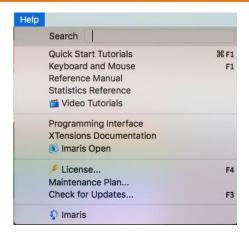
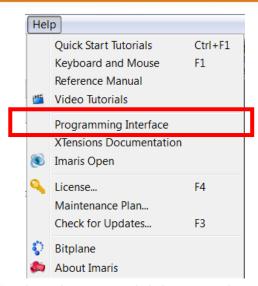


### **Imaris XT: Documentation for Programming**







#### Introduction to Imaris Interface

#### Connect to Imaris in Java

To connect to an Imaris instance, it is first necessary to connect to the ImarisServer::IServer at port 4029 using ICE. The package Ice is included in Ice.jar. The package ImarisServer is generated compiling bpImarisServerIce.ice.

#### Example in Java:

```
ImarisServer.IServerPrx GetServer() {
   Ice.Communicator vCommunicator = Ice.Util.initialize();
   Ice.ObjectPrx vObject = mCommunicator.stringToProxy("ImarisServer:default -p 4029");
   ImarisServer.IServerPrx vServer = ImarisServer.IServerPrxHelper.checkedCast(vObject);
   return vServer;
}
```

#### Connect to Imaris in Matlab

The code shown to connect to Imaris in Java is provided as a utility in ImarisLib.jar (this file is located in imaris\_installation\_folder/XT/matlab). This jar file can be used to connect to Imaris from Matlab, that does not directly supports ICE.

#### Example in Matlab:

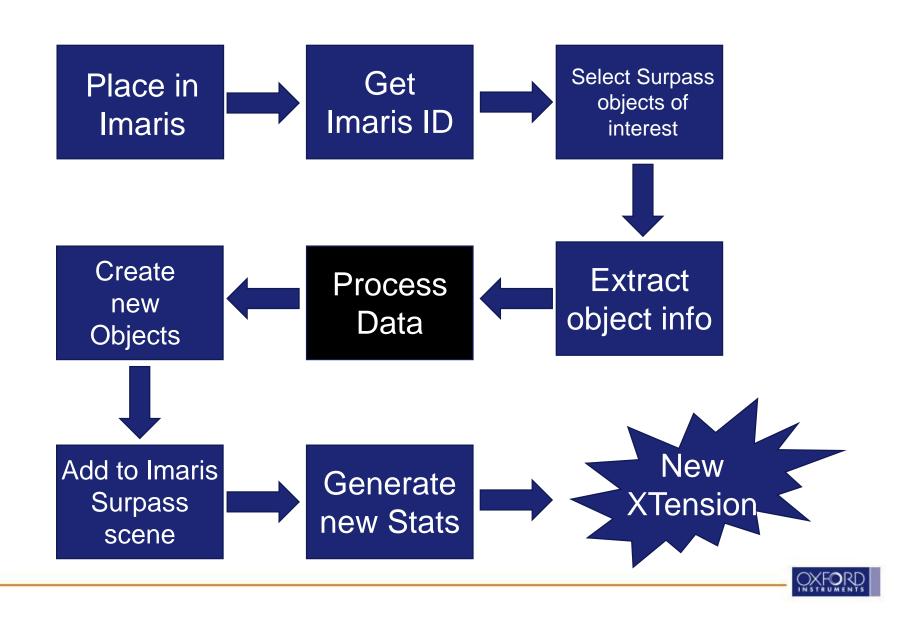
```
function aImarisApplication = GetImaris
javaaddpath ImarisLib.jar;
vImarisLib = ImarisLib;
vObjectId = 0; % this might be replaced by "vObjectId = <a name=getobjectid><b>GetObjectId</b></a>" (see later)
aImarisApplication = vImarisLib.GetApplication(vObjectId);
```

As the first Imaris instance that registers itself to the Server is assigned to ID zero, an aObjectId equal to zero will work in most of the cases. ImarisLib.jar grants access to the Server; this can be useful in case of multiple instances of Imaris are started.



