

Behavioral Observation Research Interactive Software (BORIS) user guide



**BORIS is an easy-to-use event logging software for video/audio coding and live observations.
BORIS is a free and open-source software available for GNU/Linux, Windows and Mac OS X.**

version 7.1.3

www.boris.unito.it

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Follow BORIS

BORIS web site: www.boris.unito.it

BORIS GitHub repository

BORIS twitter feed

[BORIS YouTube channel](#)

Legal

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BORIS is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2, or any later version.

BORIS is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the [GNU General Public License](#) for more details.

Install BORIS

BORIS can be installed following instructions on the BORIS site at [download page](#)

Linux

BORIS is available only for 64-bit systems.

The [VLC media player](#) must be installed on your system.

You can also run BORIS from sources. See the [Linux download page](#) for details about the dependencies to install.

Microsoft-Windows

BORIS is available for Windows in 32-bit and 64-bit versions. Check your OS before downloading.

Two versions are available: **BORIS Setup** and **BORIS Portable**

The **BORIS Setup** will install BORIS on your system (the default install path is located in your home directory, you do not need administration rights to install BORIS).

The **BORIS Portable** will NOT install BORIS on your system but will run from a directory (find and launch boris.exe). Use this version if you want to test a new version of BORIS for example.

Mac OS

BORIS is available for Mac OS only in 64-bit version (from >= 10.8)

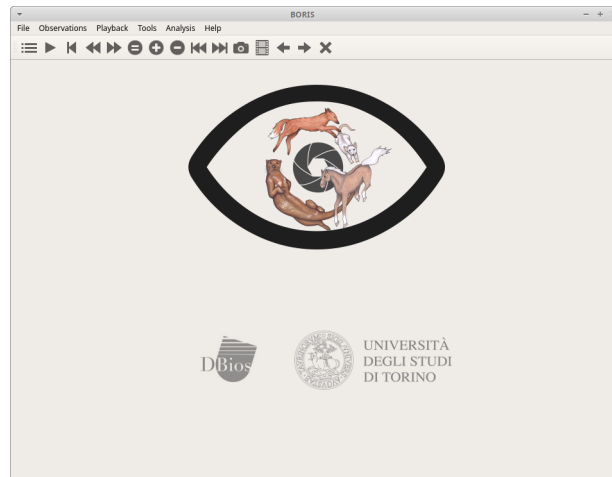
VirtualBox virtual appliance

If you want to try BORIS without installing it you can download the [VirtualBox virtual appliance](#) from the BORIS site. In this case you must first install the [VirtualBox](#) virtualizer from Oracle (released under GPL 2).

Launch BORIS

Start BORIS by clicking on its icon. For launching BORIS from sources see the BORIS web site. When launching BORIS for the first time it may take some time to show up. Please be patient!

The main window of BORIS will show up. The toolbar with media player commands is disabled for now.



Warning

On Mac OS X 10.9 and above, launching can be stopped according to the *Security & Privacy* settings of your computer. They can be changed opening *System Preferences... > Security & Privacy > General* and selecting the option *Anywhere* in the frame *Allow apps downloaded from*. Alternatively you can repeat the operation right-clicking on the BORIS icon and then clicking *Open* in the following two dialog boxes.

Warning

On Microsoft-Windows, launching can be stopped by a `Security warning: The publisher can not be verified. Are you sure you want to run this software?` Click the `Run` button to launch BORIS.

At the first launch, BORIS will ask you to allow the automatically check for new version. Internet access is required for this feature. If you choose **Yes** BORIS will check for new version about every 15 days. This option can be changed on the **Preferences** window (See [general preferences](#))

You can launch BORIS from command line by specifying the project file to open as the first argument.

Create a new project with BORIS

The BORIS project file is the container for all information related to the project. It contains the **ethogram**, the **independent variables**, the **subjects definition**, the **behaviors coding maps**, the **converters** and all **observations** data. The save menu option (**File > Save project** or **Save project as ...**) will save the project in a path in your local file system. You can also activate the [automatic backup](#) feature (see **Preferences**).

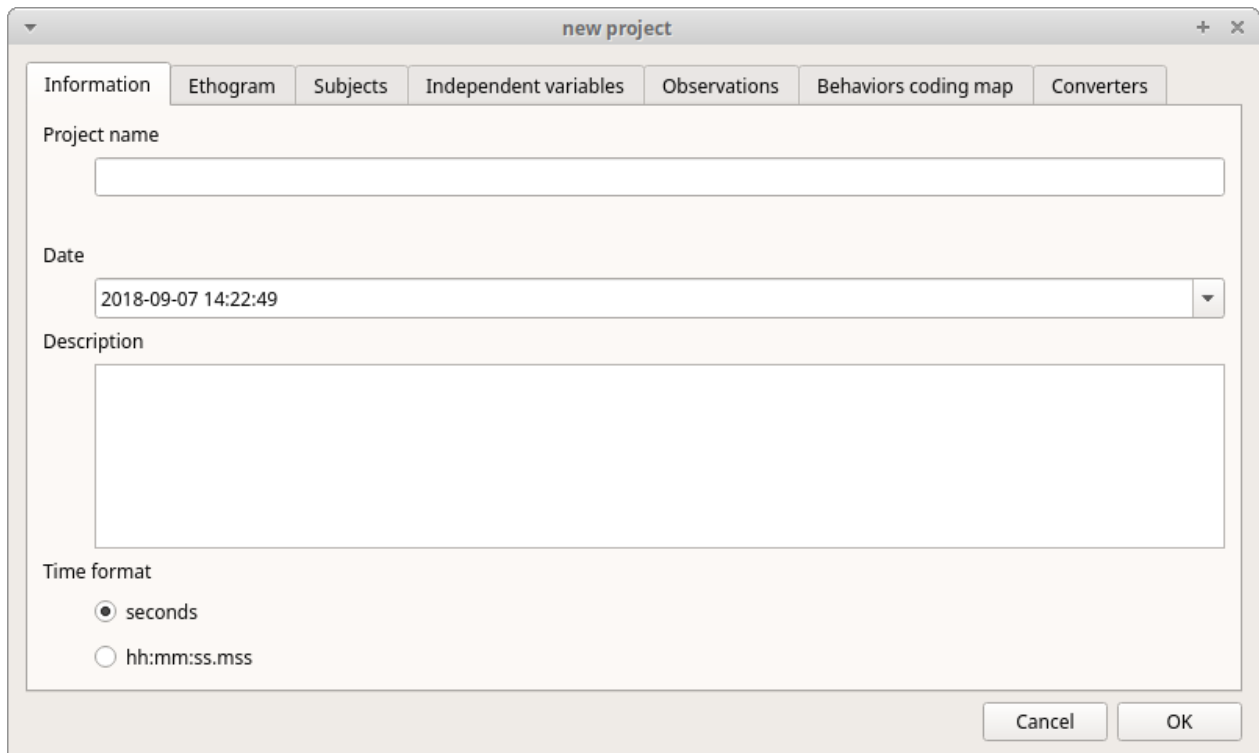
Note

It is VERY important to do regular backups of your project files to prevent the lost of data. Software can be reinstalled but your data could quite possibly be lost for ever.

BORIS allows creating an unlimited number of projects but only one project can be opened at a time.

A video tutorial about creating a project is available at <https://www.youtube.com/watch?v=I97Dny5hFOE>

To create a new project, under the menu **File**, select **New project**. You can determine your project name by writing in the **Project name** field in the **Information** tab. Once the project will be saved, the **Project file path** will show the full path to your project file. **Date** will automatically set on the current date and time, but you can alternatively set this info on your media date and time, or whatever you prefer. **Description** can host all the relevant information about your project, can be also left empty. **Time format** can be alternatively set to **seconds** or to **hh:mm:ss.mss**. This choice can be changed at anytime under **File > Preferences** (for MAC users, **BORIS > Preferences**) > **Default project time format**.



The screenshot shows the 'new project' dialog box with the following fields and options:

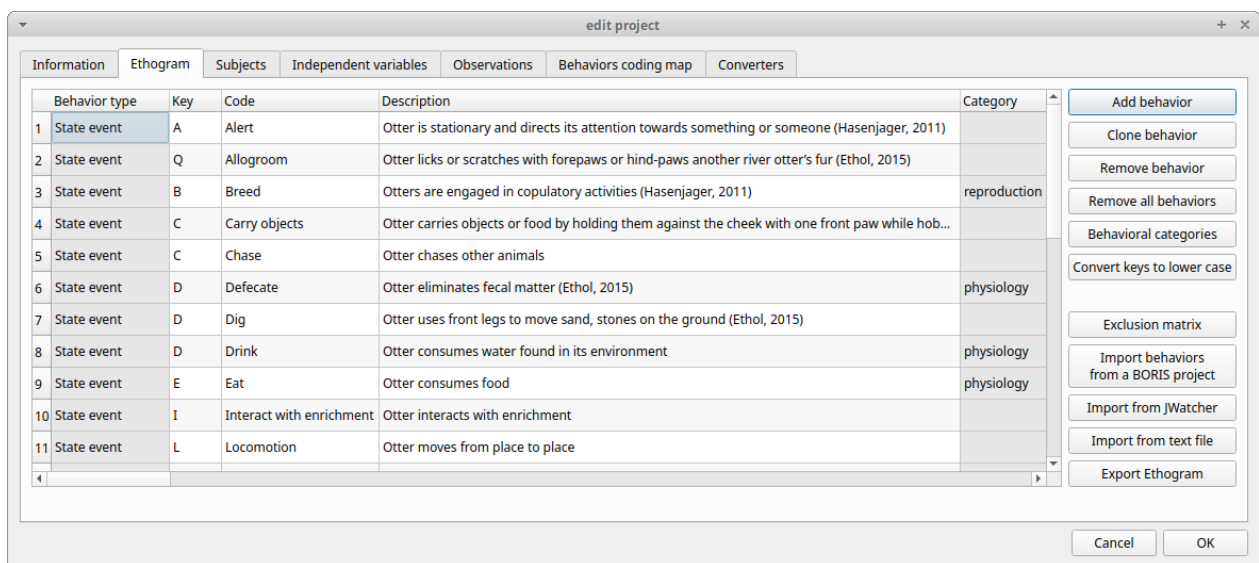
- Project name:** A text input field.
- Date:** A date and time picker showing '2018-09-07 14:22:49'.
- Description:** A large text area for project details.
- Time format:** Two radio buttons: 'seconds' (selected) and 'hh:mm:ss.mss'.
- Buttons:** 'Cancel' and 'OK' buttons at the bottom right.

Set an ethogram

See <https://en.wikipedia.org/wiki/Ethogram> for ethogram definition.

Switching to the **Ethogram** tab, you can alternatively:

- set your ethogram from scratch;
- import an existing ethogram from another BORIS project;
- import an ethogram from a JWatcher global definition file (.gdf).
- [import an ethogram from a plain text file](#)



Set your ethogram from scratch

Clicking on the **Add behavior** button you can add a new row in the **Ethogram** table and behavior type will be automatically set to **Point event**.

The cells with gray background can not be directly edited. You must double-click on them and then select a value.

Behavior types

2 types of behaviors can be defined. Double-click on the cell and select the type of behavior:

- **Point event** behavior when the behavior has **no duration**. The behavior will be coded by pressing the defined keyboard key (see below) or by clicking to the corresponding row in the Ethogram table.
- **State event** behavior when the behavior has a **duration**. The behavior start and stop will be coded by pressing the defined keyboard key (see below) or by clicking to the corresponding row in the Ethogram table. These behaviors **must** have a start event and a stop event.

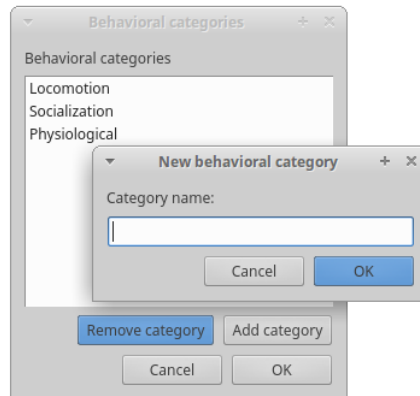
You can switch between **State event** and **Point event** at your convenience with a double-click on the **Behavior type** cell. You can also add a **Coding map** to either a **State event (State event with coding map)** or a **Point event (Point event with coding map)**; see the "Coding map" section for details).

An existing behavior can be duplicated using the **Clone behavior** button. Its code have then to be changed. On a selected behavior, click on the **Remove behavior** button to remove. The **Remove all behaviors** button will clear the **Ethogram** table. Both the above-mentioned operations must be confirmed when prompted.

