**Draft XROMM data and metadata organization, 20150917**

Note: Files cannot be split among the cameras. All saved events or single images will be saved in the same folder as DATE\_TIME\_Evt#-Camera#x or DATE\_TIME\_Single-Camera#x

Levels of the bullet hierarchy indicate folders; actual files are italicized

**Draft structure of data collected on Xcitex computer**

Undistortion path: C:\Undistortion

* Undistortion
  + DATE\_TIME\_Single
    - *DATE\_TIME\_Single-Camera1x.jpeg*
    - *DATE\_TIME\_Single-Camera2x.jpeg*

Calibration path: C:\Calibration

* Calibration
  + DATE\_TIME\_Single
    - *DATE\_TIME\_Single-Camera1x.jpeg*
    - *DATE\_TIME\_Single-Camera2x.jpeg*

Trials path: C:\Trials

* Trials
  + DATE\_TIME\_Evt##
    - *DATE\_TIME\_Evt##-Camera1x.jpeg*
    - *DATE\_TIME\_Evt##-Camera2x.jpeg*

EMG path: ????

Neural path: ????

**Draft structure on Midway**

Camera#x file names changed to cam# for consistency with XMAPortal.   
Evt## changed to Trial##

Again, files are *italicized*, and extensions that need to be added or changed are **bold**.

* ProjectName
  + Animals
    - AnimalName
      * *Animal\_metadata.txt*
      * CTscans
        + *(CT scan folders and files, imported from dinobot.uchicago.edu)*
      * BoneModels
        + *Animal\_BoneName.obj*
  + RawData
    - ProjectName\_AnimalName\_DATE\_TIME
      * Cal\_Undist
        + *DATE\_TIME\_cam1\_***cube***.jpeg*
        + *DATE\_TIME\_cam2\_***cube***.jpeg*
        + *DATE\_TIME\_cam1\_***grid***.jpeg*
        + *DATE\_TIME\_cam2*\_**grid***.jpeg*
        + *Camera1Parameters.txt*
        + *Camera2Parameters.txt*
      * *TaskParameters.txt*
      * Data
        + Xray

DATE\_TIME\_**TRIAL##**

*DATE\_TIME\_****TRIAL##\_cam1****.jpeg*

*DATE\_TIME\_****TRIAL##\_cam2****.jpeg*

*Camera1Parameters.txt*

*Camera2Parameters.txt*

* + - * + EMG

*(EMG file)*

*(EMG metadata, e.g., channel ID)*

* + - * + Neural

*(Neural file)*

*(Neural metadata)*

* + XMALab
    - DATE\_TIME
      * *DATE\_TIME.xma*
      * ExportedFiles
        + 3DPoints
        + MayaCams
        + UndistortedImages
        + RigidBodyTransformations