Geometry

The bundle consists of a certain number of tracks.

Adding a new track, removing or changing an existing track is accessible.

‘Remove Track’: remove the track given by a track index (index start from 0 from the top in the bundle).

‘Add Track’: adds one track to the bundle by specifying track index, lane number (13), location of plus and minus ends for track orientation, distance of dynein comet (1) and number of dynein for each plus ends.

‘Change Track’: change a track in the bundle by se-specifying track index, lane number (13), location of plus and minus ends for track orientation, distance of dynein comet (1) and number of dynein for each plus ends.

‘Set Up Bundle’: sets up a random bundle for particle transport.

‘Set Unaccessiblity’: if selected then assuming inaccessible regions (i.e. some filaments in certain region where there are more than 1 MT) and assuming these as blockages.

‘Check Bundle’: check the bundle structure if fit our rules: e.g. 1-3 MTs throughout the bundle

‘Show Setup’: shows parameters for all tracks in the bundle.

‘Activate Particles’: active one particle indicated by another colour

‘Activate Tip’: specify tip region and label particles at the tip by another colour

‘Blockages’: show blockages in the bundle

‘Open Boundary’: if selected, set boundary conditions to be open, which allows particles in and out of the bundle. Default is false. (open boundary case is not yet well tested)

‘Plus/Minus Ends’: if selected, show plus and minus ends of all MTs in the bundle

‘3D Effect’: if selected, show gradient background of each MT

‘MT view’, ‘Bundle View’, ‘Kymograph View’: if selected, show the time evolution of the corresponding view.

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