Change pixelsize in Assets

Thu, 09/20/2018 - 03:00   #1

tarek

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Hi,
I just realized that I had a typo in the pixelsize when I've imported a refinement package.
That was no problem for 2D classification but in 3D it became obvious when I used an previously determined reference.
Is it possible to simply change the entered value and thus keep all previous calculations?

best,
tarek

timgrant

Hi Tarek,

One way you could achieve this is to take note of the filename for the particle stack (this is shown in the refinement package assets panel). Then save a par file of your latest parameters (in the refinement results panel, click the pop out button just above the angular results, then click save). Then go to the refinement package assets panel, and do a new import providing the same particle stack, and the latest parameter file, but setting the correct pixel size.

However, if your defocus values were not estimated with the correct pixel size, you will need to re-estimate your defocus.

Cheers,

Tim

Thu, 09/20/2018 - 10:52 <u>(Reply to #2)</u>

tarek

Hi Tim,

thanks for this suggestion. I mainly want to keep the results from 2D
classification, which should not be influenced that badly from the CTF.
Exporting and reimporting with the correct pixelsize should do the job!

Best,
Tarek

Source URL:https://cistem.org/change-pixelsize-assets