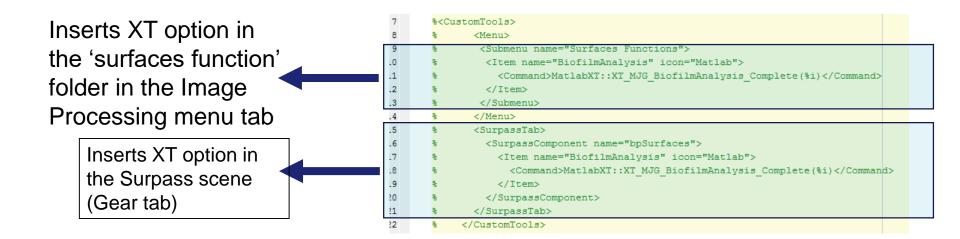
## Simple XTension Workflow





### Populating XTensions in Imaris





- Inserting for other Surpass objects (GearTab)
  - bpSpots
  - bpFilaments
  - bpCells
- One XTension can be added to more than one Surpass Object (See Distance Transform)
- These are always commented out of code with "%" in Matlab



## Starting an XTension



 Initiating the connection between Matlab and a specific Imaris instance

```
function XTSpotsCloseToSurface (aImarisApplicationID)
% connect to Imaris interface
if ~isa(aImarisApplicationID, 'Imaris.IApplicationPrxHelper')
    javaaddpath ImarisLib.jar
    vImarisLib = ImarisLib;
    if ischar(aImarisApplicationID)
        aImarisApplicationID = round(str2double(aImarisApplicationID));
    end
    vImarisApplication = vImarisLib.GetApplication(aImarisApplicationID);
else
    vImarisApplication = aImarisApplicationID;
end
```

- Each instance of Imaris application that is running has a unique ID (starting at 0)
- This code sets the current ID when you run XTension from Imaris.

NOTE: when debugging Imaris in Matlab, you will have to specify the ID to launch code manually



# Selecting Surpass Object (Method #1) BITPLANE

 When a single Surpass scene object is selected in Imaris (Spots, Surface, Filament or Cell)

```
% get the spots and the surface object
61
       vSpots = vImarisApplication.GetFactory.ToSpots(vImarisApplication.GetSurpassSelection);
62 -
       vSurfaces = vImarisApplication.GetFactory.ToSurfaces(vImarisApplication.GetSurpassSelection);
63 -
64
       vSpotsSelected = ~isequal(vSpots, []);
65 -
                                                                Spots 2 - Properties
       vSurfaceSelected = ~isequal(vSurfaces, []);
66 -
                                                                 🗿 🚱 🍁 🗯 😘 🚳 🌠 🙏 🚱 🤫 🗎
67 -
       if vSpotsSelected
                                                                  △ V Scene
           vParent = vSpots.GetParent;
                                                                       Light Source 1
69 -
       elseif vSurfaceSelected
                                                                         Frame
70 -
           vParent = vSurfaces.GetParent;
71 -
                                                                           Volume
       else
72 -
           vParent = vSurpassScene;
                                                                         Spots 1
                                                                          Spots 2
73 -
       end
                                                                          Surfaces 1
```

- This code checks if any Surpass object is selected
  - i.e. attached screenshot show Spots2, as selected
- Enters this Object as an active variable in the Matlab environment



