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# **uos activpal Documentation**

**R Broadley**

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## 1.1 uos\_activpal.io

### 1.1.1 uos\_activpal.io.raw module

<code>uos_activpal.io.raw. ActivpalData(file_path)</code>	An object to wrap activPAL data.
<code>uos_activpal.io.raw.Meta</code>	A namedtuple with fields for the activPAL raw data's metadata.
<code>uos_activpal.io.raw. change_file_code(...)</code>	Modify the file code in the header of an activPAL raw data file.
<code>uos_activpal.io.raw. extract_metadata_from_file(...)</code>	Return a Meta object with the metadata from the given activPAL data file.
<code>uos_activpal.io.raw. load_activpal_data(file_path)</code>	Return the data from an activPAL data file as (metadata, signals).

### uos\_activpal.io.raw.ActivpalData

**class** `uos_activpal.io.raw.ActivpalData (file_path)`

An object to wrap activPAL data.

**TODO** ()

**See also:**

**`load_activpal_data`** Returns the data from an activPAL data file as a tuple (metadata, signals).

**`__init__`** (`file_path`)

Create an instance of an `activpal_data` object.

**Parameters** `file_path` (`str`) – The path to an activPAL raw data file.

## Methods

<code>__init__(file_path)</code>	Create an instance of an <code>activpal_data</code> object.
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## Attributes

<code>data</code>	<i>pandas.DataFrame</i> – Deprecated - use <code>signals</code> .
<code>metadata</code>	<i>namedtuple</i> – The information extracted from the files header.
<code>rss</code>	<i>pandas.Series</i> – The Root Sum of Squares of the x, y, z axes.
<code>signals</code>	<i>pandas.DataFrame</i> – The sensor signals.
<code>timestamps</code>	<i>pandas.DatetimeIndex</i> – The timestamps of the signals.
<code>x</code>	<i>pandas.Series</i> – The signal from the x axis.
<code>y</code>	<i>pandas.Series</i> – The signal from the y axis.
<code>z</code>	<i>pandas.Series</i> – The signal from the z axis.

## uos\_activpal.io.raw.Meta

**class** `uos_activpal.io.raw.Meta`

A namedtuple with fields for the activPAL raw data's metadata.

### Parameters

- **firmware** (*int*) –
- **bitdepth** (*int*) –
- **resolution** (*int*) –
- **hz** (*int*) –
- **axes** (*int*) –
- **start\_datetime** (*datetime.datetime*) –
- **stop\_datetime** (*datetime.datetime*) –
- **duration** (*datetime.timedelta*) –
- **start\_condition** (*str*) –
- **stop\_condition** (*str*) –
- **file\_code** (*str*) –
- **device\_id** (*int*) –

`__init__()`

Initialize self. See `help(type(self))` for accurate signature.

## Methods

<code>count(value)</code>
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<code>index(value, [start, [stop]])</code>	Raises ValueError if the value is not present.
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### Attributes

<code>axes</code>	Alias for field number 4
<code>bitdepth</code>	Alias for field number 1
<code>device_id</code>	Alias for field number 11
<code>duration</code>	Alias for field number 7
<code>file_code</code>	Alias for field number 10
<code>firmware</code>	Alias for field number 0
<code>hz</code>	Alias for field number 3
<code>resolution</code>	Alias for field number 2
<code>start_condition</code>	Alias for field number 8
<code>start_datetime</code>	Alias for field number 5
<code>stop_condition</code>	Alias for field number 9
<code>stop_datetime</code>	Alias for field number 6

### uos\_activpal.io.raw.change\_file\_code

`uos_activpal.io.raw.change_file_code(file_path, new_code)`

Modify the file code in the header of an activPAL raw data file.

#### Parameters

- **file\_path** (*str*) – The path to an activPAL raw data file.
- **new\_code** (*str*) – The upto 8 char string which the file code should be changed to.