Behavioral codes (**Code** column) can be sorted alphabetically by checking the **Alphabetical order** checkbox. Alternatively they can be sorted manually by using the **Move up** and **Move down** buttons.

Categories of behaviors

Defining categories of behaviors can be usefull for the analysis of coded events (for example the time budget analysis). Click the **Behavioral categories** button and add a the categories of behaviors. Behaviors can then be included or not in a defined category.



Set keys and codes

For each behavior you have to set a keyboard key (**Key** column) that will be then used to code the behavioral events. You can choose whether you want to set a unique key for each behavior or use the same key for more than one behavior. In the case you set the same key for more than a behavior, BORIS will pause your coding and ask which of the behavior you want to record. From version 7 the keys are **case-sensitive**.

If your project was created with a previous version of BORIS (< v.7) you can use the **Convert keys to lower case** to convert all keys to lower case otherwise you will have to code your observation using upper case key.

Important

If you open a project file created with a version older than v.7 BORIS will ask you to convert the upper case behavior and subject keys to lower case.

Important

Do not use the / and * keys! They are reserved for the frame-by-frame mode.

In the **Code** column, you have to add a unique code for each behavior. Duplicated codes are not accepted and BORIS will warn in red about duplicates on the bottom left of the *Ethogram* tab. The code can be an alphanumeric string (which must not include the pipe character |).

The **Category** column allow you to include the behavior to a predefined category.

The **Description** of your behavior is optional. The **Description** column can be useful to add information about a specific behavior, its characteristics (e.g. to standardise observation between different users) or to refer to external information (e.g. reference to a previous ethogram).

The following three columns (**Modifiers**, **Exclusion**, **Coding map**) cannot be edited from the **Ethogram** table.

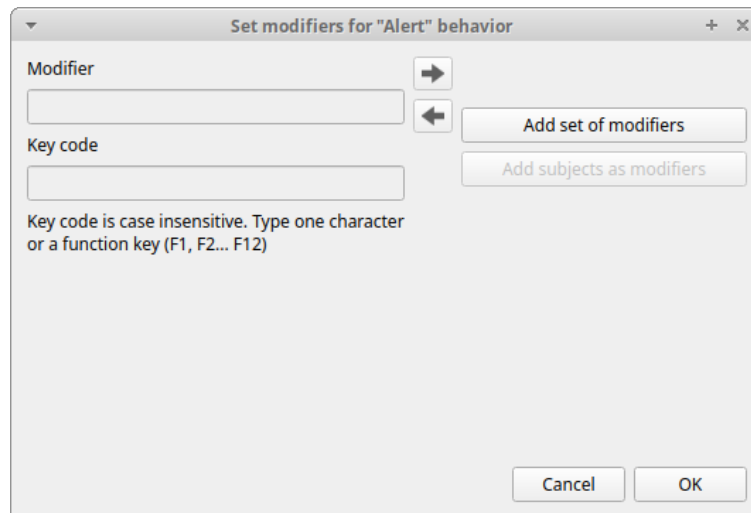
Set the modifiers

Modifiers can be used to add attributes to a behavior. A single behavior can have two or more modifiers attached (e.g. "play" may have "solitary" or "social" as modifiers). The use of modifiers can be convenient to significantly reduce the number of keys and simplify the behavioral coding.

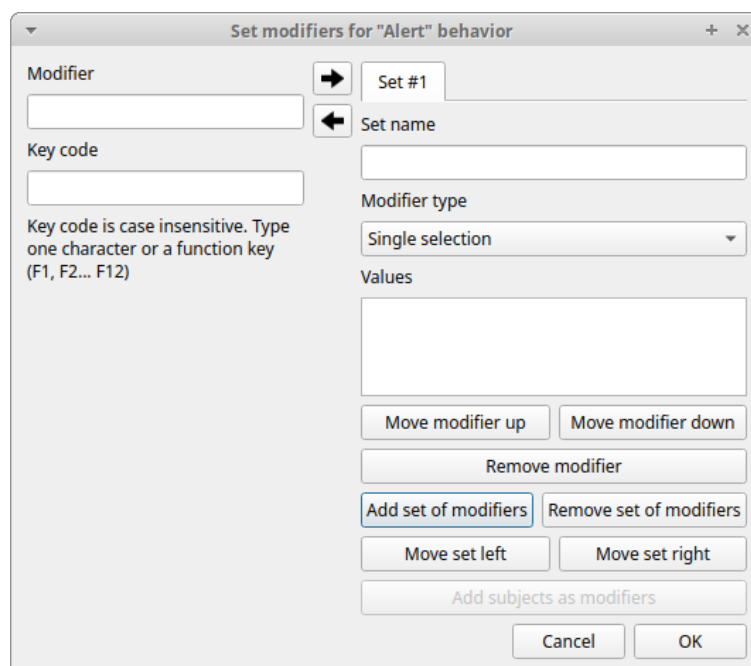
3 types of modifiers are available: **Single selection**, **Multiple selection** and **Numeric**. **Single selection** modifiers allows the observer to select only one modifier in the list. **Multiple selection** allows to select more modifiers from the list. **Numeric** allows to input a numeric data.

In BORIS modifiers can also be added in different modifier sets [e.g. "play, social" may have a modifier set (#1) for "brothers" and another (#2) for "sisters"]. In the case of using sets of modifiers, you can select one/more modifier for each set.

To add modifiers to a behavior, you need to double-click the **Modifiers** cell corresponding to the behavior you want to add the modifiers to. The following window will show up:



Click the **Add a set of modifiers** button:



Set a name for the new modifiers set by typing it in the **Set name** edit box. Setting a modifiers' set name is not mandatory.

Select the modifier type using the **Modifier type** combo box. You can choose between **Single selection**, **Multiple selection** and **Numeric**

- the **Single selection** type will allow you to select only **one** modifier for the current behavior.
- the **Multiple selection** type will allow you to select one or more modifiers for the current behavior.

- the **Numeric** type will allow you to input a number. For example a distance of interaction.

Within a set of modifiers, you can add a modifier by writing the modifier in the **Modifier** edit box. You can choose a shortcut (one character - case sensitive) to this modifier (optional). Then press the **right-arrow** button to add the new modifiers to the set.

The screenshot shows a dialog box titled "Set modifiers for 'Carry objects' behavior". It has a tab labeled "Set #1". On the left, there is a "Modifier" section with a text box containing "Stones" and a "Key code" section with a text box containing "1". Below the key code box is a note: "Key code is case insensitive. Type one character or a function key (F1, F2... F12)". In the center, there are two arrow buttons: a right-pointing arrow above the "Set name" label and a left-pointing arrow below it. To the right of the "Set name" label is a text box containing "Type of object". Below this is a "Modifier type" dropdown menu set to "Single selection". Underneath is a "Values" section with a large empty text area. At the bottom of the dialog, there are several buttons: "Move modifier up", "Move modifier down", "Remove modifier", "Add set of modifiers", "Remove set of modifiers", "Move set left", "Move set right", "Add subjects as modifiers", "Cancel", and "OK".

To modify a modifier, select it and press the **left-arrow** button, edit the modifier and press the **right-arrow** button.

A modifier can be removed by pressing the **Remove modifier** button.

After adding all modifiers the window will appear like this:

In case of **Single selection** or **Multiple selection** all defined subjects can be added as modifiers using the **Add subjects as modifiers** button. This can help in case of coding the interactions between subjects for example.

The modifier position into the modifiers' set can be manually set using the **Move modifier up** and **Move modifier down** buttons.

You can add and/or remove sets using the buttons **Add set of modifiers** and **Remove set of modifiers**.

The position of a modifiers' set can be customized (using the **Move set left** and **Move set right** buttons)

Modifiers can not contain the following characters: (|), ~!

Example of a **multiple selection** modifiers set:

Set modifiers for "Play on the ground" behavior

Modifier ➔ Set #1

⬅ Set name

Key code

Key code is case insensitive. Type one character or a function key (F1, F2... F12)

interaction

Modifier type
Multiple selection

Values

Nina (N)
Himal (H)
Sharky (C)
Nautilus (S)

Move modifier up Move modifier down

Remove modifier

Add set of modifiers Remove set of modifiers

Move set left Move set right

Cancel OK

Many values can be selected together.

Example of 2 sets of modifiers:

Set modifiers for "Eat" behavior

Modifier ➔ Set #1 Set #2

⬅ Set name

Key code

Key code is case insensitive. Type one character or a function key (F1, F2... F12)

Single selection

Values

Alone (1)
In group (2)

Move modifier up Move modifier down

Remove modifier

Add set of modifiers Remove set of modifiers

Move set left Move set right

Cancel OK

Set modifiers for "Eat" behavior

Modifier ➔ Set #1 Set #2

Key code ⬅ Set name

Key code is case insensitive. Type one character or a function key (F1, F2... F12)

Modifier type
Single selection

Values
Fish (3)
Worms (4)
Carrots (5)
Kibbles (6)

Move modifier up Move modifier down

Remove modifier

Add set of modifiers Remove set of modifiers

Move set left Move set right

Cancel OK

Click **OK** to save modifiers in the **Ethogram** table.

Set the exclusion matrix

The occurrence of an event (State or Point) can exclude the occurrence of a state event. This can be set using the **Behaviors exclusion matrix** window, which can be opened clicking on the **Exclusion matrix** button. BORIS will ask for including **Point events** or not and a new **Exclusion matrix** window will open.

Exclusive behavior may be selected by checking on the corresponding checkbox in the automatically-generated matrix. We suggest to work on the **Exclusion matrix** when all the behaviors have been added to your ethogram.

All behaviors can be excluded by a particular behavior by selecting the corresponding entire row (click on the row header of the behavior) and by clicking on the **Check selected** button. You can also uncheck all behaviors by selecting the **Uncheck selected** button.

Example of an **exclusion matrix**:

Behaviors exclusion matrix

Check behaviors excluded by

	Alert	Allogroom	Breed	Carry objects	Chase	Defecate	Dig	Drink	Eat	Interact with enrichment	Locomotion
Alert	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Allogroom	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Breed	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Carry objects	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Chase	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Defecate	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Dig	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Drink	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Eat	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Interact with enrichment	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Locomotion	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Look for food	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Manipulate	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Play in the water	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Play on the ground	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Rest	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Check all Uncheck all Revert check Check selected Uncheck selected Cancel OK

For example in the previous figure, the **Alert** behavior will exclude the following behaviors: **Allogroom, Breed, Carry objects, Chase ...**

During the observation, the excluding event will stop all the current excluded state events one millisecond before the occurrence of the event.

Import an ethogram from an existing project

Behaviors within an ethogram can be imported from an existing BORIS project (.boris) using the **Import behaviours from a BORIS project** button. BORIS will ask to select a BORIS project file and whether imported behaviors should replace or be appended to the **Ethogram** table. Imported behaviors will retain all the previously defined behavior parameters (namely Behavior type, Key, Code, Description, Modifiers and Exclusion information).

Import an ethogram from a JWatcher global definition file (.gdf)

Behaviors can be imported from a JWatcher global definition file (.gdf) using the **Import from JWatcher** button. BORIS will ask to select a JWatcher file (.gdf) and whether imported behaviors should replace or be appended to the **Ethogram** table. Behavior type and exclusion information for the behaviours imported from JWatcher have to be redefined.

Import an ethogram from a plain text file

Behaviors can be imported from a plain text file using the **Import from text file** button. The fields must be separated by TAB, comma (,) or semicolon (;). All rows must contain the same number of fields.

The fields will be interpreted as:

- field #1: event type (point or state)
- field #2: key (case insensitive)
- field #3: code (must be unique)
- field #4: behavior category (empty if no category)
- field #5: description (optional)

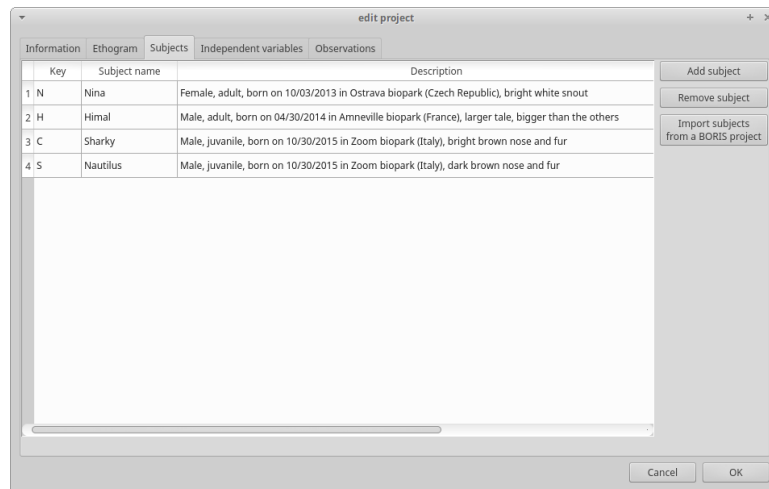
All fields after the 5th will be ignored.

