Launching DROIDS v2.0

- 1. Open Linux terminal from downloaded DROIDS folder and type 'perl DROIDS.pl' to open GUI
- 2. Identify paths for paths.ctl file (first time only ..else skip)
- 3. Choose Type of Analysis, No. of GPU, Amber16/18

DROIDS Amber/cpptraj/parsing GUI

- 1. specify query and reference PDB files in your DROIDS folder
- 2. Specify number of production run samples to take (note: 50-100)
- 3. Check box for solvation method (note: explicit takes longer and uses considerably more memory)
- 4. Specify the length of heating, equilibration, and each production run (note: energy minimization step is hard coded)
- 5. Create MD and DROIDS control files
- 6. Click on the alignment button and USCF Chimera will open and you will be prompted at terminal to use MatchMaker and Match->Align to create a Clustal (.aln) file as well as to choose the residue from which you want to reference your atom correlations. Simply close Chimera to continue on.
- 7. Create/check your topology and coordinate files using teLeap button. Read the terminal output carefully here.
- 8. Launch MD runs (note: MD runs can be monitored at the main Linux and GPU surveillance terminals. The cpptraj buttons follow ccptraj control files, atom info files, atom fluctuation files.
- 9. Click 'prepare/parse files for DROIDS' and follow directions on main Linux terminal.
- 10. DROIDS STATS GUI will open when final parsing is done.

DROIDS statistical analysis GUI

- 1. Enter significance level for hypothesis testing and method for multiple test corrections
- 2. Run statistical tests (note: R graphics plots and data files will appear in resulting folder for each analysis)

DROIDS image analysis GUI

- Enter number of frames for movies.
- 2. Choose visualization options for Chimera protein representation, types of motion to analyze, type of K-S test result to view, corresponding color scheme, and method of multiple test correction.
- 3. Create chimera attribute file and display these results on static PDB structure in the Chimera viewer
- 4. Render movies on XYZ axes of the reference PDB and display in DROIDS movie viewer