### uos\_activpal.io.raw.extract\_metadata\_from\_file

`uos_activpal.io.raw.extract_metadata_from_file(file_path)`

Return a Meta object with the metadata from the given activPAL data file.

**Parameters** `file_path` (*str*) – The path to an activPAL raw data file.

**Returns** `meta` – The information extracted from the files header.

**Return type** `uos_activpal.io.raw.Meta`

See also:

`ActivpalData()` An object to wrap activPAL data.

`load_activpal_data()` Returns the data from an activPAL data file.

`change_file_code()` Modifies the file code of an activPAL raw data file.

`extract_accelerometer_data()` Extracts the signals from an activPAL raw data file body.

### uos\_activpal.io.raw.load\_activpal\_data

`uos_activpal.io.raw.load_activpal_data(file_path)`

Return the data from an activPAL data file as (metadata, signals).

**Parameters** `file_path` (*str*) – The path to an activPAL raw data file.

**Returns**

- **metadata** (*uos\_activpal.io.raw.Meta*) – A namedtuple containing information extracted from the files header.
- **signals** (*numpy.ndarray*) – An array with a column for each axis of the device.

See also:

*ActivpalData()* An object to wrap activPAL data.

## 1.2 uos\_activpal.gui

### 1.2.1 uos\_activpal.gui.base module

<i>uos_activpal.gui.base.BaseMainWindow([parent])</i>	A QMainWindow subclass which includes additional setup, mainly styling.
<i>uos_activpal.gui.base.BaseSubWindow([parent])</i>	A BaseMainWindow subclass designed for creating additional windows.
<i>uos_activpal.gui.base.BaseDialog([parent])</i>	A QDialog subclass which includes additional setup, mainly styling.
<i>uos_activpal.gui.base.BaseMessageDialog(...)</i>	A BaseDialog subclass designed for displaying messages.
<i>uos_activpal.gui.base.BaseQuestionDialog(...)</i>	A BaseDialog subclass designed for asking binary (yes   no) questions.
<i>uos_activpal.gui.base.SpacerWidget([parent])</i>	A QWidget which fills horizontal and vertical space.
<i>uos_activpal.gui.base.QuestionResponse([parent])</i>	A combo widget designed to put a question and textbox on one line.
<i>uos_activpal.gui.base.VQuestionResponse([parent])</i>	A combo widget designed to stack a question on top of a textbox.

#### uos\_activpal.gui.base.BaseMainWindow

**class** `uos_activpal.gui.base.BaseMainWindow` (*parent=None*)

A QMainWindow subclass which includes additional setup, mainly styling.

**\_\_init\_\_** (*parent=None*)

Create an instance of a BaseMainWindow.

**Parameters** *parent* (*object*) – The parent object.

**Methods**

<code>__init__([parent])</code>	Create an instance of a BaseMainWindow.
<code>centerOnScreen()</code>	Centers the window on the screen.

**Attributes**



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<code>base_geometry</code>	<i>(left, top, width, height)</i> – The default window geometry.
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## uos\_activpal.gui.base.BaseSubWindow

**class** uos\_activpal.gui.base.**BaseSubWindow** (*parent=None*)  
 A BaseMainWindow subclass designed for creating additional windows.

See also:

**BaseDialog** A QDialog subclass which includes additional setup, mainly styling.

**\_\_init\_\_** (*parent=None*)  
 Create an instance of a BaseSubWindow.

**Parameters** **parent** (*object*) – The parent object.

### Methods

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<code>__init__</code> ([parent])	Create an instance of a BaseSubWindow.
<code>centerOnScreen</code> ()	Centers the window on the screen.
<code>closeEvent</code> (*args, **kwargs)	Close the window.
<code>left_button_action</code> ()	Define the left button action.
<code>right_button_action</code> ()	Define the right button action.

