# Introduction to MNI-Display 2.0

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# What is MNI-Display?

- Versatile tool for visualization of individual scans and surfaces.
  - Volumetric data.
  - CIVET surfaces and other geometric structures.
  - Anatomical labeling or segmentation.
  - AnatoMarkers,
- Simple surface extraction.
- Intensity histograms.
- Manual volume transforms.
- Surface and volume cropping.

#### User interface





# History of MNI-Display

- ► Started in 1991 by David MacDonald.
- Written in C.
- Uses GLUT and OpenGL, so can run on many platforms.
- Cousin to MNI-Register.
- Actively enhanced for several years.
- Only rarely changed since early 2000's.

# Why MNI-Display?

#### Strengths

- Can display large (gigavoxel) images.
- Can overlay images with different sampling grids.
- Oblique (non-orthogonal) slices.
- Versatile anatomical labeling functions.
- Powerful 3D visualization features.
- Open source.
- Weaknesses
  - Idiosyncratic user interface.
  - Minimal documentation for users or developers.
  - No support for dynamic images (PET, DTI, fMRI).

#### Oblique slices at $100\mu$ m



## What is MNI-Display 2.0?

- ▶ Part-time project begun in April 2015.
- Technical goals:
  - Expanded user documentation.
  - Enhance maintainability and stability.
  - New surface visualization features.
  - Support dynamic scans.
  - Improve ease-of-use.
- Strategic goal increase user acceptance.

#### Expanded user documentation

- Complete menu reference.
- More background explanation.
- Describe new features.
- Detailed usage instructions.
- Reveal hidden/obscure features.

### Enhance maintainability and stability

- Developer documentation via doxygen comments.
- Lots of manual testing.
- Remove unused files and functions.
- Fix compiler warnings.
- Dynamic program analysis (Valgrind and Address Sanitizer).
- ► Use modern OpenGL.

#### Improved surface visualization

Superimpose surface trace on slice views.



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# Improved surface visualization

• Support for per-vertex (e.g. thickness) data.



# Support dynamic scans

• Can load raw DTI, fMRI, PET 4D scans.



#### Enhance ease-of-use

User interface *largely* unchanged, however:

- Support for modern mice and trackpads.
- Menu help text.
- Dialog boxes for user input, with option to cancel operation.
- ► Load NIfTI-1 and FreeSurfer volumes.
- ► Save and restore window layout.
- Standard keyboard shortcuts.
- ► N-step undo.
- Remove obsolete commands.

## Menu help text

- Shows a sentence describing each menu or command.
- An attempt to offer some assistance while remaining unobtrusive.



# Dialog boxes for user input

- Uses an external program, zenity, to display dialogs.
- Every dialog can be canceled.



#### Save and restore window layout

- ► The 4-window UI is somewhat unwieldy.
- You can now save your preferred layout and it will be automatically restored the next time you start MNI-Display.



#### Standard keyboard shortcuts

- Ctrl-Z Undo last voxel paint operation.
- Ctrl-O Open file
- Ctrl-S Save file
- Please suggest additions...

#### Other new features

- Distance calculations.
- Separate object list window.
- Field-of-view display.
- Ratio display (e.g. V0/V1).

#### What next?

- Still very much a work in progress.
- Draft documentation is available here: https://www.dropbox.com/s/pak0b86sksi6oil/ Display-2.0.pdf?dl=0.
- Contact me if you want to help test: robert.d.vincent@mcgill.ca
- Contribute suggestions or code: https://github.com/BIC-MNI/Display.

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- Alan Evans



- Questions
- Demonstration