Brunn User Documentation

1 General Bioclipse Sructure

1.1 Editors and Views

Bioclipse is made up of editors and views. Editors are for editing things. Things can be opened in an editor, edited and then saved and he editor closed. A view listens to what is selected. For example the properties view show the properties of the item currently selected. Figure 1 shows what are views and what are editors in a standard Brunn window.

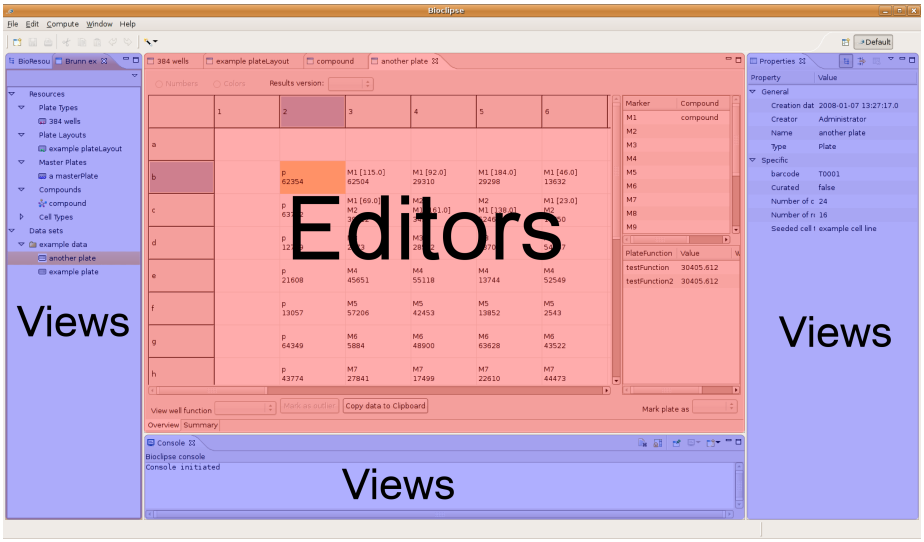

Figure 1: *The Bioclipse workspace consists of editors and views. The editors are stacked in the middle and the views can be moved around.*

1.2 Two "hidden" but important menus

There are two menues in the Eclipse structure that can be hard to find. Figure 2 points them out. One contains operations coupled to a view and can be found (in a view that has it) when clicking a little triangle in the upper right corner of a view. The other switches between different tabs in a multipage editor. Not all editors have multiple pages.

2 Brunn

A few general tips for the Brunn user:

- Double clicking an item opens it up for editing
- Right clicking often opens up a context menu with operations. If you wonder about how to do somehing, try right clicking.

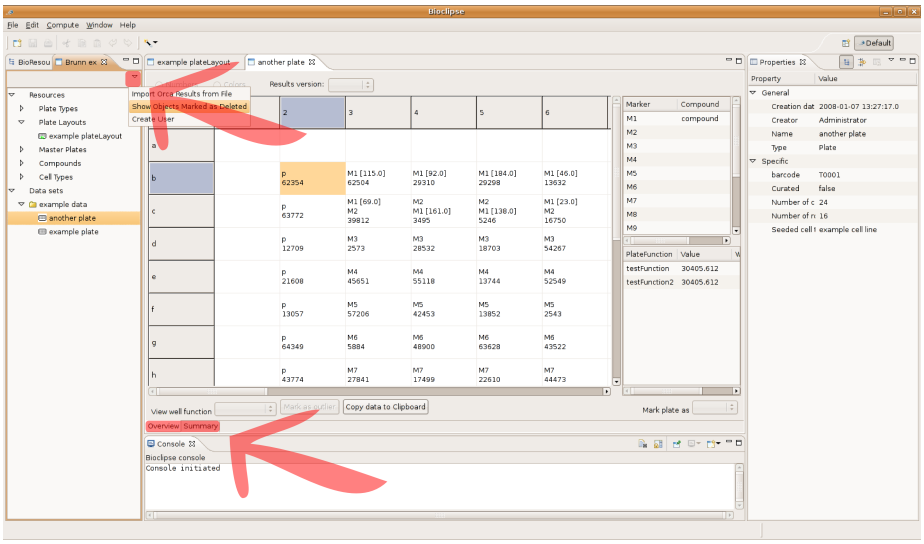

Figure 2: *A view can have a menu. They are very convenient but can be hard to spot the first time. They are just little triangles in the corner of the view. Editors can have multiple pages but also this feature can be hard to spot. The tabs at the bottom of the editor switch between pages.*

2.1 Installation and Set-Up

`TODO`: Write stuff here

2.2 The Brunn Explorer View

The first time Brunn is started the Brunn Explorer View might not be shown. It can be made visible from: `Window→Show View→Other...` and under Brunn choose Brunn Explorer.

Double clicking something in the explorer view opens that thing in an editor. This view is where new things are created. The various items of the tree have context menus that appear when right clicked. For example, folders can be created and sometime in the future it should be possible to drag and drop items into the folders, but as of today things end up in the folder they are created in and stay put. Figure 3 explains how the different items in the tree fits in to what is done in the lab.

