

### Before you start

- The correct image stack/series of images is loaded.
- Your preferred image display—3D Volume (default) or Image Slice— is selected.
- Click the Soma button to display the Detect Somas panel.

# THE DETECT SOMAS PANEL

## **Detecting somas**

- 1. Detect somas:
  - *Interactive*: For a single soma, click the soma in the image.
  - *Automatic*: To detect all the somas in the image, click **Detect all somas**.
- 2. If you are not satisfied with the detection, delete the detected soma by clicking the **Clear** button.
- 3. Modify the detection settings and detect again.

#### Interactive:

 Hold down CTRL and scroll the mouse wheel to change the cursor size and match the apparent largest cross-section of a soma (the cursor's width represents the width of the search region).

OR

• Enter a value manually in the **Interactive** search region field.

Detect Somas (9 somas)		
Soma Detector Sensitivity		
Low	High 65	
Soma Detection Settings	!	
Interactive search region	32.00 µm	
Size constraint	1.00 µm	
Detect All Somas	Clear	



Cursor width = largest cross-section

#### Automatic:

- Increase the **Soma detector sensitivity** to take into account areas with less contrast between foreground and background.
- Increase the **Size constraint** value to obtain less flow from the soma to the dendrites, and a more refined soma model.

## THE EDIT SOMAS PANEL

To display the panel, click the Edit button.

### Changing soma appearance

- 1. Select somas to make the editing options visible.
  - To select all somas, click the Select All button.
  - To select a single soma, click the soma in the tracing window.



- To select several somas, hold down **CTRL** and click each soma that you want to select.
- 2. Modify color, transparency or smoothness.

## **Deleting somas**

- 1. Click a detected soma to select it.
- 2. Press the **Delete** key or the **Remove** button.

Edit Somas (1 soma) 🛛 😵		
Select All Show All Hidden	1 selected 0 hidden	Hide Selection
Show as: Solid   Transparency:  Smooth:		
V Texture:	Load Pattern	
Remove		