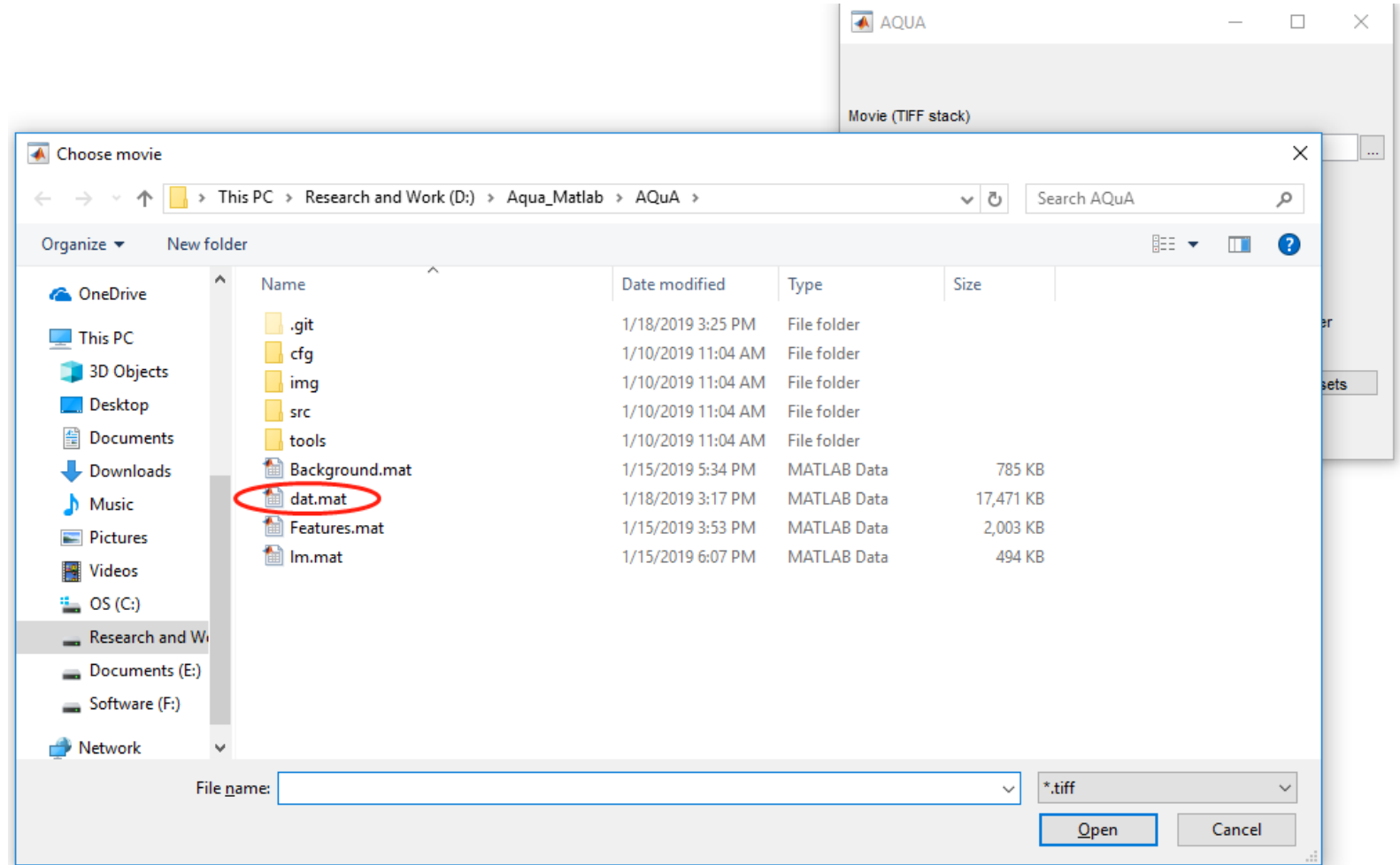


# Aqua Updates

# Welcome interface

Now Aqua can load .mat file as movie in welcome interface. So users could do some pre-processing in Matlab first.

Please save the data in form of matrix, and .mat file should only contain **one** variable (the matrix) with any name.



# Main interface

Now users can save and load region mask as .mat file.