BORIS will ask to select a plain text file (by default: *.txt *.csv *.tsv) and whether imported behaviors should replace or be appended to the **Ethogram** table. The missing information for the behaviours imported from text file have to be redefined.

Export the ethogram

The entire ethogram can be exported in various formats (TSV, CSV, XLS, ODS, HTML). See **File > Edit project > Ethogram tab > Export ethogram**

Define the subjects



BORIS allow coding behaviors for different subjects within a single observation. The **Subject** table allows specifying subjects using a **Key** (e.g. the **k** on your keyboard), **Subject name** (e.g. "Kanzi"), **Description** (e.g. male, born October 28 - 1980). In this case, pressing **n** will set "Nina" as the focal subject of the behavioural coding. Pressing **n** again will deselect "Nina" and set to "no focal subject". The definition of one or more subjects is not mandatory. Addition, removal and sorting of the subjects follows the same logic of the *Ethogram* table (see **Set your ethogram from scratch** for info). The subjects can also be imported from an existing BORIS project using the **Import Subjects from a BORIS project**.

From version 7 the keys are **case-sensitive**.

If your project was created with a previous version of BORIS (< v.7) you can use the **Convert keys to lower case** to convert all keys to lower case otherwise you will have to code your observation using upper case key.

Important

If you open a project file created with a version older than v.7 BORIS will ask you to convert the upper case behavior and subject keys to lower case.

Define the Independent variables

The screenshot shows the 'edit project' dialog box with the 'Independent variables' tab selected. The table lists four variables:

	Label	Description	Type	Predefined value	Set of values
1	Location	Location where observations where made	text	44° 55' 59" N – 7° 25' 18" E	
2	Temperature	Average temperature of the day (°C)	numeric		
3	Visitors	Visitors per day	numeric		
4	Weather	Meteorological conditions	value from set	sun	sun,rain,cloud

Below the table, the details for the selected 'Location' variable are shown:

Label: Location
Description: Location where observations where made
Type: text
Predefined value: 44° 55' 59" N – 7° 25' 18" E

Buttons on the right: Add variable, Remove variable, Import variables from a BORIS project. Buttons at the bottom: Cancel, OK.

BORIS allows adding information about the observation using **Independent variables**. This can be used to specify factors that may influence the behaviors (e.g. group composition, temperature, weather conditions) but will not change during a single observation within a project. Each independent variable can be defined by a **Label** (e.g. weather), a **Description** (e.g. weather conditions), a **Type** (*text*, *numeric*, *value from set* or *timestamp*).

The values of a set are defined in the **Set of values** column separating the available values with a comma (,). Please note that the first value of the set will be selected by default. It should be useful to define a NA value as first value of every set.

The values for the independent variables will be asked when creating a new observation. Addition, removal and sorting of the independent variables follows the same logic of the **Ethogram** table (see **Set your ethogram from scratch** for info). The independent variables can also be imported from an existing BORIS project using the **Import Variables from a BORIS project**.

Example of independent variable defined as "set of values"

edit project

Information Ethogram Subjects Independent variables Observations

	Label	Description	Type	Predefined value	Set of values
1	Location	Location where observations were made	text	44° 55' 59" N – 7° 25' 18" E	
2	Temperature	Average temperature of the day (°C)	numeric		
3	Visitors	Visitors per day	numeric		
4	Weather	Meteorological conditions	value from set	sun	sun,rain,cloud

Add variable
Remove variable
Import variables from a BORIS project

Label: Weather
Description: Meteorological conditions
Type: value from set
Predefined value: sun
Set of values (separated by comma): sun,rain,cloud

Cancel OK

The predefined value must be contained in the set of value.

Observations' tab

The **Observations** table in BORIS shows information about all the previous observations within a project. A selected "Observation" can be removed using the "Remove observation" button (you will be prompted for confirmation). This operation cannot be undone and deleted observations cannot be recovered once the project is saved. The **Observations** table shows four columns **id Date Description Media**.

Converters' tab

Converters are used for plotting external data when the timestamp values are not expressed in seconds. Converters can be written by the user, loaded from file or loaded from the repository of the BORIS web site (<http://www.boris.unito.it/static/converters.json>).

edit project

Information Ethogram Subjects Independent variables Observations Behaviors coding map Converters

Time converters for external data

Name	Description	Code

Add new converter
Modify converter
Delete converter
Load converters from file
Load converters from BORIS repository

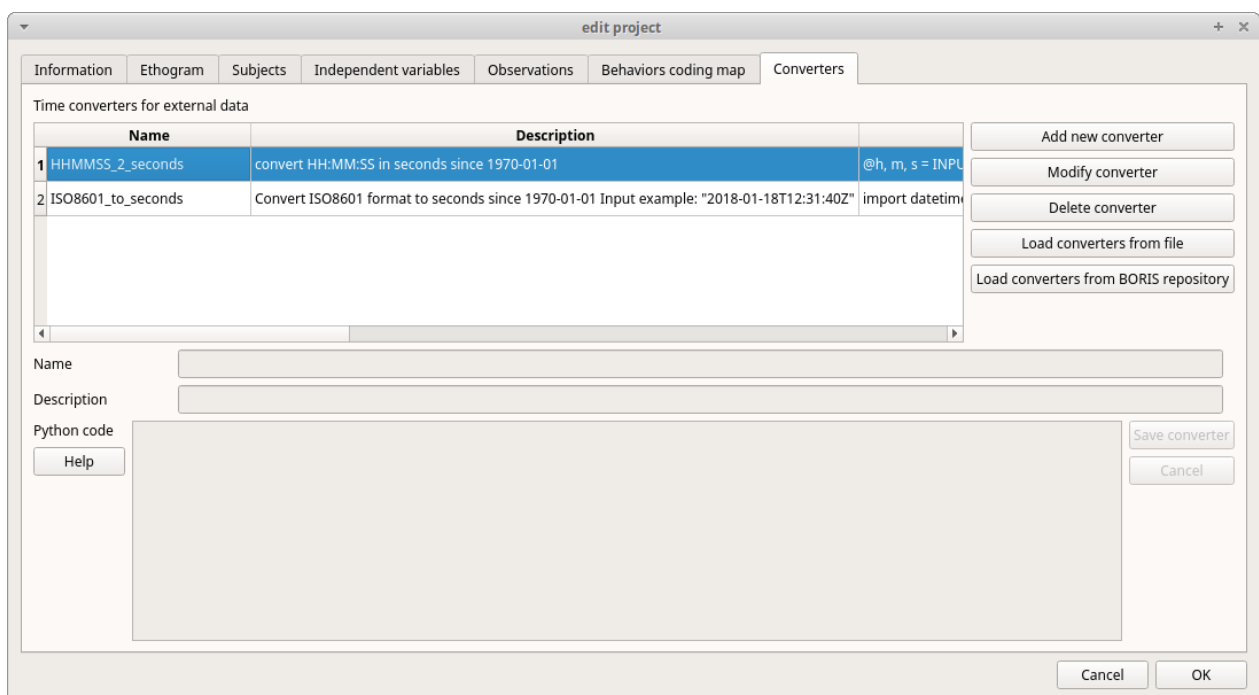
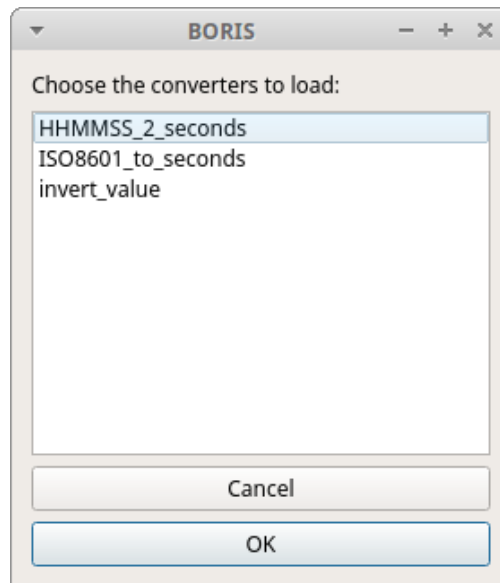
Name:
Description:
Python code:
Help:

Save converter
Cancel

Cancel OK

Load converters from BORIS web site

Click **Load converters from BORIS repository** and select the converters to be added to your project.



Writing a converter

See [Converters for external data values](#)

The converters loaded in your project can be then selected for converting timestamp (or other values) in external data file (See [converters](#))

Open an existing project with BORIS

IMPORTANT

Due to changes in modifiers format all the projects created with v. 4+ will not be suitable for previous version of BORIS. The v. 4 will open projects created with previous version and convert them. A copy of your old project will be kept.

To open an existing BORIS project, select the menu **File > Open project**. A BORIS project file is a container for all information related to a set of observations as the ethogram, the independent variables, and the subjects. BORIS allows creating an unlimited number of projects but only one project can be opened at a time.

Observations

Create a new observation

A video tutorial about making an observation is available at <https://www.youtube.com/watch?v=CKeBITCICXc>

To create a new observation you must first [Create a new project with BORIS](#) or [Open an existing project with BORIS](#).

Clicking on **Observations > New observation** will show the **New observation** window.

The 'New observation' window is a dialog box for creating a new observation. It includes the following elements:

- Observation id:** A text input field.
- Date:** A date and time selector showing '2018-10-18 12:14'.
- Description:** A large text area for notes.
- Independent variables:** A table with columns 'Variable', 'Type', and 'Value'. It contains four rows: '1 Location' (text, '44° 55' 59" N - 7° 25' 18" E'), '2 Weather' (value from set, 'sun'), '3 Temperature' (numeric), and '4 Visitors' (numeric).
- Time offset:** Radio buttons for 'Add' (selected) and 'Subtract', followed by a time input field set to '00:00:00.000'.
- Media/Live tabs:** Two tabs at the top of the media section.
- Media files/Data files:** A section with a table for media files and several buttons: 'Add media', 'Add media without path', 'Remove selected media', 'Add all media from directory', and 'Add all media from dir without path'. There are also checkboxes for 'Visualize spectrogram for the player #1' and 'Stop ongoing state events between successive media files'.
- Buttons:** 'Cancel', 'Save', and 'Start' buttons at the bottom right.

This window allow adding various observation data:

- a mandatory **Observation id** (must be unique across all observations in the open project);
- **Date**, which will be automatically set on the current date and time, but you can alternatively set this info on your media date and time, or whatever you prefer.
- **Description**, which can host all the relevant information about your observation, but can be also left empty.
- **Independent variables** (e.g. to specify factors that may influence the behaviors but will not change during the observation within a project). See the [independent variables](#) section for details.
- **Time offset**. BORIS allow specifying a time offset that can be added or subtracted from the media timecode.

You must then indicate if you want to make an observation based on pre-recorded media (audio / video) or a live observation.

Live observation

During the live observation BORIS will show you a timer that will be used for recording time for coded events.

Choose the **Live tab** to make a live observation.

New observation

Observation id Date 2018-10-18 12:14

Description

Independent variables

	Variable	Type	Value
1	Location	text	44° 55' 59" N - 7° 25' 18" E
2	Weather	value from set	sun
3	Temperature	numeric	
4	Visitors	numeric	

Time offset ☒ Add ☐ Subtract 00:00:00.000

Media Live

Scan sampling every seconds

Cancel Save Start

In the above tab you can select a time for **Scan sampling** observation. In this case the timer will stop at every time offset you indicated and all the coded events will have the same time value.

Start the observation

Click the **Start** button to begin the live observation or **Save** to save it in the [observations list](#).

The main window during a live observation will look like this:

demo 2 - LEMUR CATTa example of use - BORIS

File Observations Playback Tools Analysis Help

00:00:44.537

Focal subject: Totò

Stop live observation

Ethogram

Key	Code
1	ç
2	*
3	z
4	v
5	€
6	v
7	v
8	'
9	s
10	i
11	c
12	4
13	y
14	.

