.

2. Bug when selecting points

When starting the selection of points, the mouse and the cross are not synchronized at the pointing level. The user has to zoom a little on the left window so that the two elements are perfectly synchronized.

We can no longer delete cells when the number of cells selected is 1. This is because the program will browse the list of all clicks using the length as a guide. We create a variable which will successively takes the values between 1 and the length. This means, that in a list containing for example 2 points, the first point is accessible because the variable is equal to 1. Then, the second point is accessible because the value is worth 2 (we make +1 because we go to the next point) , which corresponds to the length. When we have a single point, we cannot delete this point because we could no longer browse the list of points (length equal to 0). This point corresponds to the first point stored. If you add two and delete it, the second point becomes the first in the list and it cannot be deleted if it is alone.

When clicking on a pixel, the red circle will always appear in the left corner of the square. We can click precisely on this corner. This is due to the tool that allows the click with the mouse: it starts counting in the corner of the image (to locate itself with the coordinates, x being the length and y the width of the image). Thus, the first pixel has the coordinate (0,0) and corresponds to the top left corner of the square at the top left of the image.



Deleting a point is done by clicking slightly below it and not above it. If we click in the area represented by the blue squares, we delete the point in the left corner.

3. Bug regarding the atlas

It has been identified during various tests carried out to test our modifications that certain areas of the atlas are inactive when clicked: no point is marked, no area is selected, or "activated". This is due to the already existing file displaying the contours of the atlas.

Sometimes, by changing the slice of the atlas, the outlines can be displayed in color. This is because the file used to display the contours of the atlas originally contains color images (see Allen Brain site). The transition from the image to a numpy ndarray (number table) retains some of these colors and they are visible during certain clicks or when changing the atlas slice (rarer nonetheless)