

## Instructions for doing Morris Watermaze experiments

- 1) Create a new folder on the desktop and give it a name which includes your independent variable.
- 2) Open 'Sloth'. Scroll down to "Image templates" and double click it. Click one time on the image template you need (WMH == hidden water maze). Under File (at the top of the desktop) select "Duplicate" (this will make a copy of the folder you want). Then Drag the duplicate to the folder you created in step 1.

### CLOSE THE SLOTH WINDOW

- 3). Double click on your folder, then double click on WM 2.12r.  
Select "Special", then "start capturing"  
Run your hand underneath the camera to confirm you are getting "Live" images
- 4). Select "Special", "Prepare Field", and hit OK.  
Select the rectangle tool, click one time in the image window, then click-hold and outline the entire pool.  
Select "Set pool position", hit ok
- 5) Click on the image, BUT OUTSIDE THE DOTTED RECTANGLE YOU MADE  
make small rectangle around the platform location  
Select Special, "setPFLocation, enter the platform number, ok

### YOU CAN HAVE 4 PLATFORM LOCATIONS. ONE IN EACH QUADRANT

- 6) Click on the image OUTSIDE THE RECTANGLE. Make another rectangle where you will start the mice. Select "Special", "setStartLocation", ok. Do for each of your 4 start locations.

Close image window. DO NOT SAVE IMAGE.

- 7) Select Special, Start capturing
- 8) Select Options, threshold. Place CURSOR in LUT window and adjust until all you see is the mouse. Note the threshold within the INFO window.
- 9) Select Oval tool from "tools" window. Make an oval around the mouse. Select "analyze", 'analyze particles, "ok", then " show results. Note the area of the mouse (that's the number you're being given).
- 10) CLOSE the image. DO NOT SAVE CHANGES TO CAMERA.
- 11) Close WH 2.12r

- 12) In your folder, open WMH 2.10s

- 13) Select “Special” , then “Capture Trials: Hidden”
- 14) choose ‘1’ to change the rate (Should be 2.0 frames/s), 2 to change the threshold (which you should have noted), 3 to change subject size (again you should have a good idea from your “analyze particles” section), or 0 to move to next window
- 15) Pool size = 92 x 92, trace is off, invert is off, ITI is 15, then OK
- 16) perimeter distance is 8, duration is 60 s, and number of trials is usually 4, OK
- 17) enter seq1
- 18) when asked to “enter session name, click “cancel’ and close maze window
- 19) select File, New, “text window, give it a name with the .ref extension, OK
- 20) enter the mouse ID, a space, then the target platform number, (1-4)
- 21) when finished for ALL MICE, hit file, save as, select the references folder, then OK
- 22) Open the Images folder and make a new folder. Give it a name (this is your Session Folder you’ll be prompted for
- 23) select Special, capture trails:visible, hit OK for everything, seq1 (make sure it is the right sequence), your session name, put mouse on and click the image.