# paint

Comments or questions: analysis-bugs@nmr.mgh.harvard.edu\\
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# 1   Introduction

**paint** is a program for mapping voxel intensities from a functional volume onto a surface.

# 2   Usage

Typing paint at the command line without any options will give the following message:

```
Usage: paint input\_file hemi surf output\_file -options
  input\_file - eg, stem\_\%03d.bfloat
  surf - surface name (eg, orig, smoothwm, etc)
  hemi - lh or rh
  output\_file - eg, stem-lh.w
  options:
    -imageoffset n - zero-based frame number to paint <0>
    -nslices  n - number of input slices
    -regdat   fname - name of register file <register.dat>
    -dmax  dist - distance (mm) to project along normal <0>
    -dstep stepsize - size (mm) of projection step <0.25>
```

# 3   Command-line Arguments

**input_file**: this is the input stem of the functional input volume in bfile format. It will take the form *stem_%03d.bfloat*.

**surf**: name of the surface upon which to paint (eg, orig, smoothwm, etc).

**hemi**: hemisphere string (lh or rh).

**output_file**: name of the file where the results will be stored. This file must have a "w" extension.

**-imageoffset** : the functional data may have many different time-points (also known as planes or frames) for each voxel, however, the point output can only represent one of these frames. The number of frames in a functional volume is indicated by the third item in the functional volume's header file. The image offset allows the user to choose which frame to paint.

**-nslices**: number of slice files in the input functional volume.

**-regdat**: this allows the user to specify a registration file. The default is to use the one in the current directory.

# 4 Example

Consider the case where there is a functional volume with stem *pavf* with 32 slice files. Running the unix *ls* in the directory will show bfiles of the form *pavf_000.bfloat, pavf_001.bfloat, ...,* *pavf_031.bfloat* and their corresponding header files (with *.hdr* extension.