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### Attributes

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<code>base_geometry</code>	<i>(left, top, width, height)</i> – The default window geometry.
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## uos\_activpal.gui.base.BaseDialog

**class** uos\_activpal.gui.base.**BaseDialog** (*parent=None*)  
 A QDialog subclass which includes additional setup, mainly styling.

See also:

**BaseMessageDialog** A BaseDialog subclass designed for displaying messages.

**BaseQuestionDialog** A BaseDialog subclass designed for asking binary (yes | no) questions.

**\_\_init\_\_** (*parent=None*)  
 Create an instance of a BaseDialog.

**Parameters** **parent** (*object*) – The parent object.

### Methods

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<code>__init__</code> ([parent])	Create an instance of a BaseDialog.
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<code>centerOnScreen()</code>	Centers the window on the screen.
<code>controlbar_addWidget(widget)</code>	Add a widget to the controlbar.
<code>left_button_action()</code>	Define the left button action.
<code>main_space_addWidget(widget)</code>	Add a widget to the main space.
<code>right_button_action()</code>	Define the right button action.

### Attributes

<code>base_geometry</code>	<i>(left, top, width, height)</i> – The default window geometry.
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## uos\_activpal.gui.base.BaseMessageDialog

**class** `uos_activpal.gui.base.BaseMessageDialog` (*parent=None, msg=None*)

A BaseDialog subclass designed for displaying messages.

**See also:**

**BaseDialog** A QDialog subclass which includes additional setup, mainly styling.

**BaseQuestionDialog** A BaseDialog subclass designed for asking binary (yes | no) questions.

`__init__` (*parent=None, msg=None*)

Create an instance of a BaseMessageDialog.

### Parameters

- **parent** (*object*) – The parent object.
- **msg** (*str*) – The message to display.

### Methods

<code>__init__</code> ([ <i>parent, msg</i> ])	Create an instance of a BaseMessageDialog.
<code>centerOnScreen()</code>	Centers the window on the screen.
<code>controlbar_addWidget(widget)</code>	Add a widget to the controlbar.
<code>left_button_action()</code>	Define the left button action.
<code>main_space_addWidget(widget)</code>	Add a widget to the main space.
<code>right_button_action()</code>	Define the right button action.
<code>set_message(msg)</code>	Set the message displayed by the dialog.

### Attributes

<code>base_geometry</code>	<i>(left, top, width, height)</i> – The default window geometry.
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## uos\_activpal.gui.base.BaseQuestionDialog

**class** `uos_activpal.gui.base.BaseQuestionDialog` (*parent=None, question=None*)

A BaseDialog subclass designed for asking binary (yes | no) questions.

See also:

**BaseDialog** A QDialog subclass which includes additional setup, mainly styling.

**BaseMessageDialog** A BaseDialog subclass designed for displaying messages.

**\_\_init\_\_** (*parent=None, question=None*)  
Create an instance of a BaseQuestionDialog.

#### Parameters

- **parent** (*object*) – The parent object.
- **question** (*str*) – The question to display.

#### Methods

<b>__init__</b> ([parent, question])	Create an instance of a BaseQuestionDialog.
<b>centerOnScreen</b> ()	Centers the window on the screen.
<b>controlbar_addWidget</b> (widget)	Add a widget to the controlbar.
<b>left_button_action</b> ()	Define the left button action.
<b>main_space_addWidget</b> (widget)	Add a widget to the main space.
<b>right_button_action</b> ()	Define the right button action.
<b>set_question</b> (question)	Set the question displayed by the dialog.

#### Attributes

<b>base_geometry</b>	( <i>left, top, width, height</i> ) – The default window geometry.
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### uos\_activpal.gui.base.SpacerWidget

**class** uos\_activpal.gui.base.SpacerWidget (*parent=None*)

A QWidget which fills horizontal and vertical space.

Most useful for aligning other widgets, a spacer either side will center, a spacer on the left will align right, a spacer on the right will align left.