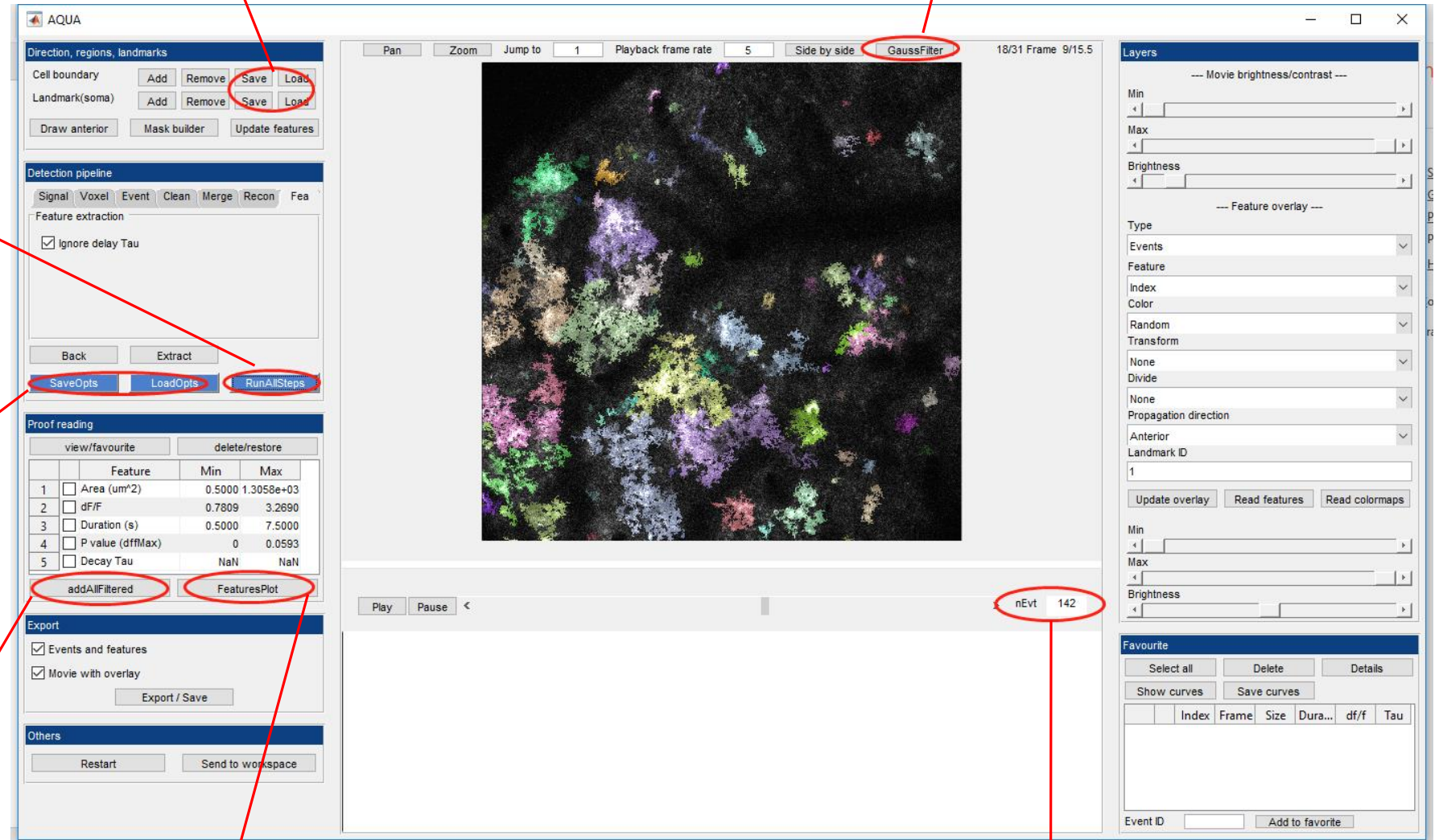
Show the movie after smoothing

Add the button **RunAllSteps** that can run all steps by one click.

Now users can save and load parameters as .csv file.

