

# 3d Brain Atlas Reconstructor Installation (Ubuntu)

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**Note:** This procedure is valid for *Ubuntu 9.04*, *Ubuntu 10.04 LTS*, *Ubuntu 10.10* and *Ubuntu 11.04*. Installation on other Ubuntu versions or other Linux distributions is similar but the packages versions may be slightly different.

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## Getting the code

It is assumed that the main directory dedicated for 3dBAR is `/home/$USERNAME/3dbar`. if you want to install it in another directory, replace `3dbar` with the desired path.

To get the latest stable version of 3dBAR fill out [the following form](#) then download 3dBAR using the link provided via email.

Unzip the file to your home directory and go to the 3dBAR directory:

```
mkdir ~/3dbar; unzip 3dbar_latest.zip -d ~/3dbar ; cd ~/3dbar;
```

The directories have the following purposes:

- **bin**: Holds all executable files, atlas parsers and auxiliary scripts
- **lib**: Holds the 3dBAR api
- **atlases**: Directory, where the source data, *CAF datasets* and reconstructed models are stored. Each dataset (denoted as `DATASET_NAME`) contains the following subdirectories:
  - ♦ `atlases/DATASET_NAME/src` : Here the source data is located. It can be placed manually by a user or downloaded from internet depending on a particular parser.
  - ♦ `atlases/DATASET_NAME/caf` : This is the directory where a CAF dataset is generated by specific parsers.
  - ♦ `atlases/DATASET_NAME/reconstructions` : The directory for reconstructed models.

Then follow instructions from `README` file to verify if the installation was successful.

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## Installing required packages

## Installation in Ubuntu 10.10 and Ubuntu 11.04

1. Install the Visualization Toolkit and other graphics libraries:

```
sudo apt-get install \
libvtk5.4 libvtk5-dev libvtk5.4-qt4 libvtk5-qt4-dev \
tk8.5 tk8.5-dev \
python-vtk libgdkgl2.0-1 libgdkgl2.0-dev libgdkglext1 librsvg2-2 python-nifti
```

2. Install python related packages:

```
sudo apt-get install \
python-gtkglext1 python-rsvg python-opengl python-numpy python-scipy python-wxgtk2.8
```

3. Other packages:

```
sudo apt-get install \
potrace pstoeedit python-setuptools python-epydoc
```

## Installation in Kubuntu 11.10

1. Install the Visualization Toolkit and other graphics libraries:

```
sudo apt-get install \
libvtk5.6 libvtk5-dev libvtk5.6-qt4 libvtk5-qt4-dev \
tk8.5 tk8.5-dev \
python-vtk libgdkgl2.0-1 libgdkgl2.0-dev libgdkglext1 librsvg2-2 python-nifti
```

2. Install python related packages:

```
sudo apt-get install \
python-gtkglext1 python-rsvg python-opengl python-numpy python-scipy python-wxgtk2.8
```

3. Other packages:

```
sudo apt-get install \
potrace pstoeedit python-setuptools python-epydoc
```

## Installation in Ubuntu 10.04

1. Install the Visualization Toolkit and other graphics libraries:

```
sudo apt-get install \
libvtk5.2 libvtk5-dev libvtk5.2-qt4 libvtk5-qt4-dev \
tk8.5 tk8.5-dev \
python-vtk libgdkgl2.0-1 libgdkgl2.0-dev libgdkglext1 librsvg2-2 python-nifti
```

2. Install python related packages:

```
sudo apt-get install \
python-gtkglext1 python-rsvg python-opengl python-numpy python-scipy python-wxgtk2.6
```

3. Other packages:

```
sudo apt-get install \
potrace pstoeedit python-setuptools python-epydoc
```

## Installation in Ubuntu 9.10

1. Install the Visualization Toolkit and other graphics libraries:

```
sudo apt-get install \
libvtk5.2 libvtk5-dev libvtk5.2-qt4 libvtk5-qt4-dev \
tk8.5 tk8.5-dev \
python-vtk libgltkgl2.0-1 libgltkgl2.0-dev libgltkglext1 librsvg2-2 python-nifti
```

2. Install python related packages:

```
sudo apt-get install \
python-gtkglext1 python-rsvg python-opengl python-numpy python-scipy python-wxgtk2.6
```

3. Other packages:

```
sudo apt-get install \
potrace pstoeedit python-setuptools python-epydoc
```

If you are a developer you may also want to install optional packages with documentation:

```
sudo apt-get install vtkdata vtk-doc vtk-examples
```

## Installation in Ubuntu 8.04

Installation consists of following steps (just paste code blocks into terminal it should be fine:

1. Installing Visualization Toolkit and other graphic libraries:

```
sudo apt-get install \
libvtk5 libvtk5-dev libvtk5-qt4 libvtk5-qt4-dev \
tk8.5 tk8.5-dev \
python-vtk libgltkgl2.0-1 libgltkgl2.0-dev libgltkglext1 librsvg2-2 python-nifti
```

2. Installing python-related packages:

```
sudo apt-get install \
python-gtkglext1 python-opengl python-numpy python-scipy \
python-gnome2 python-gnome2-desktop python-gnome2-desktop-dev python-gnome2-dev python-wxgtk2.6
```

3. Other packages:

```
sudo apt-get install \
potrace pstoeedit python-setuptools subversion python-epydoc
```

If You are a developer, you may also want to install optional packages with documentation:

```
sudo apt-get install vtkdata vtk-doc vtk-examples
```

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## Troubleshooting

### Segmentation fault in Ubuntu 11.10

If the reconstructor crashes like that (numbers can vary):

```
$ ./3dbar.sh
```

```
./3dbar.sh: line 17: 2296 Segmentation fault      python bin/reconstructor/gui.py
```

the reason can be a bug in the 'python-vtk' package installed in your system. Unfortunately there is no automated way to fix it - you have to do it manually:

1. Find a file named 'wxVTKRenderWindowInteractor.py'. It can be located in '/usr/share/pyshared/vtk/wx/' directory or in similar location:

```
$ find / -name 'wxVTKRenderWindowInteractor.py'
```

2. Edit the file with your favourite ASCII editor. In the example editor 'vim' is used and it is assumed that the path to the file is '/usr/share/pyshared/vtk/wx/wxVTKRenderWindowInteractor.py':

```
$ sudo vim /usr/share/pyshared/vtk/wx/wxVTKRenderWindowInteractor.py
```

3. Near 350th line of the file find a following line:

```
d = '%s%s' % (d[2:], 'void_p')
```

4. Add '\0' characters to the line to make it like below:

```
d = '%s%s\0' % (d[2:], 'void_p')
```

5. Save the modified file.

6. The bug should be fixed for now. Try running 3dBAR again. If this solution doesn't work - let us know.