Events for "demo 2" observation

	time	subject	code	type
1	00:00:03.937	Ciro	Chase	
2	00:00:11.089	Ciro	Watering	START
3	00:00:16.560	Ciro	Watering	STOP
4	00:00:23.000	Totò	Quadrupedal walking	START
5	00:00:32.232	Totò	Quadrupedal walking	STOP

Subjects

Key	Name
1	No focal subject
2	Ciro
3	Totò
4	Maurice

See the [live coding](#) section to start coding.

Media based observation

Click on the **Media** tab to make an observation based on one or more media files.

New observation

Observation id Date 2018-10-18 12:14

Description

Independent variables

Variable	Type	Value
1 Location	text	44° 55' 59" N - 7° 25' 18" E
2 Weather	value from set	sun
3 Temperature	numeric	
4 Visitors	numeric	

Time offset ☒ Add ☐ Subtract 00:00:00.000

Media ☒ Live

Media files ☒ Data files

Player	Offset (seconds)	Path	Duration	FPS	Video	Audio

Add media Add media without path Remove selected media Add all media from directory Add all media from dir without path

☐ Visualize spectrogram for the player #1

☐ Stop ongoing state events between successive media files

Cancel Save Start

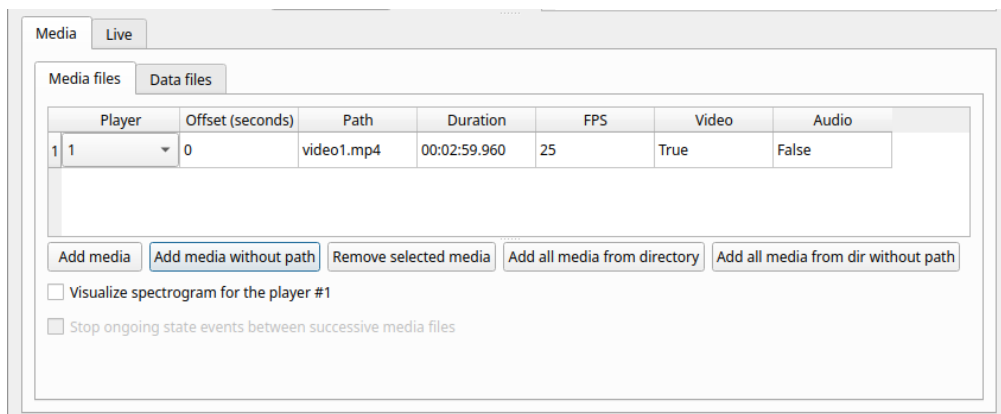
The **Media** tab contains 2 tabs: **Media files** and **Data files**.

Click the **Media files** tab and add one or more media files using the **Add media** or **Add media without path** button. The **Add media without path** button allow you to not store the path of your media file(s) in the BORIS project file. In this case the media file(s) must be in the same directory than the BORIS project file to be found. This option is useful if you are working with various computers on the same project file(s).

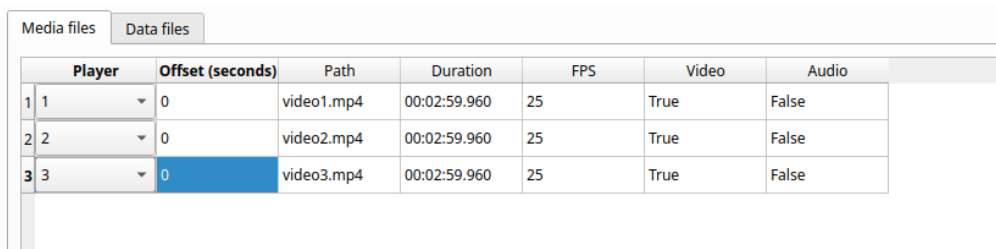
If you want to remove the media file paths of an entire project see [Removing path of media files](#).

The **Add all media from directory** and **Add all media from dir without path** allow to add all media files found in a directory to the playlist.

Information about the selected media file will be extracted and displayed in the media list: media file path, media duration, number of frames by second (FPS), the presence of a video stream, the presence of an audio stream .



The dropdown list in the first column allow you to choose a player (for a maximum of 8). If you want to observe more media files simultaneously you must use consecutive players (starting from 1). See example below:

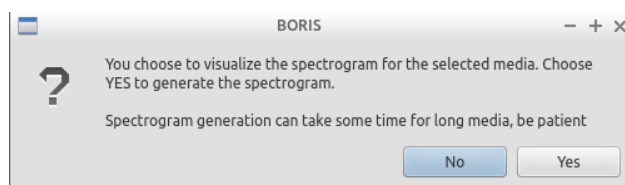


The **Remove media** button can be used to remove all the selected media files.

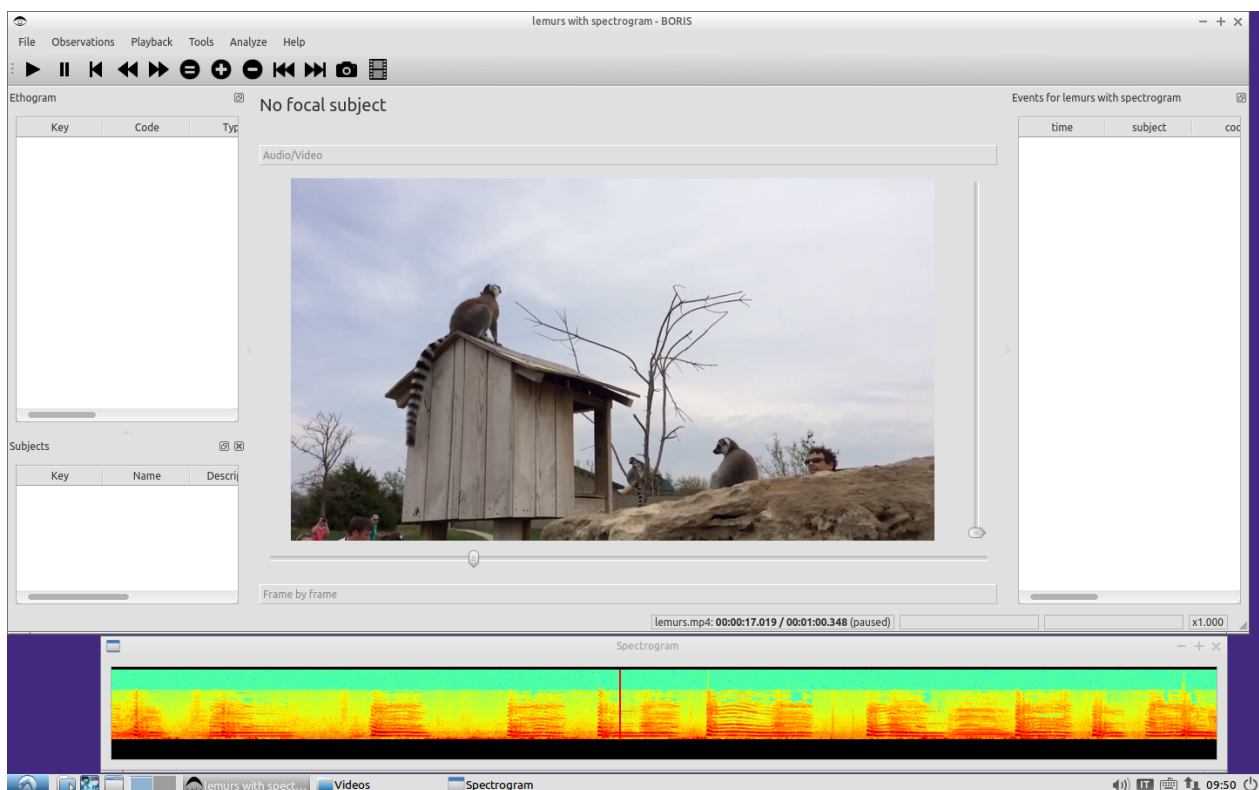
All the media types reported at <http://www.videolan.org/vlc/features.html> can be played in BORIS. The media queued in the *Media file paths* will be played sequentially. This means that an event occurring at time t_x in the media file queued as second (e.g. second_video.mp4) in the playlist will be scored as happening at time $t_1 + t_x$ (where t_1 is the duration of the first media file, e.g. first_video.mp4).

Spectrogram visualization

BORIS allow you to visualize the sound spectrogram during the media observation. Activate the **Visualize spectrogram** check box. BORIS will ask you to generate the spectrograms for all media files loaded in the first player.



The spectrogram visualization will be synchronized to the media position during the observation.



Close current behavior between videos

This option is disabled for now.

External data files

Warning

At this time only 2 external data can be plotted with your media file

You can select one or more external data files to be plotted synchronously with your media. Click the **Data files** tab and use the **Add data file** button to select a data file.

Media files
Data files

Data files to plot

Path	Columns to plot	Plot title	Variable name	Converters	Time interval (s)	Start position (s)	Subtract first value	Color

Add data file
Add data file without path
View first rows
Show plot
Remove selected data file

The data files must be plain text files with at least **2 columns** separated by comma or TAB. One column must contain a timestamp that will be used to synchronize the plot with the media. The sampling rate can be variable.

Example of a plain text data file with 5 columns separated by comma (,):

```
Display,X Pos,Y Pos,Start Time (secs),Pupil Diameter
1,864,509,549.233,0.00295773451216519
1,863,505,549.25,0.00281810853630304
1,863,503,549.266,0.00287826382555068
1,861,502,549.283,0.0030536837875843
1,858,501,549.3,0.00308083021081984
1,856,499,549.316,0.00306266942061484
1,854,499,549.333,0.00305776367895305
[...]
```

In the above example the 4th column contains the timestamp and the 5th the value to be plotted.

Input the index of the column containing the timestamp and the index of the column containing the value to be plotted. The two indices must be separated by a comma (,). Click **OK** to close the window.

	1	2	3	4	5
1	Display	X Pos	Y Pos	Start Time (secs)	Pupil Diameter
2	1	864	509	549.233	0.00295773451216519
3	1	863	505	549.25	0.00281810853630304
4	1	863	503	549.266	0.00287826382555068
5	1	861	502	549.283	0.0030536837875843

Enter the column indices to plot (time, value) separated by comma (,)

4,5

Cancel OK

A new row will be added in the data files table.

Path	Columns to plot	Plot title	Variable name	Converters	Time interval (s)	Start position (s)	Subtract first value	Color
------	-----------------	------------	---------------	------------	-------------------	--------------------	----------------------	-------

Add data file Add data file without path View first rows Show plot Remove selected data file

You can modify/complete the following parameters by directly typing in the table cells:

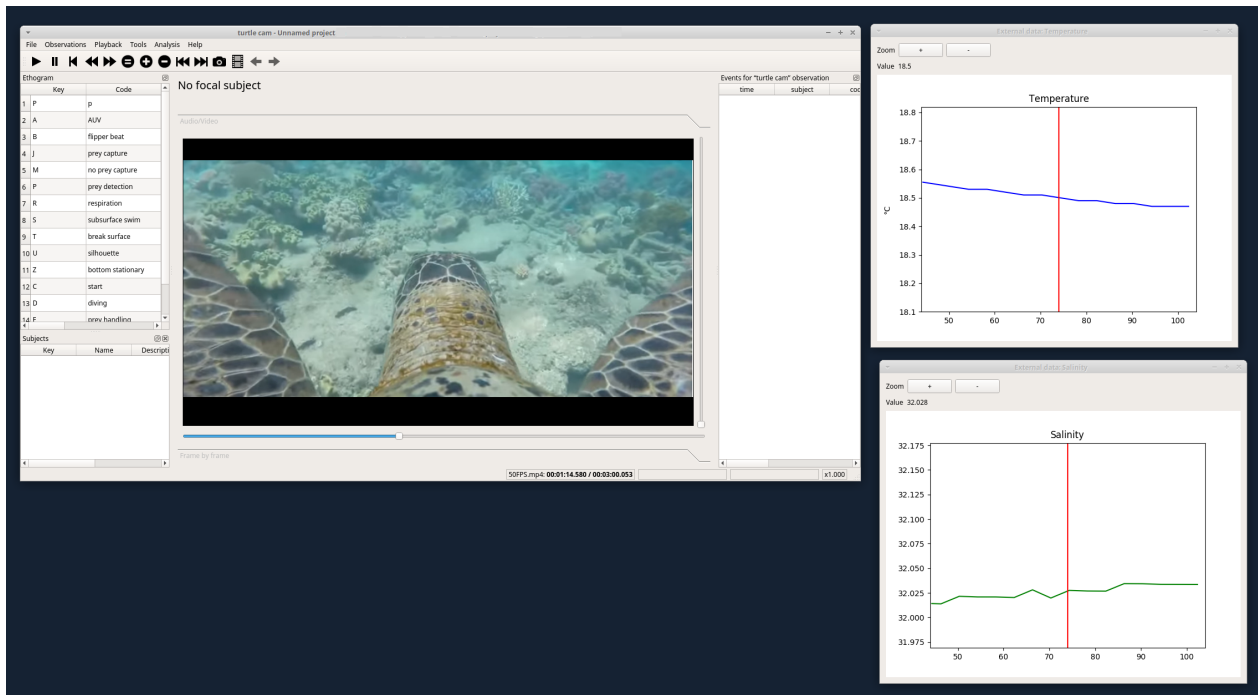
- Columns to plot
- Plot title: the title of the plot
- Variable name
- Converters: Used if the timestamp is not expressed in seconds (see below for details)
- Time interval: The time interval that will be plotted (in seconds)
- Start position: the start position of data for synchronisation with the media (in seconds)

- Subtract first value: if the timestamp does not start with a 0 value you can choose to subtract the first value to all timestamp values.
- Color: the color of the color

You can check if the data from file can be correctly plotted by using the **Show plot** button. If the data are compatible you will see a plot otherwise you will obtain a message with an explanation.

