Controls

1. Load CVR Map: Locate the CVR or ASL map that you want to map the lesions onto.
2. Load GM Mask: Self explanatory. Same coordinate system.
3. Load WM Mask: Self explanatory. Same coordinate system.
4. Lesion Map toggle button: When unchecked, the lesions will be input as a single map. When checked, the lesions will be loaded as a cell array of coordinates.
5. Load Lesion Map: Locate either the lesion map or the file with the cell array of lesion coordinates.
6. Erosion Threshold: After the WM or WM+GM masks have been digitally eroded, they are no longer 0-1. The erosion threshold is used as the rounding criteria, i.e. values < threshold = 0, values >=threshold = 1.
7. #Permutations: Each lesion is placed in #Permutations legal positions.
8. Go: starts the process.
9. #Lesions is the #lesions detected in the binary Lesion map.
10. WM, WM+GM toggle button: Defines whether the lesions are confined to the white matter or allowed to pass into both WM and GM. GM, alone, is not allowed.
11. Plot all lesions: This displays a histogram of the CVR (or CBF) values when the lesions are placed in their correct position compared when the lesions are allowed to be anywhere in the image.
12. Current lesion index (located under the graph): This displays the permutation results for any single lesion.
13. Left, right arrows and skip factor: These are controls to move through all the lesions. Right arrow makes Current Lesion Index = Old Lesion Index + Skip Factor. Left arrow performs the opposite operation.