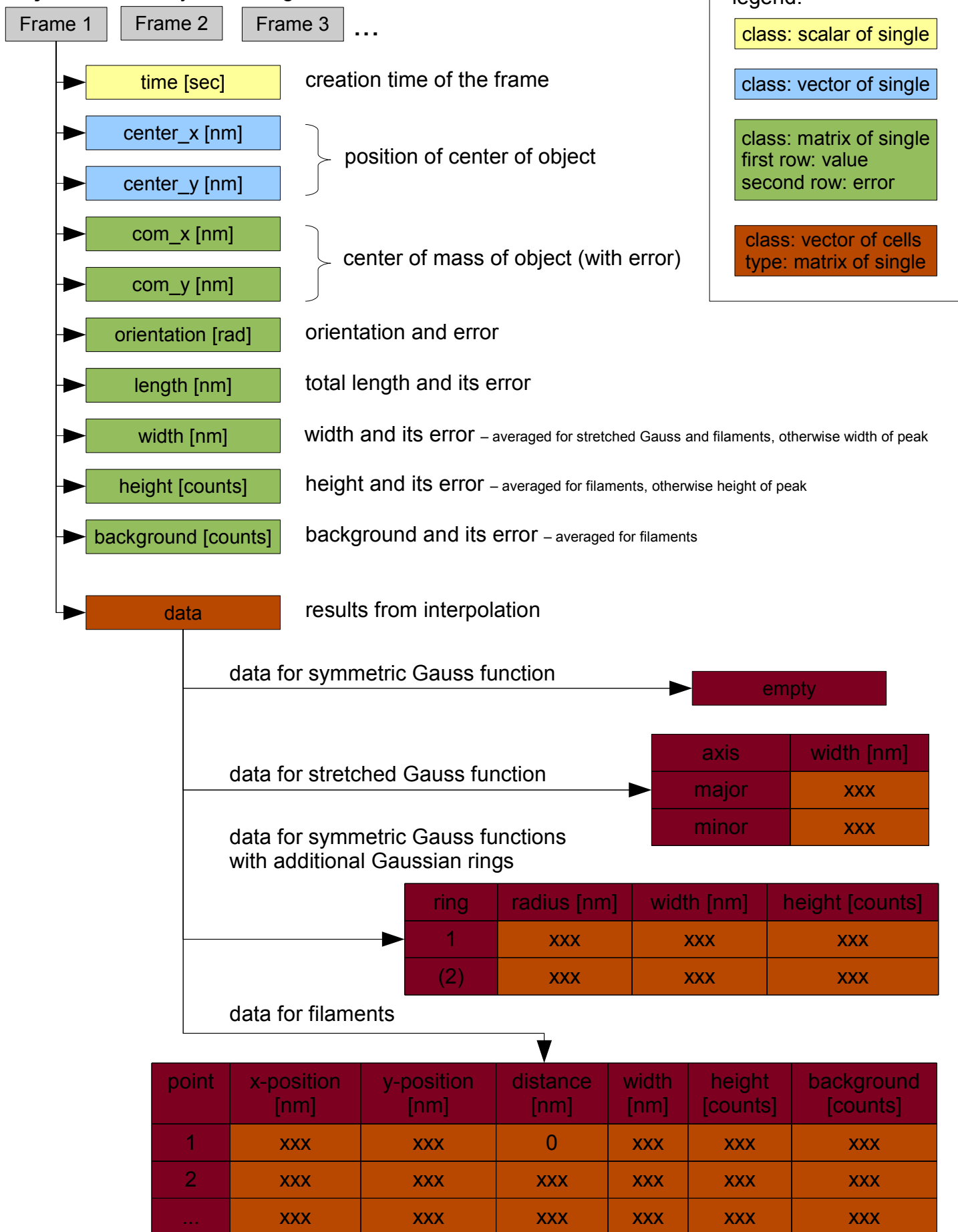


## Objects - cell array containing frames



- widths are given in FWHM values (the units are pixels times the given scaling)
- angles are given in counter-clockwise orientation in the interval  $[0, 2\pi)$ , 0 pointing to the right
- background and height are given in the scale of the input image
- the height is the maximum height of the object at this point minus the background

**Molecule** – vector of structure containing molecule track data

Molecule 1    Molecule 2    Molecule 3    ...