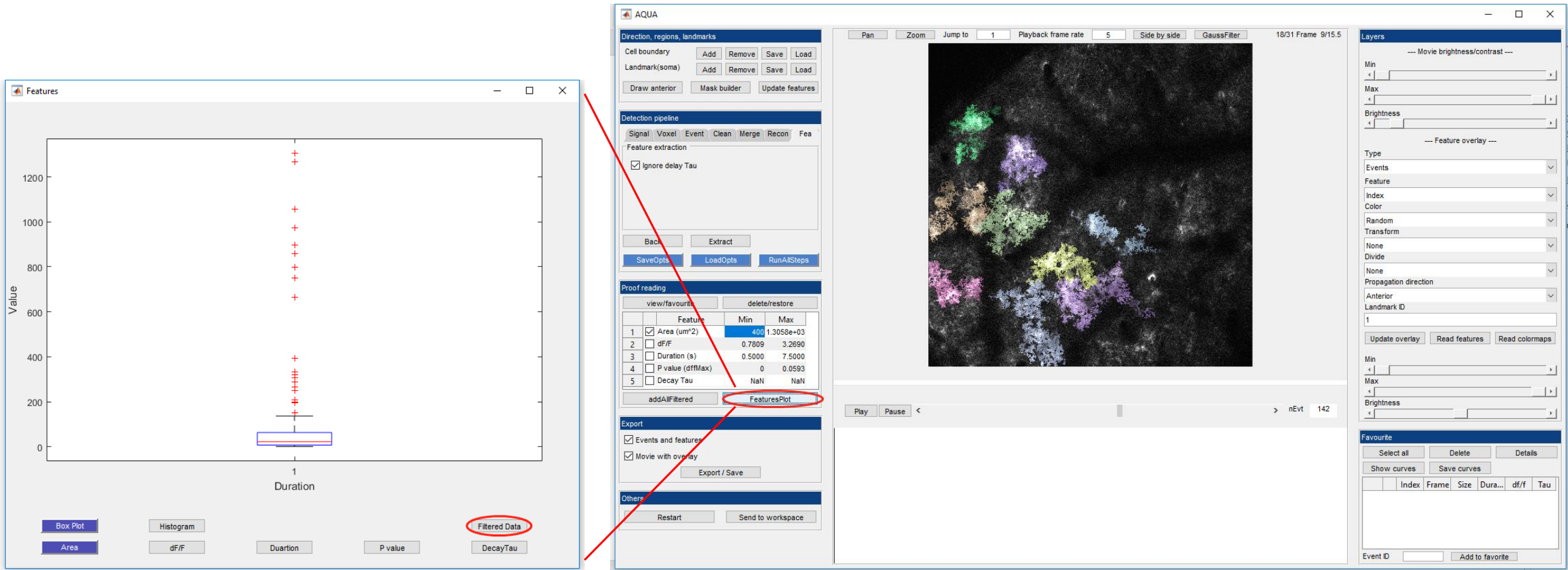
Add the button **addAllFiltered** that can add all filtered events to favorite list.

Add the button **FeaturesPlot**, the function will be shown in next page.



Add the text that shows the events number.

# Main interface



Clicking **Filtered Data** can only show filtered events' feature

The button **FeaturesPlot** can show features distribution as boxplot and histogram figure.

# Side by side view

Add "Maximum Projection" Selection

Direction, regions, landmarks

Cell boundary Add Remove Save Load

Landmark(soma) Add Remove Save Load

Draw anterior Mask builder Update features

Detection pipeline

Signal Voxel Event Clean Merge Recon Fea

Feature extraction

Ignore delay Tau

Back Extract

SaveOpts LoadOpts RunAllSteps

Proof reading

view/favourite delete/restore

	Feature	Min	Max
1	<input type="checkbox"/> Area (um <sup>2</sup> )	300	1.2155e+03
2	<input type="checkbox"/> dF/F	0.7830	3.2690
3	<input type="checkbox"/> Duration (s)	0.5000	8
4	<input type="checkbox"/> P value (dffMax)	0	9.3569e-05
5	<input type="checkbox"/> Decay Tau	NaN	NaN

addAllFiltered FeaturesPlot

Export

Events and features

Movie with overlay

Export / Save

Others

Restart Send to workspace

Pan Zoom Jump to 1 Playback frame rate 5 Side by side GaussFilter 20/31 Frame 10/15.5

Raw + overlay

Raw

Raw + overlay

Rising map

Maximum Projection

Layers

--- Movie brightness/contrast ---

Min

Max

Left Brightness Right Brightness

--- Feature overlay ---

Type

Events

Feature

Index

Color

Random

Transform

None

Divide

None

Propagation direction

Anterior

Landmark ID

1

Update overlay Read features Read colormaps

Min

Max

Brightness

Favourite

Select all Delete Details

Show curves Save curves

	Index	Frame	Size	Dura...	df/f	Tau
1	<input type="checkbox"/>	16	8 849.7...	6	1.0775	NaN
2	<input type="checkbox"/>	19	8 1.215...	6.5000	1.1726	NaN

Event ID Add to favorite

Play Pause < nEvt 135

19 dff:1.1726

Users can adjust each side's brightness separately now.

Remove event boundary and ID in Raw Selection. Also, the boundary and ID number becomes more apparent.

The dF/F trace now can show the current frame line

# Builder Interface

Add the function that can manually add region mask in builder interface.

**Add** and **Remove** operations are like buttons in main interface

**Clear:** clear the current region mask