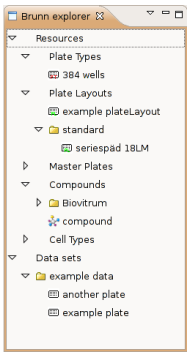

Figure 4: *The Brunn Explorer view is used to browse the system*

In Brunn almost nothing can be deleted. However, things can be marked as deleted, meaning that they won't show up unless the menu alternative `show objects marked as deleted` is choosen in the views menu. In this menu there also is a wizard for importing Orca results and a way to create a new user account The alternatives to show objects marked as deleted and create users are

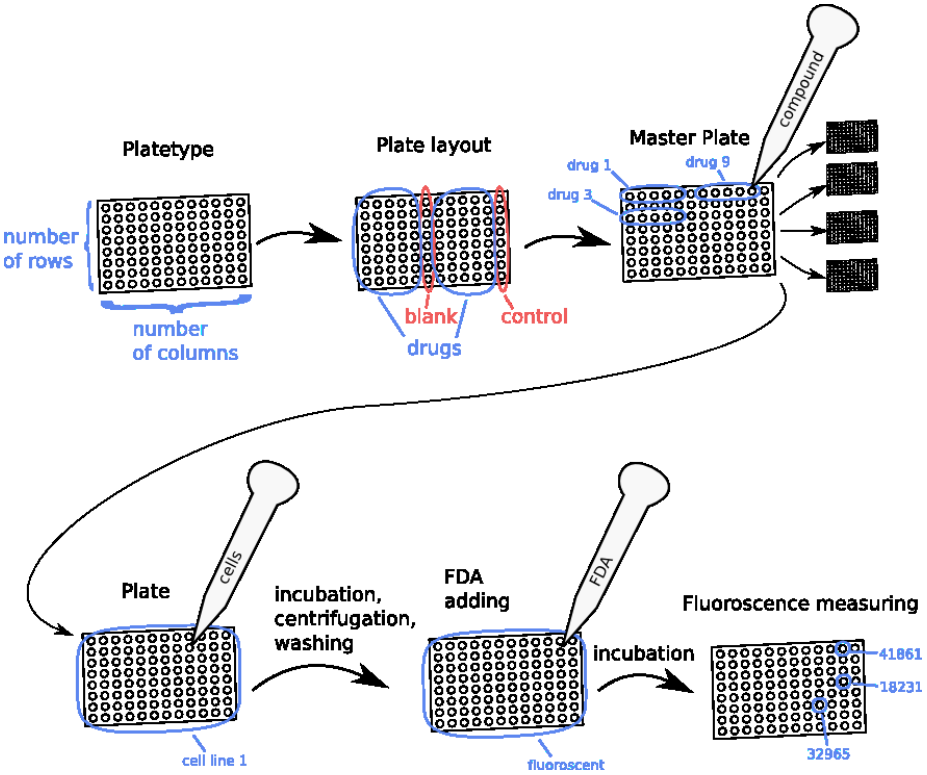

Figure 3: *A description of how the items of Brunn fits into the work performed in the lab. In the system a plate type defines the size, number of columns and rows, of a plate. A plate layout defines where on the plate the controls and the compounds are to be placed. Based upon this plate layout a number of equal plates are made, conforming to a so-called "master plate" that defines which drugs are placed in which wells.*

only there if the loggged in user has administrator access.

2.3 Creating items

New items are created by right-clicking a folder that is either the the top folder of the sort of item to be created or a subfolder, and then choosing a create operation. This opens some dialog where things special for that sort of item can be entered.

So for example to create a plate layout start by right clicking the folder `Plate Layouts` and choose `Create Plate Layout`. In the dialog that shows up, choose one plate type to base the platelayout on, and enter a name for your new plate layout.

2.4 Plate Type

A plate type defines the size of a plate. It simply holds number of rows and number of columns of a plate.

2.5 Plate Layout

A plate layout defines which wells on a plate should be used for compounds, controls or just empty. The plate layout is also where calculation functions are defined. For example, survival index and variation over the wells marked as positive control.

2.5.1 Adding markers to a plate layout

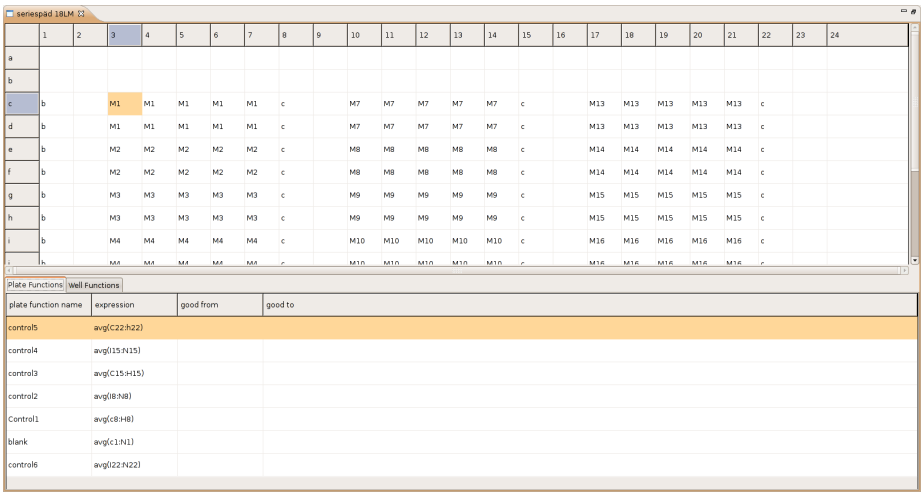

Figure 5: *The platelayouteditor*

2.5.2 Defining calculation functions on a plate layout

2.6 Master Plate

A master plate defines which compound marker correspond to which compound and with what concentration.

2.6.1 Defining compound for a compound marker

2.7 Plate

`TODO`: Write stuff here