### Selecting Surpass Object(s) (Method #2)



```
% the user has to create a scene with some spots
70 -
       vSurpassScene = vImarisApplication.GetSurpassScene;
71
72 -
       vNumberOfSpots = 0;
73 -
       vSpotsList(vScene.GetNumberOfChildren) = [];
74 -
       vNamesList(vScene.GetNumberOfChildren) = [];
75 -
       for vChildIndex = 1:vScene.GetNumberOfChildren
76 -
            vDataItem = vScene.GetChild(vChildIndex - 1);
77 -
            if vImarisApplication.GetFactory.IsSpots(vDataItem)
78 -
                vNumberOfSpots = vNumberOfSpots+1;
79 -
                vSpotsList{vNumberOfSpots} = vImarisApplication.GetFactory.ToSpots(vDataItem);
80 -
                vNamesList(vNumberOfSpots) = char(vDataItem.GetName);
81 -
            end
82 -
       end
83
84 -
       if vNumberOfSpots<2
85 -
            msqbox('Please create at least 2 spots objects!');
86 -
            return:
87 -
       end
88 -
       vNamesList = vNamesList(1:vNumberOfSpots);
89 -
       vPair = []:
90 -
      while length(vPair) ~= 2
91 -
            [vPair, vOk] = listdlg('ListString', vNamesList, 'SelectionMode', 'multiple',...
92
                'ListSize', [250 150], 'Name', 'Colocalize spots', 'InitialValue', [1,2], ...
93
                'PromptString', {'Please select the 2 spots to colocalize:'});
94
            if v0k<1, return, end
95 -
            if length (vPair) ~= 2
96 -
                vHandle = msgbox(['Please select two (2) objects. Use "Control" and left ', ...
97
                    'click to select/unselect an object of the list.']);
98 -
                uiwait (vHandle);
99 -
            end
00 -
       end
01
02 -
       vSpots1 = vSpotsList(vPair(1));
03 -
       vSpots2 = vSpotsList{vPair(2)};
```

Collate and list all Spots Objects

Generate Input
dialog to display
list and select
one or more
Objects

Set selected
Objects as
active variables



## **Extracting Image Properties**



 Retrieving some basic image Properties from Volume

```
%Get Image Data parameters
      vDataMin = [vImarisApplication.GetDataSet.GetExtendMinX,...
          vImarisApplication.GetDataSet.GetExtendMinY,...
          vImarisApplication.GetDataSet.GetExtendMinZ];
      vDataMax = [vImarisApplication.GetDataSet.GetExtendMaxX,...
          vImarisApplication.GetDataSet.GetExtendMaxY,...
          vImarisApplication.GetDataSet.GetExtendMaxZ1;
9
      vDataSize = [vImarisApplication.GetDataSet.GetSizeX,...
          vImarisApplication.GetDataSet.GetSizeY,...
          vImarisApplication.GetDataSet.GetSizeZ];
      vNumberOfChannels = vImarisApplication.GetDataSet.GetSizeC;
      Xvoxelspacing = (vDataMax(1)-vDataMin(1))/vDataSize(1);
      Yvoxelspacing = (vDataMax(2)-vDataMin(2))/vDataSize(2);
      Zvoxelspacing = (vDataMax(3)-vDataMin(3))/vDataSize(3);
      %Get Spots information
      vSpotsXYZ = vSpots.GetPositionsXYZ;
      vSootsTime = vSpots.GetIndicesT;
      vSpotsRadius = vSpots.GetRadiiXYZ;
      vSpotsEdges = vSpots.GetTrackEdges;
```



Getting the basic Spot parameters from Imaris



### Various Extractable Items



Retrieving some basic Surpass object values

### Surfaces

#### GetCenterOfMass (int aSurfaceIndex) GetIds () GetMask (float aMinX, float aMinY, float aMin GetNumberOfSurfaces () GetSelectedIds () GetSelectedIndices () GetSingleMask (int aSurfaceIndex, float aM GetSurfaceData (int aSurfaceIndex) GetSurfaceDataLayout (int aSurfaceIndex) GetSurfaceNormals (int aSurfaceIndex) GetTimeIndex (int aSurfaceIndex) GetTimePoint (int alndexT) GetTrackEdges () GetTrackids () GetTransform (int aSurfaceIndex)

### **Spots**

Get ()
GetIds ()
GetIndicesT()
GetPositionsXYZ ()
GetRadii ()
GetRadiiXYZ ()
GetSelectedIds ()
GetSelectedIndices ()
GetTimePoint (int alndexT)
GetTrackEdges ()
GetTrackIds ()