**\_\_init\_\_** (*parent=None*)  
Create a SpacerWidget.

#### Methods

<b>__init__</b> ([parent])	Create a SpacerWidget.
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### uos\_activpal.gui.base.QuestionResponse

**class** uos\_activpal.gui.base.QuestionResponse (*parent=None*)

A combo widget designed to put a question and textbox on one line.

**\_\_init\_\_** (*parent=None*)  
Create a QuestionResponse widget.

## Methods

<code>__init__([parent])</code>	Create a QuestionResponse widget.
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## Attributes

<code>layout</code>	<i>QLayout</i> – The QLayout used to organise the question and response.
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### uos\_activpal.gui.base.VQuestionResponse

**class** uos\_activpal.gui.base.VQuestionResponse (*parent=None*)

A combo widget designed to stack a question on top of a textbox.

`__init__` (*parent=None*)

Create a VQuestionResponse widget.

## Methods

<code>__init__([parent])</code>	Create a VQuestionResponse widget.
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## Attributes

<code>layout</code>	<i>QLayout</i> – The QLayout used to organise the question and response.
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## 1.2.2 uos\_activpal.gui.raw\_viewer module

<code>uos_activpal.gui.raw_viewer.MainWindow([parent])</code>	A BaseMainWindow subclass which displays a plot of raw activPAL data.
<code>uos_activpal.gui.raw_viewer.UIFilePlot(...)</code>	A QWidget which displays activPAL raw data (x, y, z and rss).

### uos\_activpal.gui.raw\_viewer.MainWindow

**class** uos\_activpal.gui.raw\_viewer.MainWindow (*parent=None*)

A BaseMainWindow subclass which displays a plot of raw activPAL data.

`__init__` (*parent=None*)

Create an instance of a MainWindow.

**Parameters** `parent` (*object*) – The parent object.

## Methods

<code>__init__([parent])</code>	Create an instance of a MainWindow.
<code>centerOnScreen()</code>	Centers the window on the screen.
<code>run_main()</code>	Fetch a data file and plot it.
<code>select_file()</code>	Bring up a file dialog to pick a file.

### Attributes

<code>base_geometry</code>	<i>(left, top, width, height)</i> – The default window geometry.
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## uos\_activpal.gui.raw\_viewer.UIFilePlot

**class** uos\_activpal.gui.raw\_viewer.**UIFilePlot** (*parent=None, file\_path=None, center=None, width=None*)

A QWidget which displays activPAL raw data (x, y, z and rss).

**\_\_init\_\_** (*parent=None, file\_path=None, center=None, width=None*)  
Create a UIFilePlot widget.

### Methods

<code>__init__([parent, file_path, center, width])</code>	Create a UIFilePlot widget.
<code>basic_pan([move_factor])</code>	Pan the plot (horizontally).
<code>basic_zoom([scale_factor, xhold])</code>	Zoom in on the plot (horizontally).
<code>clear_plot()</code>	Clear lines from the plot.
<code>load_data([file_path])</code>	Load the given data file.
<code>new_plot([center, width])</code>	Create a fresh plot from the loaded file.

## 1.2.3 uos\_activpal.gui.raw\_marker module

<code>uos_activpal.gui.raw_marker.MainWindow(...)</code>	A raw_viewer.MainWindow subclass which adds the ability to mark points.
<code>uos_activpal.gui.raw_marker.UIFileMarkingPlot(...)</code>	A QWidget which displays, and allow marking of, activPAL raw data.
<code>uos_activpal.gui.raw_marker.ConfidenceDialog(...)</code>	A BaseQuestionDialog to request a confidence rating from the user.
<code>uos_activpal.gui.raw_marker.AnotherPointDialog(...)</code>	A BaseQuestionDialog to ask if the user wants to mark another point in this file.
<code>uos_activpal.gui.raw_marker.AnotherFileDialog(...)</code>	A BaseQuestionDialog to ask if the user wants to mark another point in another file.
<code>uos_activpal.gui.raw_marker.ConfidenceSlider(...)</code>	A QWidget which contains a 1 to 10 slider and the label 'Confidence:'.

