

Project: Open Microscopy Environment
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OMERO.importer User Guide

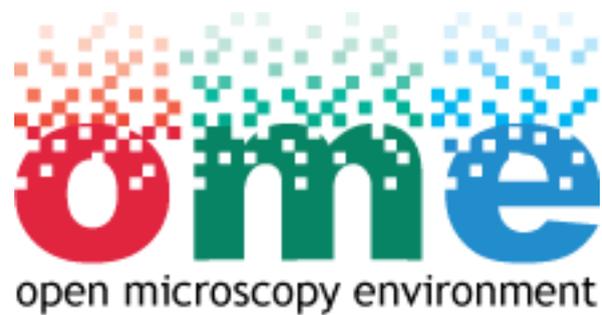


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1. Introduction

This document provides a brief guide to the Beta version of the OMERO.importer software, released for general use in January 2007. With this tool, you will be able to import *Deltavision* (.dv) files, *Metamorph* (.stk) files, and single plain *TIFF* (.tiff) files into an OMERO.server's database, and then view them using the OMERO.insight client. Additional formats, such as the *LEICA* (.lei) format, are planned for release in the near future.

The software has been developed as part of the Open Microscopy Environment (OME) consortium. For more information on OMERO, including information on bugs and updated versions, visit <http://www.openmicroscopy.org>

The rest of the guide is arranged as follows:

- **Section 2 - Quick Start Guide.** Installing the software and a brief guide to performing some key tasks using OMERO.importer.
- **Section 3 - Help and feedback.** How you can provide the development team with feedback to influence future development.

We hope you enjoy using the software.

The OMERO development team, University of Dundee, UK.

2. Quick Start

[2.1.Installing OMERO.importer](#)

[2.2.Importing Images](#)

2.1. Installing OMERO.importer

Depending on your operating system, OMERO.importer will either come as a simple zipped archive file, or as a bundled installation package. If you have downloaded the archive file, you will need to extract it with a program capable of opening .zip files. If you have downloaded the install package, double-click it to start the installation process and then follow the steps presented.

- Once you have installed the software, use the key points below to familiarize yourself with the software.

2.2. Importing Images

Before importing any images using OMERImporter you must create somewhere to store the images. This means creating a project and one or more datasets using the OMERInsight application. The following steps briefly describe the steps required to create a new project and dataset which you can use while importing. A more detailed description of how to use OMERInsight can be found in its own user guide, which should be included when you download OMERInsight.

1. Log into OMER using OMERInsight
 - Typically, the administrator who set up OMER can provide you with an OMER user account and an OMER.server's address, which you can use to log in with OMERInsight and OMERImporter.
2. Create a project:
 - In OMERInsight, open the **File** menu, select **Create New Project**.
 - In the window that appears, enter the Project name and, optionally, a textual description of the project.
 - Select **Save** to confirm.
3. Create a dataset for the newly created project:
 - In OMERInsight, open the **File** menu, select **Add New Dataset**.
 - In the window that appears, enter the dataset name and, optionally, a textual description of the dataset.
 - Select **Save** to confirm.
4. The dataset will now be listed under the parent project.
5. Log into OMER using OMERImporter



Figure 2.2-1 : OMERO.importer Log-in

6. OMERO.importer is separated into three main sections represented by the tabs at the top of the application. These are:
- The **File Viewer** tab: From here you can **add** or **remove** images from the left hand file display area to the queue on the right hand side.
This is done by using the  and  buttons shown in the middle of the display.
 - The **Output Text** tab: Shows you a brief list of the current import status as files are being imported.
 - The **Debug Text** tab: Shows you more technical information about the import status as files are being imported.

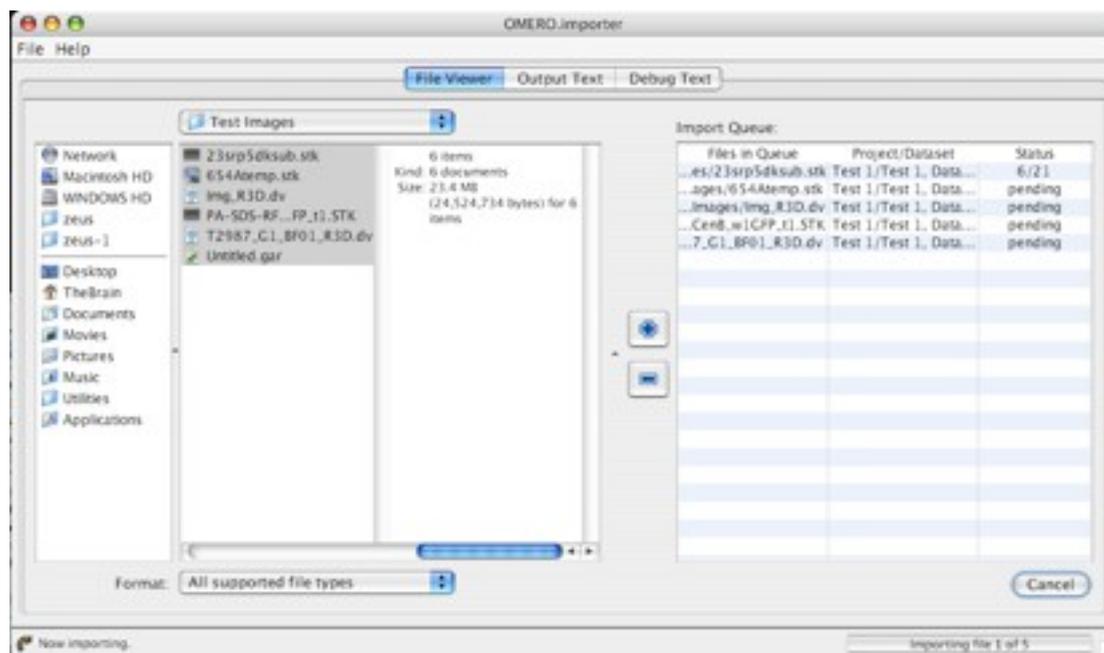


Figure 2.2-2 : OMERO.importer

7. Select the local images you wish to import:

- Once you are logged into the importer, browse your local file system using the panel on the left hand side of the **File Viewer** tab.
- **Add** (resp. **Remove**) your images from the right hand import queue using the  (resp. ) button.