#### **Filaments**

GetBeginningVertexIndex (int aFilamentIndex)
GetColorSpinesRGBA ()
GetEdges (int aFilamentIndex)
GetEdgesSegmentId (int aFilamentIndex)
GetFilamentsList (tInts aFilamentIndices)
GetFilamentTrackEdges ()
GetFilamentTracklds ()
Getids ()
GetNumberOfFilaments ()
GetPositionsXYZ (int aFilamentIndex)
GetRadii (int aFilamentIndex)
GetSelectedIds ()
GetSelectedPositionIndex (int aFilamentIndex)
GetSelectedPositionIndices (int aFilamentIndex)
GetTimeIndex (int aFilamentIndex)
GetTypes (int aFilamentIndex)
GetVertexTrackEdges ()
GetVertexTrackIds ()



## **Preset Scripts: Tracking-related**



Identify TrackID's and loop each track

```
%Identify all track IDs for all spots tracked
33
       %Here is a beautiful code that does the mapping without the need of a loop
34
       %(the mapping is someway complicated because one spot might be part of
35
       %different edges, usually two).
36
37
       edges = Spots.GetTrackEdges + 1;
38
       edges forspots = 1:size(Spots.GetPositionsXYZ, 1);
       edges forspots( : ) = size(edges, 1) + 1; % initialize array to fictive edge
39
40
       edges forspots(edges(:, 1)) = 1:size(edges, 1);
41
       edges forspots(edges(:, 2)) = 1:size(edges, 1);
42
       trackid foredges = [Spots.GetTrackIds; 0]; % add fictive track id
43
       trackid forspots = trackid foredges (edges forspots);
       tempx = double(trackid forspots);
45
       vtrackID = tempx-1000000000;
46
       vtrackIDmax = max(vtrackID);
48
       %Start loop for each track
49
     for trackloop = 0:vtrackIDmax;
50
       %Identify trackID and create working position matrix array for that trackID
51
           vSpotsT = vtrackID == trackloop;
52
           tracklength = sum(vSpotsT);
53
           vSpotsIndex = find(vSpotsT');
54
           vWorkingPositionXYZ = vPositionXYZ(vSpotsIndex,:);
55
           vWorkingSpotsT = vSpotsT(vSpotsIndex,:);
56
           vWorkingSpotsTime = vSpotsTime(vSpotsIndex,:);
57
58
       % Do track processing on per track basis
59
       8
60
61
       end
```



### **Preset Script: Filament-related**



### Loop all points for each dendrite

```
for FilamentIndex=0:NumberOfFilaments
 4
           vFilamentsXYZ = vFilaments.GetPositionsXYZ(FilamentIndex);
 5
           vFilamentsEdges = vFilaments.GetEdges(FilamentIndex) + 1;
 6
           vFilamentsEdgesSegmentId = vFilaments.GetEdgesSegmentId(FilamentIndex);
           vSegmentIds=unique (vFilamentsEdgesSegmentId); %Idenitfy unique filament segmentIDs
 8
           for vBranchIndex=1:vNumberOfDendriteBranches
9
                %Set the ID for dendrite seament
10
                wSegmentIndex = vSegmentIds(vBranchIndex);
11
                vDenddriteDistance(vBranchIndex)=0:
12
                %Logical arguement to identify spots in segment
13
                vSpotsT = vFilamentsEdgesSegmentId == wSegmentIndex;
14
               vSpotsIndex = find(vSpotsT');
15
                %Identify position for dendrite segment
                %Test with new method of filtering
16
17
                vDendriteEdgesWorking=vFilamentsEdges(vSpotsIndex,:);
18
               vEdgesUnique=unique(vDendriteEdgesWorking);
19
                vDendritePositionsWorking=vFilamentsXYZ(vEdgesUnique,1:3);
20
                vDendriteRadiusWorking=vFilamentsRadius(vEdgesUnique,1);
21
                vTypesWorking=vTypes(vEdgesUnique,:);
22
23
24
              Do processing here for one dendrite at a time
25
26
27
            end %loop for each dendrite segment
28
        end%loop fo each Filament
29
```

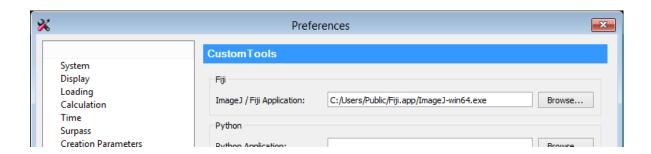




### Configuring Imaris – ImageJ/Fiji Bridge



- Copy Fiji/ImageJ to a folder were the all users have write access
  - Optimal location directly on the C: drive
  - ImageJ/Fiji has no installer, easy to move this program, copy and paste the directory
  - I am currently using FIJI/ImageJ 1.51p
  - Configure the path to the Fiji/ImageJ executable
    - Win: C:/Fiji.app/ImageJ-win64.exe
    - Mac: /Applications/Fiji.app/Contents/MacOS/fiji-macosx
- The "bridge" plugin will be installed automatically when you launch the first plugin from Imaris.

