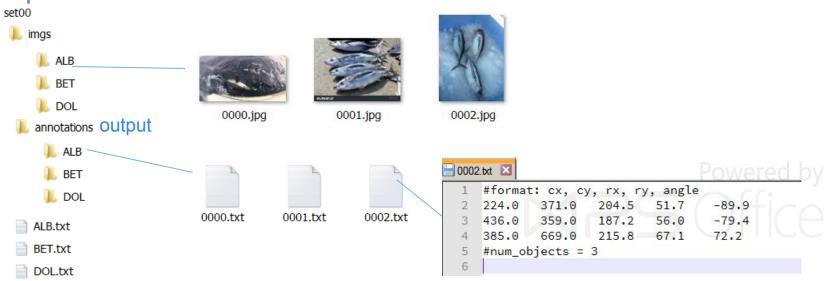
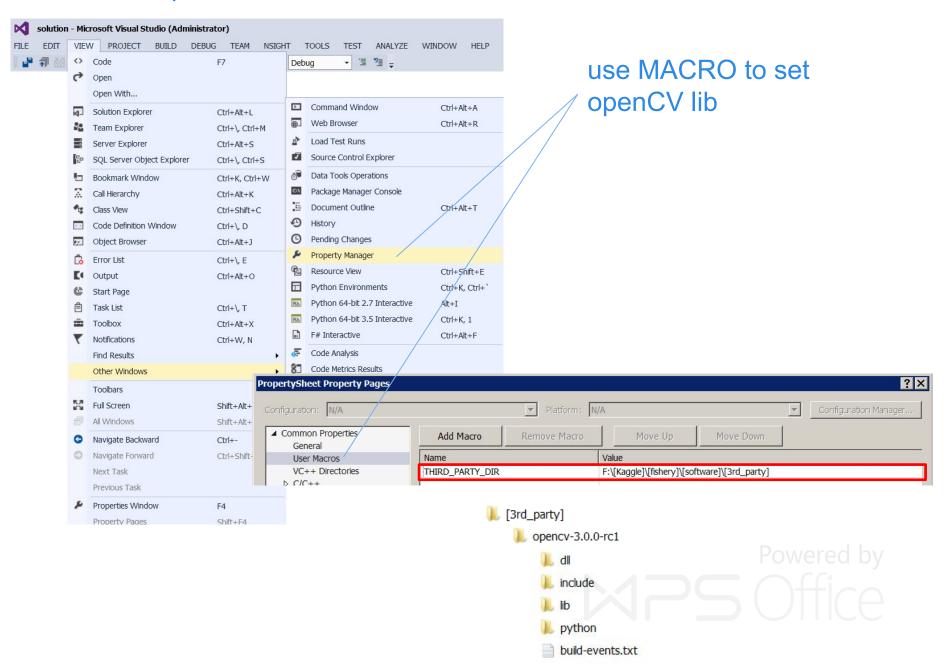
## [software]

```
6-void main(){
     run_annotate();
                       use "run annotate()" to mark the fishes
8
     //show_annotate();
9 }
   void run annotate(
202=){
                       change the setting here
203
       //data dir
204
                            ="F:\\[Kaggle]\\[fishery]\\[data]\\[dummy]\\set00\\imgs\\ALB";
205
       char img dir[512]
       char annotation_dir[512] ="F:\\[Kaggle]\\[fishery]\\[dummy]\\set00\\annotations\\ALB";
206
                           ="F:\\[Kaggle]\\[fishery]\\[data]\\[dummy]\\set00\\ALB.txt";
       char list file[512]
207
208
       char classnames[][128]={
209
          "Mahi", "Opah", "Shark", "Albacore tuna", "Bigeye tuna", "Yellowfin tuna", "unknown?"
210
211
       };
       int label = 3; //set your label here!
212
```

#### example:



### software setup:



#### how to annotate:



## step.1

Drag from tail to head to mark the axis. (the direction is important)



## step.2

Drag from center to mark the body

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# step.3 Press the key:

'space': record to file

'e': erase marking

'enter': next image

name=0000 #format: cx, cy, rx, ry, angle 549.0 436.0 187.8 51.1 16.6 if recored, the label will be shown. the command screen will also show.



## [example results]















0000.jpg











0001.jpg

0002.jpg