For now only 2 values can be plotted synchronously with your media file. The values can come from the same file or from two different files.

During the observation the values you have selected in external data files will be plotted synchronously with your media file.

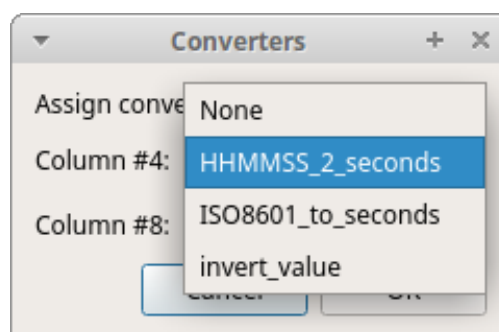


Converters

If the values in the timestamp column are not expressed in seconds (like 12.45) but in another format (HH:MM:SS, MM:SS, ISO8601 2018-01-18T12:31:40Z ...) you must use a converter that will convert the current format in seconds.

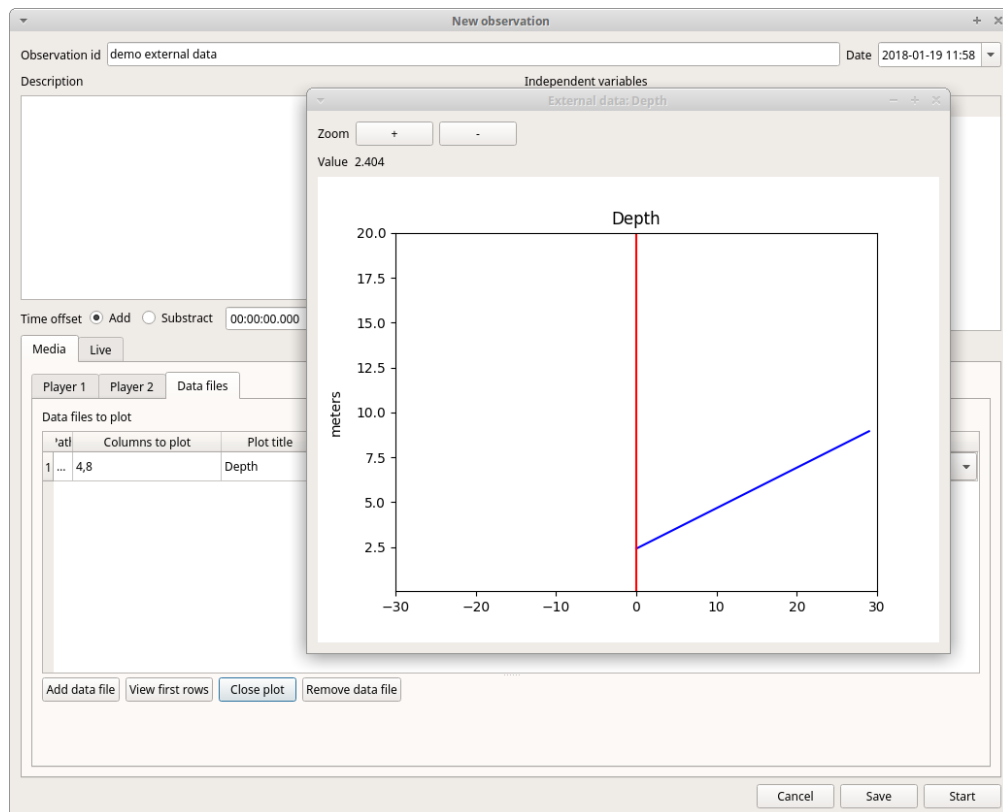
See the Converters' tab in the project configuration: [converters tab](#)

A **double-click** on the converters cell will allow you to select a converter for each column to be plotted



	Path	Columns to plot	Plot title	Variable name	Converters	Time interval (s)	Start position (s)
1	/home/user/external_data2.csv	4,8	Depth	meters	{4: 'HHMMSS_2_seconds'}	60	0

Use the **Show plot** button to verify if your external data can be plotted without problem. The **Close plot** button will close the plot window.



Converters can also be used to convert values that are not time value.

Example of a converter for inverting value:

```
OUTPUT = - float(INPUT)
```

Start the observation

Click the **Start** button to start coding. The **Observation** window will be closed and you'll be transferred to the main **BORIS** window. If you do not want to start the observation click the **Save** button. The observation will be saved in the [observations list](#).

The main window during the observation of a single media file will look like this:

DEMO1 - LEMUR CATTAs example of use - BORIS

File Observations Playback Tools Analysis Help

videoS1.mp4: 00:02:21.537 / 00:06:36.066 (paused)
No focal subject


Ethogram

Key	Code	
1	ç	Marking
2	*	Licking
3	z	Yawning
4	v	Rasp
5	€	Sitting
6	v	Shriek
7	v	Click
8	'	Quadrupedal ...
9	s	Slap
10	i	Chase
11	c	Watering
12	4	Chew
13	y	Sunning
14	.	Mouth face

Subjects

Key	Name
1	No focal subject
2	Ciro
3	Totò
4	Maurice

Player #1



Events for "DEMO1" observation

time	subject	code	
17	00:00:50.427	Maurice	Sitting
18	00:00:50.840	Maurice	Stalk
19	00:00:54.800	Maurice	Anoint tale
20	00:00:57.438	Totò	Look away
21	00:00:58.999	Totò	Depart
22	00:01:01.874	Ciro	Sit
23	00:01:04.040	Totò	Passing by
24	00:01:08.719	Totò	Quadrupedal ...
25	00:01:16.038	Totò	Passing by
26	00:01:16.039	Totò	Jumping
27	00:01:21.439	Totò	Head move...
28	00:01:27.919	Totò	Hanging
29	00:01:38.000	Maurice	Wave tale
30	00:01:48.199	Totò	Grooming
31	00:01:50.359	Ciro	Grooming
32	00:01:53.546	Ciro	Grooming
33	00:01:53.546	Totò	Grooming
34	00:01:56.120	Maurice	Anoint tale
35	00:02:00.559	Ciro	Look away
36	00:02:00.559	Totò	Look away
37	00:02:13.640	Maurice	Anoint tale
38	00:02:13.640	Maurice	Wave tale
39	00:02:15.200	Totò	Threat
40	00:02:15.320	Maurice	Flee
41	00:02:18.199	Ciro	Huddling
42	00:02:18.100	Totò	Huddling

videoS1.mp4: 00:02:21.537 / 00:06:36.066 (paused)

x1.000

See the [media coding](#) section to start coding.

Observations list

The **Observations > Observations list** will show you all the observations contained in the current BORIS project.

The observations can be sorted by clicking in the desired column header (alphabetic order ascending or descending).

Observations list - BORIS

1440 observations

id contains

	id	date	description	subjects	
1	0001	2016-05-17 00:00:31	Vegetation	Nautilus, Himal	#1: C:/Users/
2	0002	2016-05-17 00:00:24	Vegetation	Nautilus, Sharky, Himal	#1: C:/Users/
3	0003	2016-05-17 00:00:05	Vegetation	Nina, Nautilus, Sharky, Himal	#1: C:/Users/
4	0004	2016-05-17 00:00:59	Central trunks	Nina, Nautilus, Sharky, Himal	#1: C:/Users/
5	0005	2016-05-17 00:00:49	In the pool	Nautilus, Sharky	#1: C:/Users/
6	0006	2016-05-17 00:00:42	In the pool	Nautilus, Sharky, Himal	#1: C:/Users/
7	0007	2016-05-17 00:00:13	In the pool	Nina, Sharky, Himal	#1: C:/Users/
8	0008	2016-05-17 00:00:17	In the pool	Nautilus, Sharky, Himal	#1: C:/Users/
9	0009	2016-05-17 00:00:10	In the pool	Nina, Sharky, Himal	#1: C:/Users/
10	0010	2016-05-17 00:00:57	Area near the glass window	Nautilus, Sharky, Himal	#1: C:/Users/
11	0011	2016-05-17 00:00:50	Area near the glass window	Nina, Nautilus, Sharky, Himal	#1: C:/Users/
12	0012	2016-05-17 00:00:45	Area near the glass window	Nina, Sharky, Nautilus	#1: C:/Users/
13	0013	2016-05-17 00:00:25	Central trunks	Nina, Nautilus, Sharky, Himal	#1: C:/Users/
14	0014	2016-05-17 00:00:52	In the pool	Nina, Sharky, Nautilus, Himal	#1: C:/Users/
15	0015	2016-05-17 00:00:18	Central trunks	Nina, Nautilus, Sharky, Himal	#1: C:/Users/

Cancel Open Edit

The observations list can be filtered selecting a field and a condition in the drop-list boxes.

In the following example observations are filtered: only observations with **description** containing the **In the pool** subject are shown:

Observations list - BORIS

93 observations

description contains In the pool

	id	date	description	subjects	
1	0005	2016-05-17 00:00:49	In the pool	Nautilus, Sharky	#1: C:/Users/Elis
2	0006	2016-05-17 00:00:42	In the pool	Nautilus, Sharky, Himal	#1: C:/Users/Elis
3	0007	2016-05-17 00:00:13	In the pool	Nina, Sharky, Himal	#1: C:/Users/Elis
4	0008	2016-05-17 00:00:17	In the pool	Nautilus, Sharky, Himal	#1: C:/Users/Elis
5	0009	2016-05-17 00:00:10	In the pool	Nina, Sharky, Himal	#1: C:/Users/Elis
6	0014	2016-05-17 00:00:52	In the pool	Nina, Sharky, Nautilus, Himal	#1: C:/Users/Elis
7	0185	2016-05-28 00:00:23	In the pool	Nina, Nautilus, Sharky	#1: C:/Users/Elis
8	0212	2016-05-31 00:00:53	In the pool	Sharky	#1: C:/Users/Elis
9	0217	2016-05-31 00:00:49	In the pool	Nina, Himal	#1: C:/Users/Elis
10	0220	2016-05-31 00:00:36	In the pool	Nina, Nautilus, Sharky, Himal	#1: C:/Users/Elis
11	0359	2016-06-06 00:00:54	In the pool	Nina, Sharky, Nautilus, Himal	#1: C:/Users/Elis
12	0411	2016-06-07 00:00:53	In the pool	Nina, Nautilus	#1: C:/Users/Elis
13	0412	2016-06-07 00:00:21	In the pool	Nautilus	#1: C:/Users/Elis
14	0513	2016-06-10 00:00:48	In the pool	Nina, Sharky, Nautilus, Himal	#1: C:/Users/Elis
15	0579	2016-06-13 00:00:32	In the pool	Nina, Nautilus, Sharky, Himal	#1: C:/Users/Elis

Cancel Open Edit

Observations can be filtered with **Independent variables** values.