8. Select the project and dataset to import images into.

- Once you click on the  button, a popup window will ask you to select the project and dataset you wish to add your images to. Select these at the top of the popup.

NB

Note that you must have a project and dataset already set up in OMERO.insight before you can import images (see **Step 1 to 3** above).



Figure 2.2-3 : Import window

9. Select the filename to use for your imported image.
 - The bottom half of the import popup window also allows you to select the file name your image will use in the OMERO database.
 - The filename can either be the **short** path name e.g. `myImage.dv`, the **full** path name e.g. `c:/stuff/myImage.dv`, or the short file name plus a number of leading directories. For example, if you chose to add 1 directory to the directory `c:/stuff/myImage.dv`, your final imported image would be `stuff/myImage.dv`.
 - Select **Add** to confirm.
10. Once images are added to the queue, click the **Import** button to begin importing.
 - Each images' status will update as the image is processed and then uploaded to the OMERO server.
 - You may also add additional images to the import queue while an import is already running. This will only add the images however. When you are ready to import these new images, click the **Import** button again to begin importing them.

NB

If you cancel an already running import, the importer will stop after it finishes processing the currently importing image, which may take a few moments.

3. Feedback reporting

[3.1.Help Information](#)

[3.2.Feedback Facility](#)

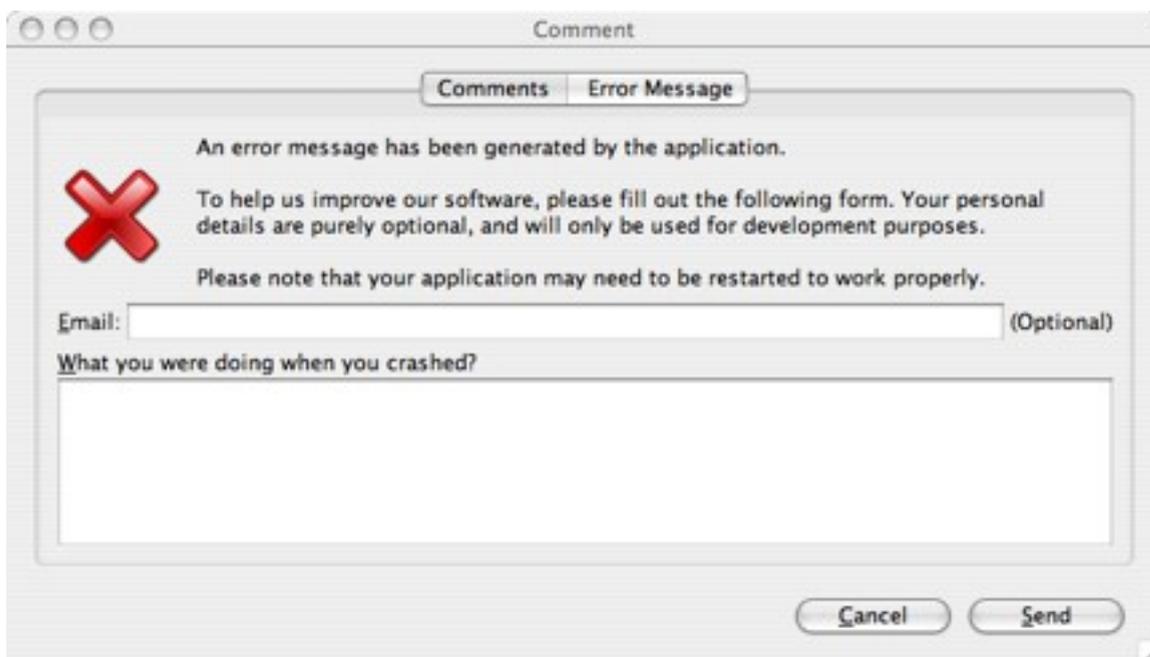
3.1. Help Information

Help information is not currently available through the **Help** menu; but you can send feedback by opening the **Help** menu and select **Send Comment**.

3.2. Feedback Facility

This Beta version of OMERO.importer has been rigorously tested to ensure it works as expected. As development is ongoing, however, it is possible that an error may occur when using the OMERO suite of applications. In such a case, a window will appear ([Figure 5.2-1](#)) inviting you to submit feedback about what you were doing when the error occurred.

Providing this information is not required, but submitting as much information as you are able to provide will help the development team identify and overcome the cause of the error. You may include an email address - if you do, this will only be used to contact you for more information about the error you experienced. This is optional, and you can choose to submit feedback anonymously if you prefer.



The image shows a macOS-style dialog box titled "Comment". It has two tabs: "Comments" and "Error Message", with "Error Message" selected. The dialog contains the following text: "An error message has been generated by the application." To the left of this text is a large red "X" icon. Below this is the text: "To help us improve our software, please fill out the following form. Your personal details are purely optional, and will only be used for development purposes." This is followed by: "Please note that your application may need to be restarted to work properly." There is an "Email:" label followed by a text input field and the word "(Optional)" to its right. Below the email field is the label "What you were doing when you crashed?" followed by a large empty text area. At the bottom right of the dialog are two buttons: "Cancel" and "Send".

Figure 3.2-1 : Error feedback form