## uos\_activpal.gui.raw\_marker.MainWindow

**class** uos\_activpal.gui.raw\_marker.**MainWindow** (*parent=None, request\_confidence=True*)

A raw\_viewer.MainWindow subclass which adds the ability to mark points.

**\_\_init\_\_** (*parent=None, request\_confidence=True*)

Create an instance of a MainWindow.

#### Parameters

- **parent** (*object*) – The parent object.
- **request\_confidence** (*bool*) –

Sets whether a dialog will appear, when the save button is pressed, which requests the confidence the correct point has been marked.

#### Methods

<code>__init__([parent, request_confidence])</code>	Create an instance of a MainWindow.
<code>centerOnScreen()</code>	Centers the window on the screen.
<code>clear_markers()</code>	Clear all placed markers.
<code>load_new()</code>	Fetch new file, load the data and plot.
<code>run_main()</code>	Fetch a data file and plot it.
<code>save()</code>	Save marked points sample number, datetime, (and confidence) to csv file.
<code>save_button_action()</code>	Run pre-save actions then save.
<code>select_file()</code>	Bring up a file dialog to pick a file.
<code>toggle_plot_marking()</code>	Activate / Deactivate the plot marking feature.

#### Attributes

<code>base_geometry</code>	( <i>left, top, width, height</i> ) – The default window geometry.
----------------------------	--

### uos\_activpal.gui.raw\_marker.UIFileMarkingPlot

**class** uos\_activpal.gui.raw\_marker.UIFileMarkingPlot (*parent=None, file\_path=None, center=None, width=None*)

A QWidget which displays, and allow marking of, activPAL raw data.

Displays x, y, z and rss.

**\_\_init\_\_** (*parent=None, file\_path=None, center=None, width=None*)  
Create a UIFileMarkingPlot widget.

#### Parameters

- **parent** (*object*) – The parent object.
- **file\_path** (*str*) – The path of the file to plot.
- **center** (*float*) – The point the plot should be horizontally centered around.
- **width** (*float | int*) – The width of the plot (range of the x axis) in days.

#### Methods

<code>__init__([parent, file_path, center, width])</code>	Create a UIFileMarkingPlot widget.
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<code>basic_pan([move_factor])</code>	Pan the plot (horizontally).
<code>basic_zoom([scale_factor, xhold])</code>	Zoom in on the plot (horizontally).
<code>clear_markers()</code>	Clear all stored markers.
<code>clear_plot()</code>	Clear lines from the plot.
<code>create_marker(xdata[, linecolor])</code>	Create a marker line on the plot.
<code>get_nearest_peak(input_array, sample_number)</code>	Find the peak in the given array nearest the given sample number.
<code>load_data([file_path])</code>	Load the given data file.
<code>new_plot([center, width])</code>	Create a fresh plot from the loaded file.
<code>update_marker(marker, xdata)</code>	Update the location of the given marker.

## uos\_activpal.gui.raw\_marker.ConfidenceDialog

**class** `uos_activpal.gui.raw_marker.ConfidenceDialog` (*parent=None*)

A BaseQuestionDialog to request a confidence rating from the user.

**See also:**

`uos_activpal.gui.base.BaseDialog` A QDialog subclass which includes additional setup, mainly styling.

`uos_activpal.gui.base.BaseMessageDialog` A BaseDialog subclass designed for displaying messages.

`uos_activpal.gui.base.BaseQuestionDialog` A BaseDialog subclass designed for asking binary (yes | no) questions.

`__init__` (*parent=None*)

Create an instance of a ConfidenceDialog.