The following example displays only the observations that do not contain "Sunny" in the **Weather** independent variable :

Observations list - BORIS

148 observations

Weather does not contain Sunny

	id	date	description	subjects	▼	ati	Weather	Temperature	Visitors
1	0197	2016-05-31 00:00:05	Latrine	Nina, Sharky, Nautilus, Himal	...	4...	Cloudy	16.6	215
2	0198	2016-05-31 00:00:39	Latrine	Nina, Sharky	...	4...	Cloudy	16.6	215
3	0199	2016-05-31 00:00:37	Latrine	Nautilus, Himal	...	4...	Cloudy	16.6	215
4	0200	2016-05-31 00:00:45	Latrine	Nina, Nautilus, Sharky, Himal	...	4...	Cloudy	16.6	215
5	0201	2016-05-31 00:00:48	Latrine...	Nina, Nautilus, Sharky, Himal	...	4...	Cloudy	16.6	215
6	0202	2016-05-31 00:00:12	Latrine	Nina, Nautilus, Sharky, Himal	...	4...	Cloudy	16.6	215
7	0203	2016-05-31 00:00:05	Central trunks	Nina, Nautilus, Himal	...	4...	Cloudy	16.6	215
8	0204	2016-05-31 00:00:04	Central trunks	Nautilus, Himal	...	4...	Cloudy	16.6	215
9	0205	2016-05-31 00:00:18	Central trunks	Himal	...	4...	Cloudy	16.6	215
10	0206	2016-05-31 00:00:55	Central trunks	Nina, Nautilus, Sharky, Himal	...	4...	Cloudy	16.6	215
11	0207	2016-05-31 00:00:55	Central trunks	Nina, Nautilus, Sharky, Himal	...	4...	Rainy	16.6	215
12	0208	2016-05-31 00:00:58	Central trunks	Nina, Nautilus, Himal	...	4...	Cloudy	16.6	215
13	0209	2016-05-31 00:00:00	Central trunks	Nina, Nautilus, Sharky, Himal	...	4...	Cloudy	16.6	215
14	0210	2016-05-31 00:00:19	Central trunks	Nina, Sharky, Nautilus, Himal	...	4...	Cloudy	16.6	215
15	0211	2016-05-31 00:00:56	Bank of the pool	Nina, Nautilus, Himal	...	4...	Cloudy	16.6	215

Cancel Open Edit

Observations with a value of **Temperature** independent variable between 18 and 22:

Observations list - BORIS

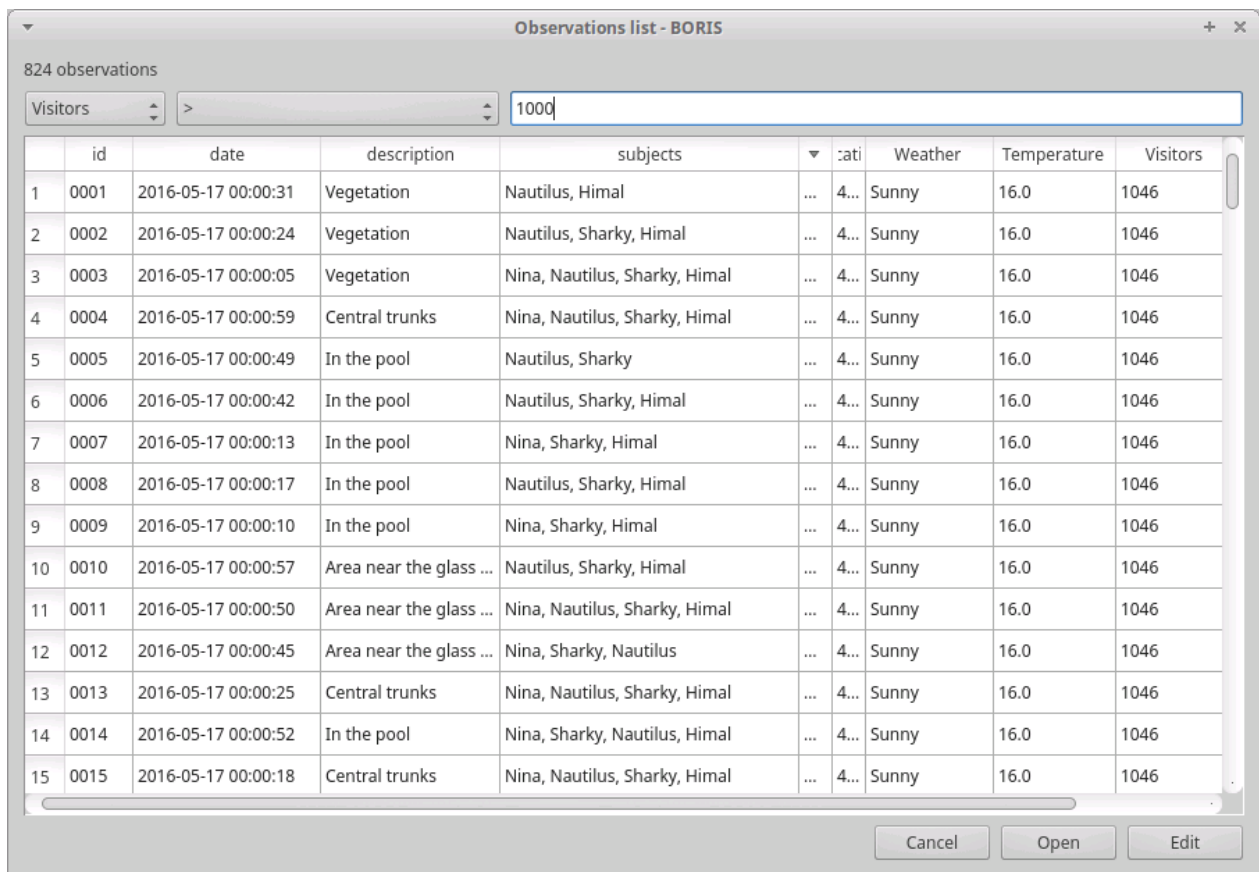
780 observations

Temperature between (use and to separate terms) 18 and 22

	id	date	description	subjects	▼	ati	Weather	Temperature	Visitors
1	0065	2016-05-26 00:00:48	Latrine	Nina	...	4...	Sunny	20.1	1130
2	0066	2016-05-26 00:00:59	Latrine	Nina, Sharky	...	4...	Sunny	20.1	1130
3	0067	2016-05-26 00:00:49	Latrine	Nautilus, Himal	...	4...	Sunny	20.1	1130
4	0068	2016-05-26 00:00:54	Latrine	Nina, Nautilus	...	4...	Sunny	20.1	1130
5	0069	2016-05-26 00:00:22	Latrine	Himal	...	4...	Sunny	20.1	1130
6	0070	2016-05-26 00:00:42	Latrine	Nina, Nautilus, Sharky, Himal	...	4...	Sunny	20.1	1130
7	0071	2016-05-26 00:00:49	Bank of the pool	Nina, Himal	...	4...	Sunny	20.1	1130
8	0072	2016-05-26 00:00:12	Central trunks	Nina, Sharky	...	4...	Sunny	20.1	1130
9	0073	2016-05-26 00:00:27	Central trunks	Sharky	...	4...	Sunny	20.1	1130
10	0074	2016-05-26 00:00:02	Central trunks	Sharky	...	4...	Sunny	20.1	1130
11	0075	2016-05-26 00:00:20	Central trunks	Nautilus, Himal	...	4...	Sunny	20.1	1130
12	0076	2016-05-26 00:00:50	Central trunks	Nina, Nautilus, Sharky, Himal	...	4...	Sunny	20.1	1130
13	0077	2016-05-26 00:00:05	Central trunks	Nina, Nautilus, Sharky, Himal	...	4...	Sunny	20.1	1130
14	0078	2016-05-26 00:00:31	Central trunks	Nina, Nautilus, Sharky, Himal	...	4...	Sunny	20.1	1130
15	0079	2016-05-26 00:00:15	Central trunks	Nina, Himal	...	4...	Sunny	20.1	1130

Cancel Open Edit

Observations with a value of **Visitors** independent variable greater than 1000:



824 observations

Visitors > 1000

	id	date	description	subjects		cati	Weather	Temperature	Visitors
1	0001	2016-05-17 00:00:31	Vegetation	Nautilus, Himal	...	4...	Sunny	16.0	1046
2	0002	2016-05-17 00:00:24	Vegetation	Nautilus, Sharky, Himal	...	4...	Sunny	16.0	1046
3	0003	2016-05-17 00:00:05	Vegetation	Nina, Nautilus, Sharky, Himal	...	4...	Sunny	16.0	1046
4	0004	2016-05-17 00:00:59	Central trunks	Nina, Nautilus, Sharky, Himal	...	4...	Sunny	16.0	1046
5	0005	2016-05-17 00:00:49	In the pool	Nautilus, Sharky	...	4...	Sunny	16.0	1046
6	0006	2016-05-17 00:00:42	In the pool	Nautilus, Sharky, Himal	...	4...	Sunny	16.0	1046
7	0007	2016-05-17 00:00:13	In the pool	Nina, Sharky, Himal	...	4...	Sunny	16.0	1046
8	0008	2016-05-17 00:00:17	In the pool	Nautilus, Sharky, Himal	...	4...	Sunny	16.0	1046
9	0009	2016-05-17 00:00:10	In the pool	Nina, Sharky, Himal	...	4...	Sunny	16.0	1046
10	0010	2016-05-17 00:00:57	Area near the glass ...	Nautilus, Sharky, Himal	...	4...	Sunny	16.0	1046
11	0011	2016-05-17 00:00:50	Area near the glass ...	Nina, Nautilus, Sharky, Himal	...	4...	Sunny	16.0	1046
12	0012	2016-05-17 00:00:45	Area near the glass ...	Nina, Sharky, Nautilus	...	4...	Sunny	16.0	1046
13	0013	2016-05-17 00:00:25	Central trunks	Nina, Nautilus, Sharky, Himal	...	4...	Sunny	16.0	1046
14	0014	2016-05-17 00:00:52	In the pool	Nina, Sharky, Nautilus, Himal	...	4...	Sunny	16.0	1046
15	0015	2016-05-17 00:00:18	Central trunks	Nina, Nautilus, Sharky, Himal	...	4...	Sunny	16.0	1046

Cancel Open Edit

Delete observations

The observations can be deleted from the project using the following procedure: **File > Edit project > Observation's tab**

Select all observations to remove

Click the **Remove selected observations** button and confirm the deletion.

Please note that the deletion is irreversible.

Import observations from a project file

The **Observations > Import observations** option allows to import observations from a BORIS project file into the current project. Choose the project file and then the observations to import. BORIS will check if observations with same id are already existing in the current project. BORIS will also check if behaviors and/or subjects used in the imported observations are not defined in the current project.

Coding your media

When looking at the BORIS main window, the window title bar shows the **Observation id - Project name - BORIS**. The media (the first in the queue) will be loaded in the media player and paused.

Media based coding

Media controls are available in the toolbar



Key to the symbols:

- **List of observations**
- **Play** (become **Pause** when media is played)
- **Rewind** reset your media at the beginning
- **Fast backward** jumps for n seconds backward in your media (See [general preferences](#) to set n)
- **Fast forward** jumps for n seconds forward in your media (See [general preferences](#) to set n)
- **Set the playback at speed 1x**
- **Increase playback speed** (See [general preferences](#) to set the step value)
- **Decrease playback speed** (See [general preferences](#) to set the step value)
- **Jump to the previous media file**
- **Jump to the next media file**
- **Take a snapshot** of current video or frame
- **Switch between VLC and frame-by-frame modes**
- **Move on frame back** (enabled in frame-by-frame mode)
- **Move one frame forward** (enabled in frame-by-frame mode)
- **Close current observation**

The media can be controlled by special keyboard keys:

- **Page Up** key: switch to the next media
- **Page Down** key: switch to the previous media
- **Up arrow** key: jump forward in the current media
- **Down arrow** key: jump backward in the current media
- **ESC**: switch between VLC and frame-by-frame mode