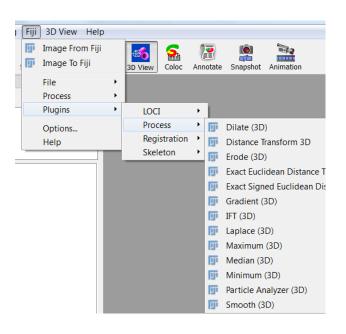


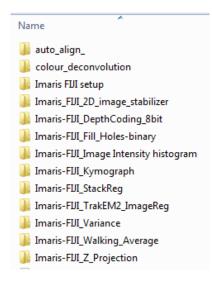


## ImarisXT: ImageJ/FIJI link



- Embed possible Fiji/ImageJ Plugins
- Menu available, if Fiji/ImageJ configured





file input	image input	other input	
no (e.g. run macro on files only)	yes (e.g. save image to file)	no (e.g. store PCA result as file)	file output
yes (e.g. load image from file)	yes (e.g. gaussian image filter)	no (*)	image output
no	(yes) output not fed back to Imaris	no (e.g. do PCA based on some statistics)	other output



### Imaris XT: ImageJ/Fiji plugin Embedding



Simple text file (see example below)

```
<CustomTools>
                                                                                                                          ):) ▶ Bitplane Docs ▶ Imaris XT stuff ▶ MJG FUI
                                                      <Menu name="Fiii">
 Sets location in Imaris
                                                         <Submenu namé="Process">
                                                                                                                                   Share with ▼
                                                                                                                                                Burn
                                                                                                                                                       New folder
                                                                                                                          orary •
                                                            <Item name="UnSharpMask" icon="Fiji">
                                                              <Command>ImageJ::EEE_Process_UnsharpMask</Command>
 menu
                                                                                                                             Name
                                                         </Submenu>
                                                                                                                                Extra FUI plugins
                                                      CustomTools>
                                                                                                                               BBB ImportSequence.txt
                                                                                                                                EEE_Process_Color_Deconvolution.txt
Sends volume from Imaris
                                                       Imaris_Bridge.In", getArgument());
                                                                                                                              EEE_Process_fill_holes.txt
                                                 run("Unsharp Mask...");
                                                 call("Imaris_Bridge.Out", getArgument());
to Fiji
                                                                                                                              EEE_Process_image_histogram.txt
                                                                                                                                EEE Process image stabilizer.txt
    Launches plugin by
                                                                                                                              EEE_Process_Kymograph.txt
     specific name in Fiji
                                                                                                                              EEE_Process_StackReg.txt
                                               Sends processed volume back into
                                                                                                                              EEE_Process_TrakEM2_image_Reg.txt
                                               Imaris Scene (over writing existing
                                                                                                                              EEE Process UnsharpMask.txt
                                                                                                                              EEE_Process_Variance.txt
                                               Volume object)
                                                                                                                               EEE_Process_Walking_Average.txt
                                                                                                                              EEE_Process_Z_Code_Stack.txt
                                                                                                                              EEE_Process_Z_project.txt
```







Forum

File Exchange

Imaris XT Developer Program



# What Can the IO Platform Be Used for? BITPL



Organic FAQ

Meeting point between Life and Computer Scientists

A place for collaborative work

Word-of-Mouth / Reference Point

Centralized platform for requesting and sharing XTensions

Curated repository of XTensions (citable, unique and permanent url)



# Imaris XT Developer Program (Early Adopters) BITPLANE















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Josh Thackray







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Peter Beemiller



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