

FAQ Platypus

System requirements:

Q: Do I need Photoshop to use Platypus?

A: Not at all, Platypus can be used without Photoshop installed. Our package includes both a plug-in and a standalone version.

Q: What operating system do I need?

A: Platypus needs a 64-bit operating system to run. More specifically, it requires at least Windows 7 or Mac OS X 10.9 (Mavericks).

Q: What version of Photoshop is Platypus compatible with?

A: Platypus requires a 64-bit version of Photoshop CS5 or more recent. If you have an older version of Photoshop, no panic, you can always use the standalone application.

Licensing:

Q: We are hoping we could use the Platypus Photoshop plugin for free as we won't be using it for gain or profits.

A: Platypus is licensed under a non-commercial license and can be used freely as such, so there is no need to contact us. However, we do ask that you refer to Project Platypus. For more licensing information we recommend contacting Henry Berger, (henry.berger@duke.edu) at Duke University.

Website:

Q: I filled in the form to obtain Platypus but got redirected to the homepage. Do I need to do anything else?

A: No need to worry, we received your request and our team will process it as soon as they can.

Application/plugin-in:

Q: I have successfully installed the standalone version of Platypus but the Photoshop plugin is not recognized.

A: We had this issue in earlier versions of Platypus but this has since then been resolved. Make sure to download the latest version from our website and check your version of Photoshop (a 64-bit version, CS5 or later, is required).

Q: I opened up a large image and Platypus just quits. What now?

A: Due to technical reasons, Platypus is capable of processing images with a maximum width and/or height of 32,000 pixels. In older versions, Platypus used to stop working while now it will issue a warning that it is unable to process files of that magnitude.

Q: How does Platypus perform with composite/stitched X-rays? Is it best to run Platypus on each individual image or onto one large mosaicked file?

A: We recommend using Platypus on non-mosaicked images, especially in case of very large images. The results of the algorithm will depend strongly on how well the images were assembled. More specifically, the quality of the results can be affected in cases where the cradle members are not perfectly aligned with each other.

Q: How accurate do I need to be when marking cradle members?

In our experience it is not at all necessary to mark the cradled areas very precisely. Platypus is robust to slight rotations of the image and tries to refine the locations of the cradle edges internally. However, it can make a difference in cross-sections. We recommend trying the first stage of the cradle removal (called "Remove cradle") on an initial guess of the cradled areas and refine the positions of the mask polygons according to the result. The mask polygons are easy to move or edit by dragging their corners or by rotating the entire polygon (alt-click).

Q: I successfully removed the grayscale difference in Platypus but when I click on "Remove Texture" the application seems to freeze up. Is this normal?

A: The texture removal stage of Platypus is computationally very heavy and, depending on the number of cradle members and the resolution of your image, can take a very long time to process. We recommend saving your intermediate result before running that stage of the algorithm. We also suggest running this when you do not need to use the computer any further (e.g. overnight or during lunch-breaks).

Q: Why does the texture removal stage take so long to finish?

A: The last stage of the cradle removal consists of a machine-learning algorithm that literally learns what part of the wood grain in the cradled zones comes from the cradle and from the wooden support. This process necessitates quite some time but ensures that what we remove is texture from the cradle as it is not encountered in the cradle-free areas of the X-ray image.

Q: If one X-ray image is too large for the texture removal stage, can I cut it in separate pieces and run those through Platypus?

A: Yes, for images with very large dimensions we would recommend you to cut the X-ray image into pieces and afterwards reconstruct the image. We recommend cutting the X-ray in between two cradle members such that there are always cradle-free areas around each cradle member.

Q: Platypus finished processing my image and the resulting image is very dark.

A: Platypus was developed with a very particular philosophy in mind, that it should not affect in any way the areas that do not contain cradle members. The algorithm works as such that the cradled areas within the X-ray image are matched to the cradle-free areas. With this philosophy in mind we do not perform any overall editing, such as contrast changes, of images.

Q: After running the texture removal stage, I do not see a (lot of) difference with the image before texture removal. Why is that?

A: The texture removal results depend strongly on the X-ray and the wood used for the cradle members. In cases where the wood grain of the cradle members is very similar to that of the wooden panel, Platypus will not remove a lot of texture, as there is uncertainty of where the texture belongs.