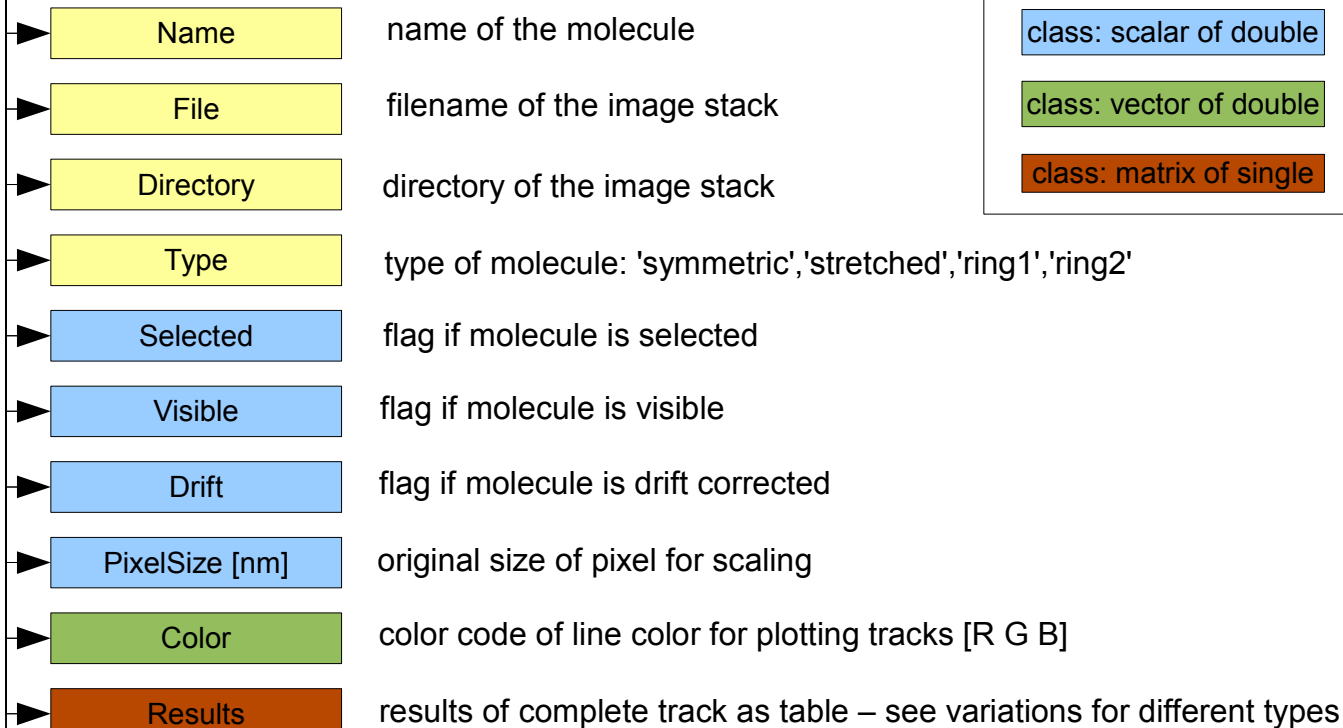
legend:

class: vector of char

class: scalar of double

class: vector of double

class: matrix of single



Type='symmetric'

frame	time [sec]	x-position [nm]	y-position [nm]	distance [nm] (to origin)	width [nm]	height [counts]	ΔR [nm]	
xxx	xxx	xxx	xxx	0	xxx	xxx	xxx	+
xxx	xxx	xxx	xxx	xxx	xxx	xxx	xxx	

↓

width [nm] (major axis)	width [nm] (minor axis)	orientation [rad]
xxx	xxx	xxx
xxx	xxx	xxx

Type='stretched'

↓

radius [nm] (inner ring)	width [nm] (inner ring)	height [counts] (inner ring)
xxx	xxx	xxx
xxx	xxx	xxx

Type='ring1'

↓

radius [nm] (outer ring)	width [nm] (outer ring)	height [counts] (outer ring)
xxx	xxx	xxx
xxx	xxx	xxx

Type='ring2'

▶ **PathData** (class: matrix of single)    results of path statistics

x-position [nm] (of path)	y-position [nm] (of path)	distance [nm] (along path)	sideways [nm] (to path)
xxx	xxx	xxx	xxx
xxx	xxx	xxx	xxx

▶ **PlotHandles** (class: vector of double)    graphics handles for plotting the tracks

- widths are given in FWHM values (the units are pixels times the given scaling)
- angles are given in counter-clockwise orientation in the interval  $[0, 2\pi)$ , 0 pointing to the right
- background and height are given in the scale of the input image
- the height is the maximum height of the object at this point minus the background

**Filament** – vector of structure containing filament track data

Filament 1   Filament 2   Filament 3   ...

legend:

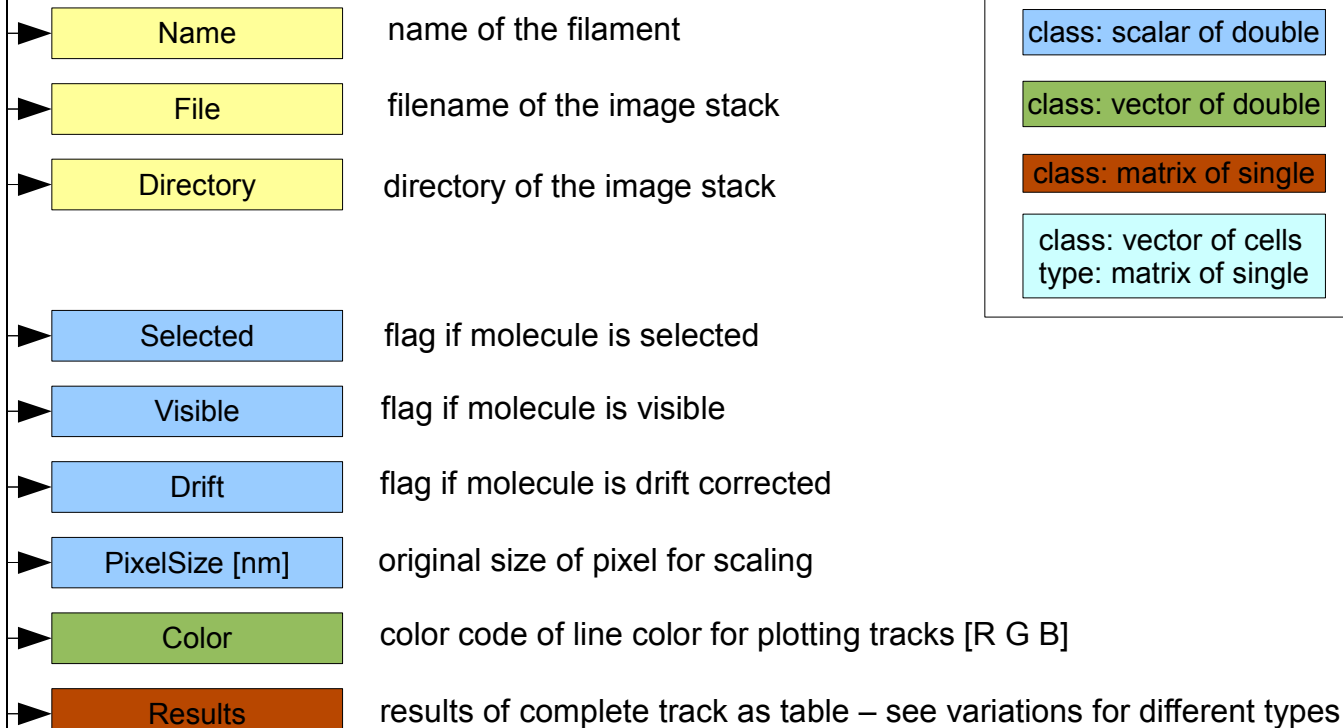
class: vector of char

class: scalar of double

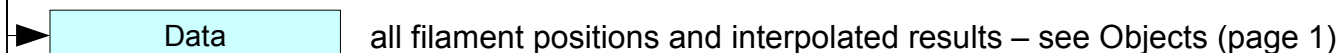
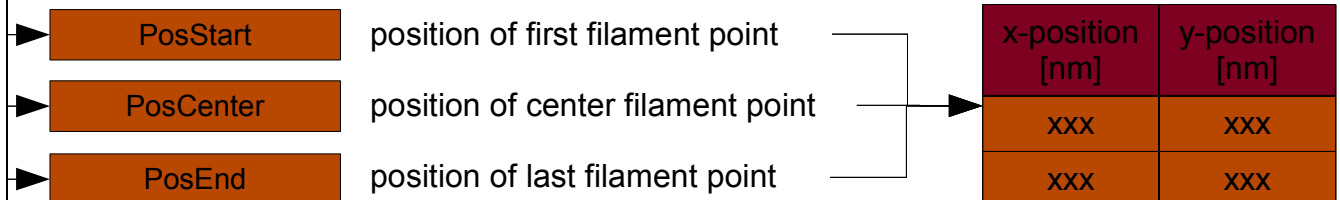
class: vector of double

class: matrix of single

class: vector of cells  
type: matrix of single



frame	time [sec]	x-position [nm]	y-position [nm]	distance [nm] <i>(to origin)</i>	length [nm]	height [counts]	orientation [rad]
xxx	xxx	xxx	xxx	0	xxx	xxx	xxx
xxx	xxx	xxx	xxx	xxx	xxx	xxx	xxx



x-position [nm] <i>(of path)</i>	y-position [nm] <i>(of path)</i>	distance [nm] <i>(along path)</i>	sideways [nm] <i>(to path)</i>
xxx	xxx	xxx	xxx
xxx	xxx	xxx	xxx



- widths are given in FWHM values (the units are pixels times the given scaling)
- angles are given in counter-clockwise orientation in the interval  $[0, 2\pi)$ , 0 pointing to the right
- background and height are given in the scale of the input image
- the height is the maximum height of the object at this point minus the background