Readme:

How to update atlas.

In case of an actualization of the Allen Brain Atlas, it would be necessary to update the application. For this, several steps need to be followed:

1st Go to the website of the Allen Brain Atlas Ontology Structure Graph Downloader (<http://help.brain-map.org/display/api/Downloading+an+Ontology%27s+Structure+Graph>)

2nd Check if the version of the Mouse Brain Atlas Ontology has been updated recently.

3rd If so, download the new, latest version of the atlas at <http://api.brain-map.org/api/v2/structure_graph_download/1.xml>

4th Place the file in a given directory.

Case 1: If the structure of the XML file is exactly the same

This case is easy. Just do:

5th Open the Java Class “ReadXMLFile” with the Eclipse IDE.

6th Locate the variable ‘fXmlFile’ and change the path of the file to the current new file path.

7th Run the code, and the new version of the Atlas will be parsed, obtaining several objects of the class “Structure”.

Case 2: If the structure of the XML file is different.

In this case you may need to change also the Structure class and, for that, we strongly recommend to use the JAXB class generator.

5th Go to <http://jaxb.java.net/> and download the latest version of JAXB.

6th Open the Eclipse IDE and create a new XML project, adding as external JARS the files contained in the folder “lib”, contained in the download of the JAXB.

8th Generate an .XSD schema of your new file, using an application like this: <http://www.freeformatter.com/xsd-generator.html>

9th In Eclipse, select “New->Other->XSD Schema File” and paste your scheme.

10th Right click on your XSD Schema File and select “Generate>JAXB Classes”

11th A new instance of the class Structure will be generated.

12th Go to the old version and compare the two classes.

13th Add to the old version the new instance variables that might have appeared in the new, but DO NOT TOUCH any line that might be different between the two versions. Only add the new variables to the old file.

14th If there are new variables, add also the getter and setter methods to the old file.

15th Save the old version with the modifications. Discard the new version.

16th Add the new setter methods to the FillFields method in the “ReadXMLFile” class, applied for the “tag” object.