Supplementary material

This page contains supplementary material for the article:

Common Atlas Format and 3D Brain Atlas Reconstructor: Infrastructure for Constructing 3D Brain Atlases

Piotr Majka, Ewa Kublik, Grzegorz Furga, Daniel K. Wójcik (2011) submitted

(Tutaj b?dzie abstrakt, jak ju? si? zdecydujemy na jego tre??)

Following supplementary materials are available:

1. Description of the graphical user interface
2. Command-line interface manual
3. Description of vector data processing - typical problems and their solutions.
4. Detailed description of the gap-filling algorithm
5. Creation of new structures.