

# 3d Brain Atlas Reconstructor Installation (Ubuntu)

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**Note:** This procedure is valid for *Ubuntu 9.04* and *Ubuntu 10.04 LTS* and was tested on 4.08.2011. For guides related to *Ubuntu 8.04* see [barSoftwareInstallation8.04?](#). Installation on other Ubuntu versions or other Linux distributions is similar.

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1. [Installing required packages](#)
2. [Getting the code](#)

## Installing required packages

### 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 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
```

### Installation in Ubuntu 10.04

Install the following packages:

```
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
```

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

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

### Installation in Ubuntu 10.10

Install the following packages:

```
sudo apt-get install \  
libvtk5.4 libvtk5-dev libvtk5.4-qt4 libvtk5-qt4-dev \  
tk8.5 tk8.5-dev \  
python-vtk libgltkg12.0-1 libgltkg12.0-dev libgltkg12.0 python-nifti  
  
sudo apt-get install \  
python-gltkg12.0 python-rsvg python-opengl python-numpy python-scipy python-wxgtk2.8  
  
sudo apt-get install \  
potrace pstoeedit python-setuptools subversion python-epydoc
```

Once all the packages are installed it is time to create the directory structure.

## 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/3dbar_publ;
```

Created 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.