**Parameters** `parent` (*object*) – The parent object.

## Methods

<code>__init__([parent])</code>	Create an instance of a ConfidenceDialog.
<code>centerOnScreen()</code>	Centers the window on the screen.
<code>controlbar_addWidget(widget)</code>	Add a widget to the controlbar.
<code>get_confidence()</code>	Get the current confidence rating.
<code>left_button_action()</code>	Define the left button action.
<code>main_space_addWidget(widget)</code>	Add a widget to the main space.
<code>right_button_action()</code>	Define the right button action.
<code>set_question(question)</code>	Set the question displayed by the dialog.

## Attributes

<code>base_geometry</code>	( <i>left, top, width, height</i> ) – The default window geometry.
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### uos\_activpal.gui.raw\_marker.AnotherPointDialog

**class** uos\_activpal.gui.raw\_marker.**AnotherPointDialog** (*parent=None*)

A BaseQuestionDialog to ask if the user wants to mark another point in this file.

See also:

[\*uos\\_activpal.gui.base.BaseDialog\*](#) A QDialog subclass which includes additional setup, mainly styling.

[\*uos\\_activpal.gui.base.BaseMessageDialog\*](#) A BaseDialog subclass designed for displaying messages.

[\*uos\\_activpal.gui.base.BaseQuestionDialog\*](#) A BaseDialog subclass designed for asking binary (yes | no) questions.

**\_\_init\_\_** (*parent=None*)

Create an instance of a AnotherPointDialog.

**Parameters** **parent** (*object*) – The parent object.

#### Methods

<code>__init__([parent])</code>	Create an instance of a AnotherPointDialog.
<code>centerOnScreen()</code>	Centers the window on the screen.
<code>controlbar_addWidget(widget)</code>	Add a widget to the controlbar.
<code>left_button_action()</code>	Define the left button action.
<code>main_space_addWidget(widget)</code>	Add a widget to the main space.
<code>right_button_action()</code>	Define the right button action.
<code>set_question(question)</code>	Set the question displayed by the dialog.

#### Attributes

<code>base_geometry</code>	( <i>left, top, width, height</i> ) – The default window geometry.
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### uos\_activpal.gui.raw\_marker.AnotherFileDialog

**class** uos\_activpal.gui.raw\_marker.**AnotherFileDialog** (*parent=None*)

A BaseQuestionDialog to ask if the user wants to mark another point in another file.

See also:

[\*uos\\_activpal.gui.base.BaseDialog\*](#) A QDialog subclass which includes additional setup, mainly styling.

[\*uos\\_activpal.gui.base.BaseMessageDialog\*](#) A BaseDialog subclass designed for displaying messages.

[\*uos\\_activpal.gui.base.BaseQuestionDialog\*](#) A BaseDialog subclass designed for asking binary (yes | no) questions.

**\_\_init\_\_** (*parent=None*)

Create an instance of a AnotherPointDialog.



**Parameters** `parent` (*object*) – The parent object.

### Methods

<code>__init__([parent])</code>	Create an instance of a <code>AnotherPointDialog</code> .
<code>centerOnScreen()</code>	Centers the window on the screen.
<code>controlbar_addWidget(widget)</code>	Add a widget to the controlbar.
<code>left_button_action()</code>	Define the left button action.
<code>main_space_addWidget(widget)</code>	Add a widget to the main space.
<code>right_button_action()</code>	Define the right button action.
<code>set_question(question)</code>	Set the question displayed by the dialog.

### Attributes

<code>base_geometry</code>	<i>(left, top, width, height)</i> – The default window geometry.
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## uos\_activpal.gui.raw\_marker.ConfidenceSlider

**class** `uos_activpal.gui.raw_marker.ConfidenceSlider` (*parent=None*)

A Qwidget which contains a 1 to 10 slider and the label ‘Confidence:’.

`__init__` (*parent=None*)

Create a `ConfidenceSlider` widget.

### Methods

<code>__init__([parent])</code>	Create a <code>ConfidenceSlider</code> widget.
<code>get_slider_value()</code>	Return the current value of the slider.



## CHAPTER 2

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