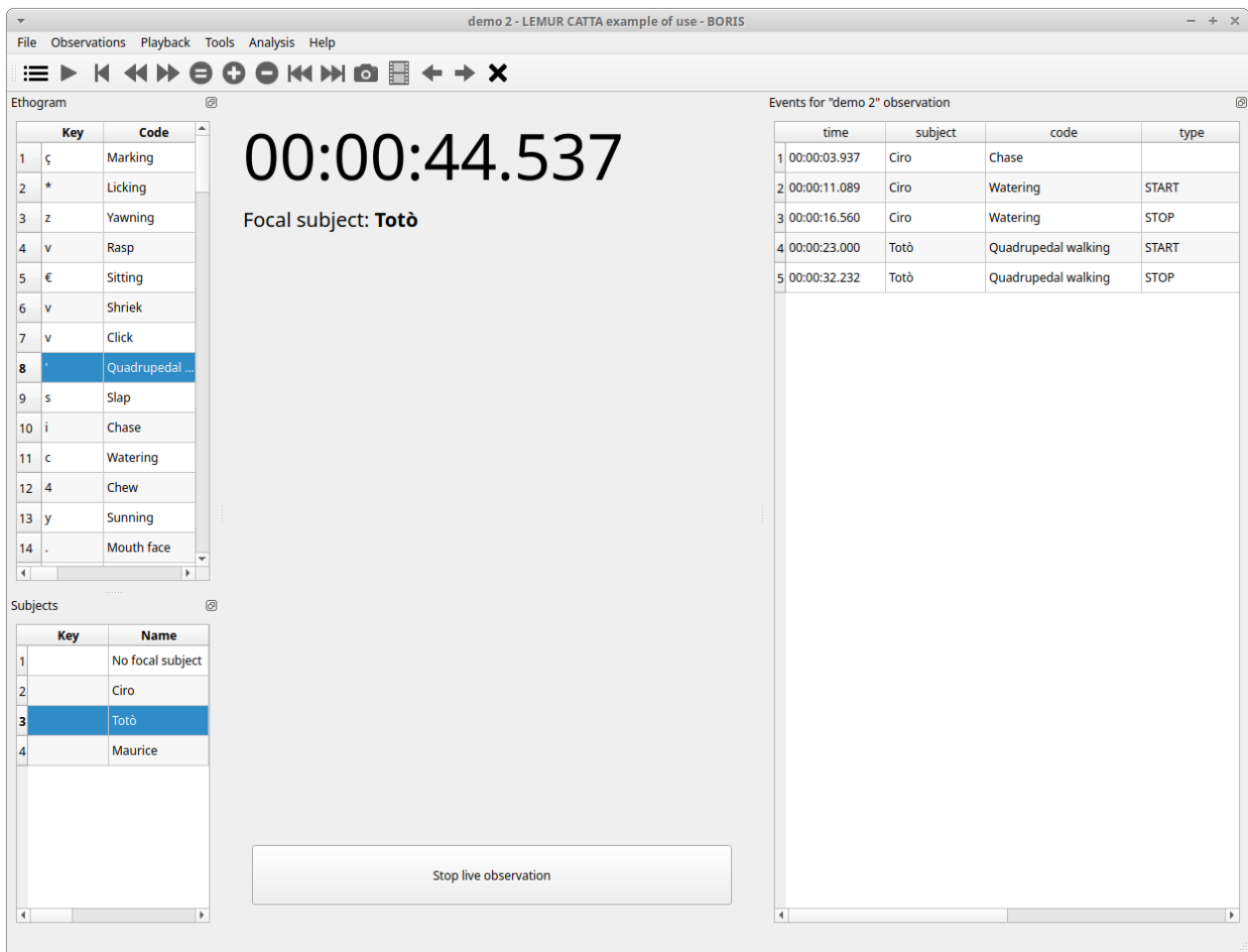
Live observations

During a live observation the media control toolbar is disabled.

Press the **Start live observation** button to start your observation. If some events are already coded BORIS will ask you for deleting them.

A timer will be displayed. The events will be recorded in the events widget.

See the following screenshot.



Ethogram widget in the main window

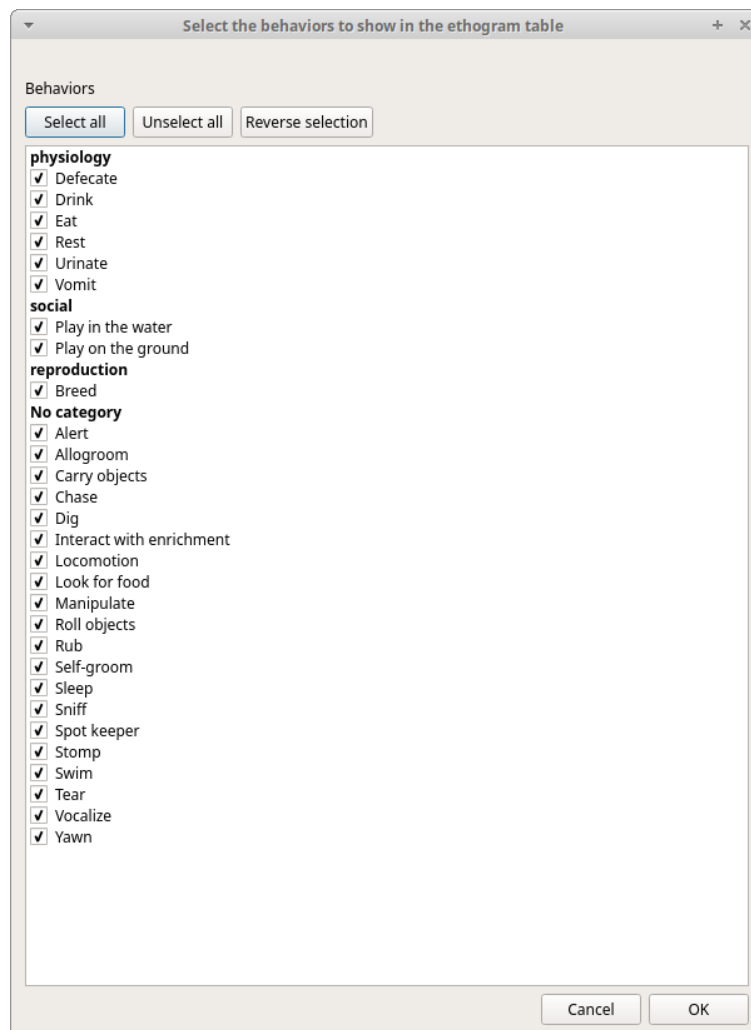
	Key	Code	Type	Description	Category	Modifiers	Excluded
1	A	Alert	State event	Otter is stationary and directs its attention to...		{}	Allogroom,Breed,Carry ob
2	Q	Allogroom	State event	Otter licks or scratches with forepaws or hind...		{}	Alert,Breed,Carry objects,
3	B	Breed	State event	Otters are engaged in copulatory activities (H...	reproduction	{}	Alert,Allogroom,Carry obj
4	C	Carry objects	State event	Otter carries objects or food by holding them...		{'0': {'name': ", ...	Alert,Allogroom,Breed,Ch
5	C	Chase	State event	Otter chases other animals		{'0': {'name': ", ...	Alert,Allogroom,Breed,Ca
6	D	Defecate	State event	Otter eliminates fecal matter (Ethol, 2015)	physiology	{}	Alert,Allogroom,Breed,Ca
7	D	Dig	State event	Otter uses front legs to move sand, stones on...		{}	Alert,Allogroom,Breed,Ca
8	D	Drink	State event	Otter consumes water found in its environme...	physiology	{}	Alert,Allogroom,Breed,Ca
9	E	Eat	State event	Otter consumes food	physiology	{'0': {'name': ", ...	Alert,Allogroom,Breed,Ca
10	I	Interact with e...	State event	Otter interacts with enrichment		{'0': {'name': ", ...	Alert,Allogroom,Breed,Ca
11	L	Locomotion	State event	Otter moves from place to place		{'0': {'name': ", ...	Alert,Allogroom,Breed,Ca
12	F	Look for food	State event	Otter looks for food in the environment		{}	Alert,Allogroom,Breed,Ca

The **Ethogram** widget provide the user with the list of behaviors defined in the **Ethogram**. It can be used to record an event by double clicking on the corresponding row. The **Key** column indicates the keyboard key assigned to each behavior (if any). Pressing a key will record the corresponding behavior (that will appear in the *Events* widget).

The behaviors shown in the ethogram widget can be filtered:

Right-click on ethogram widget > **Filter behaviors**

Check/Uncheck single behaviors or double-click on the behavioral category



Subjects widget in the main window

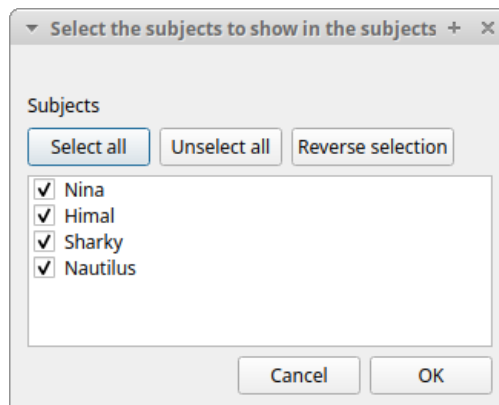
Subjects				
	Key	Name	Description	Current state(s)
1		No focal subject		
2	N	Nina	Female, adult, born on 10/03/2013 i...	
3	H	Himal	Male, adult, born on 04/30/2014 in ...	
4	C	Sharky	Male, juvenile, born on 10/30/2015 i...	
5	S	Nautilus	Male, juvenile, born on 10/30/2015 i...	

The **Subjects** widget provide the user with the list of subjects defined in the **Subject** tab in the **Project** window. It can be used to add information about the focal subject on the recorded behaviors by double clicking on the corresponding row. When a subject is selected his/her name appears above the media player. The **Key** column indicates the keyboard key assigned to each subject (if any).

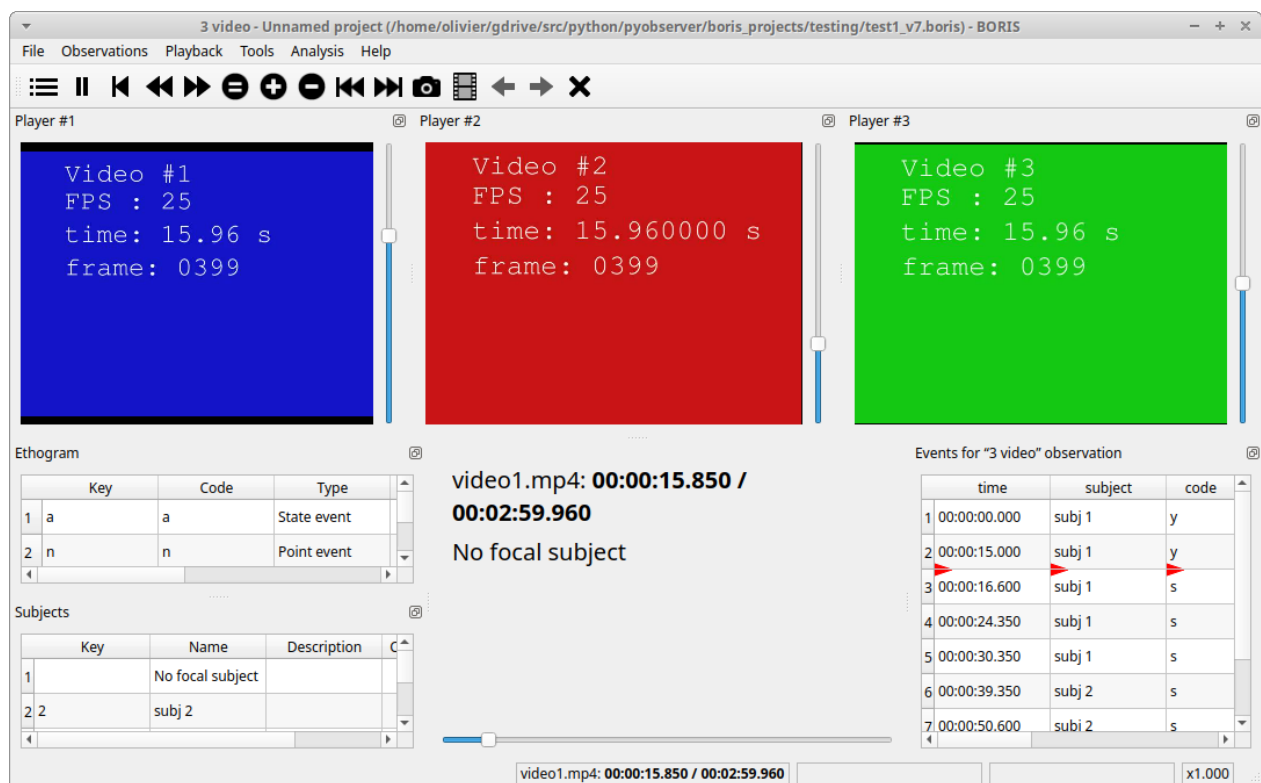
The subjects shown in the subjects widget can be filtered:

Right-click on subjects widget > **Filter subjects**

Check/Uncheck single subject

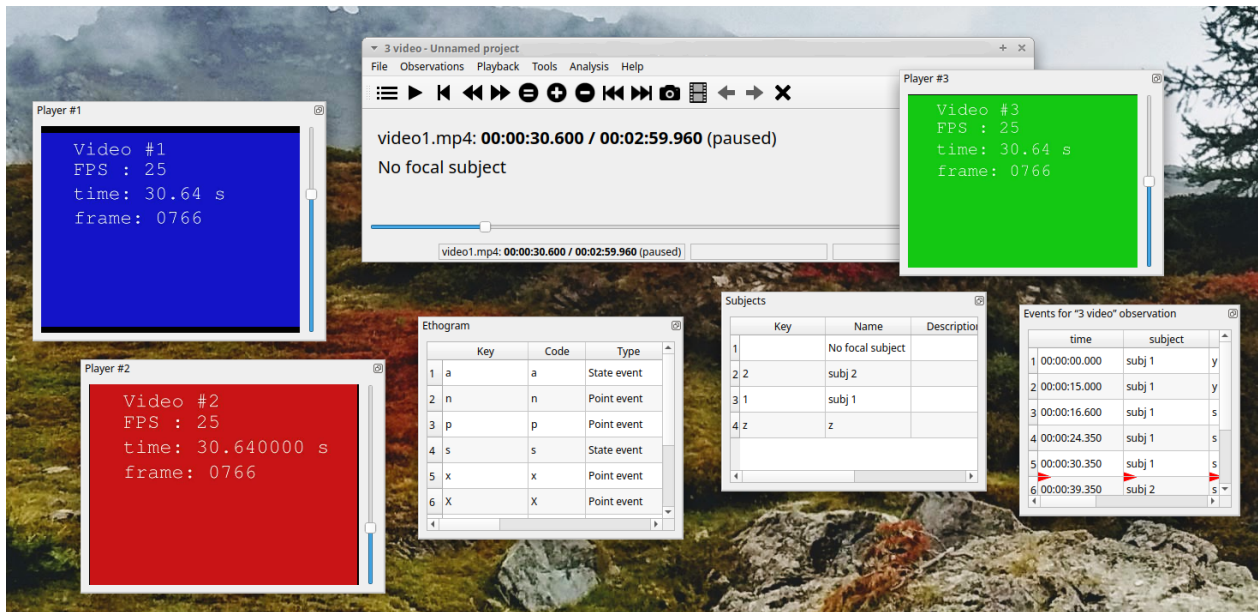


The media player widgets



The media position can be set using the horizontal slide bar. Each media player has its own audio volume control (the vertical slide bar on the right side of the player).

The organization of the various widget can be customized:



The Events widget

	time	subject	code	type	modifier	comment
1	0.000	Himal	Tear	START	Branches	
2	0.000	Nautilus	Tear	START	Branches	
3	30.199	Himal	Tear	STOP	Branches	
4	30.200	Himal	Locomotion	START	Walk	
5	32.400	Himal	Locomotion	STOP	Walk	
6	32.400	Nautilus	Tear	STOP	Branches	

The **Events** widget shows all the recorded behaviors (events) with the following parameters (organized in columns):

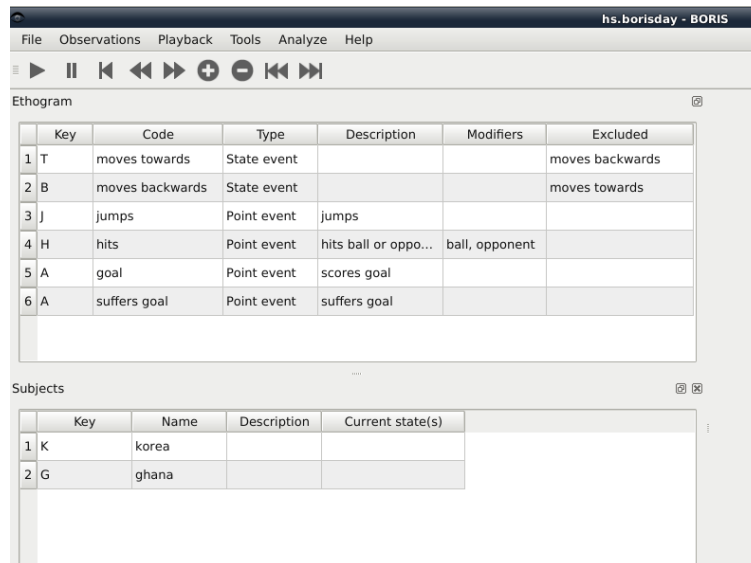
- **time**, the time at which the event occurred;
- **subject**, the focal subject (if any);
- **code**, the behavior code;
- **type**, in case of a state event indicates whether the time corresponds to the start or to the stop.
- **modifier**, indicates the modifier(s) that was(ere) selected (if any);
- **comment**, is an open field where the user can add notes.

A tracking cursor (red triangle) will show the current event. This cursor can be positioned above the current event, see [tracking cursor position](#) option in Preferences window.

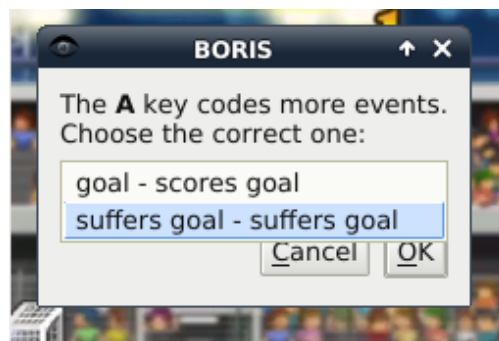
A double-click on a row will reposition the media player to the moment of the corresponding event. See [Time offset for media reposition](#) in Preferences window to customize the time offset for media repositioning.

Record an event

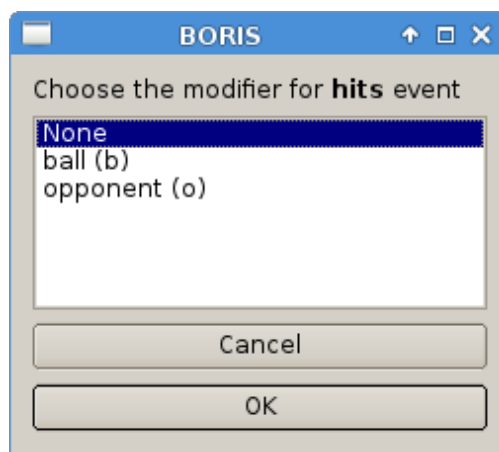
Once ready to begin your coding, you can start the media player using the **Play** button (or the Space bar). The behaviors can be recorded using the keyboard with the predefined keys, by double-clicking the corresponding row in the **Ethogram** table or by using the **Coding pad** (See [coding pad](#)).



If the pressed key defines a single event, the corresponding event will be recorded in the **Events** table. In the case you have specified the same key for two (or more) events (e.g. key A in the figure below), BORIS will prompt you for the desired behavior.



In the case you have specified modifiers (one or more sets), BORIS will prompt you for the desired modifier(s) if any (e.g. **ball** or **opponent** in the figure below). You can select the correct one using the mouse or the keyboard (**b** key or **o** key)



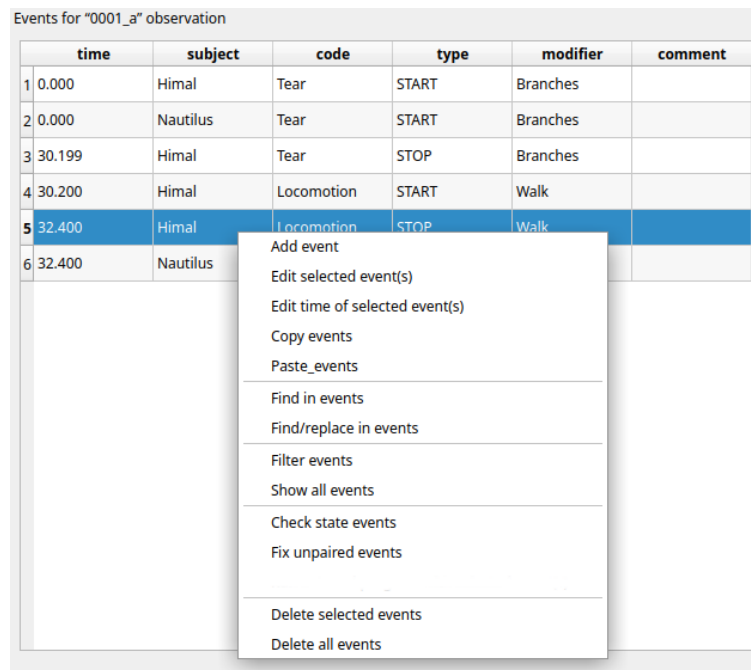
In the case your behavior type is a *Point event with coding map* or a *State event with coding map*, BORIS will show the *Coding map* window and will allow selecting the desired area(s). In case you click a part of the map in which two (or more) areas overlap, the corresponding codes will be recorded.

A recorded event can be edited (once selected) using the *Observations > Edit event* menu option. The resulting *Edit event parameters* allows modifying every parameter (e.g. time, subject, code, modifiers, and comment).

The **Observations** > **Add event** menu option allows adding a new event by specifying its time and the other parameters.

The Events widget context menu

Some functions are available in the Events widget context menu. Right-click on the Events widget.

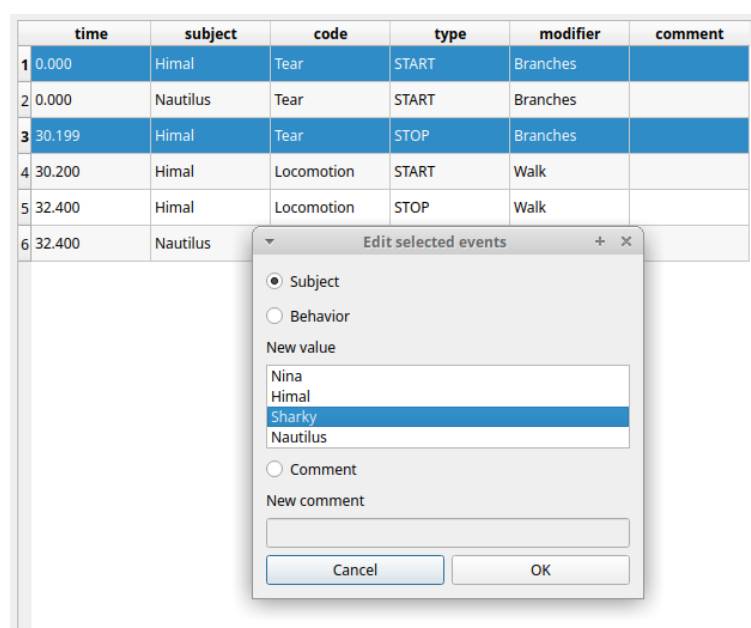


Add event

This option allows adding a new event by specifying its time and the other parameters.

Edit selected event(s)

This option allows to edit the selected event(s). When many events are selected you have to choose the field to edit between **Subject**, **Behavior** and **Comment**. In this case the new value will apply to all selected events.



Edit time of selected event(s)

This option allows to add or subtract a time value (in seconds) to all selected events. For subtracting a value use a negative value.

	time	subject	code	type	modifier	comment
1	0.000	Himal	Tear	START	Branches	
2	0.000	Nautilus	Tear	START	Branches	
3	30.199	Himal	Tear	STOP	Branches	
4	30.200	Himal	Locomotion	START	Walk	
5	32.400	Himal	Locomotion	STOP	Walk	
6	32.400	Nautilus	Tear	STOP	Branches	

Time value

Value to add or subtract (use negative value):

-10.200

Cancel OK

Copy events

This option allows to copy the selected events in the clipboard. The clipboard will contain the values of the selected events (except the **type** field) separated by a <TAB> character.

Example of clipboard content:

```
0.0 Himal    Tear    Branches
0.0 Nautilus      Tear    Branches
30.199      Himal    Tear    Branches
30.2        Himal    Locomotion    Walk
32.4        Himal    Locomotion    Walk
32.4        Nautilus      Tear    Branches
```

Paste events

This option allows to paste the clipboard content into the events widget. The clipboard must respect the format described in the previous section: 5 columns separated by <TAB> character.

Find in events

This option allows to search for a string in the various field of events. Select the fields to be searched. The find/replace operation can be restricted to the selected events.

	time	subject	code	type	modifier	comment
1	0.000	Himal	Tear	START	Branches	
2	0.000	Nautilus	Tear	START	Branches	
3	30.199	Himal	Tear	STOP	Branches	
4	30.200	Himal	Locomotion	START		
5	32.400	Himal	Locomotion	STOP		
6	32.400	Nautilus	Tear	STOP		

Find in events

☒ Subject

☒ Behavior

☒ Modifiers

☒ Comment

Find

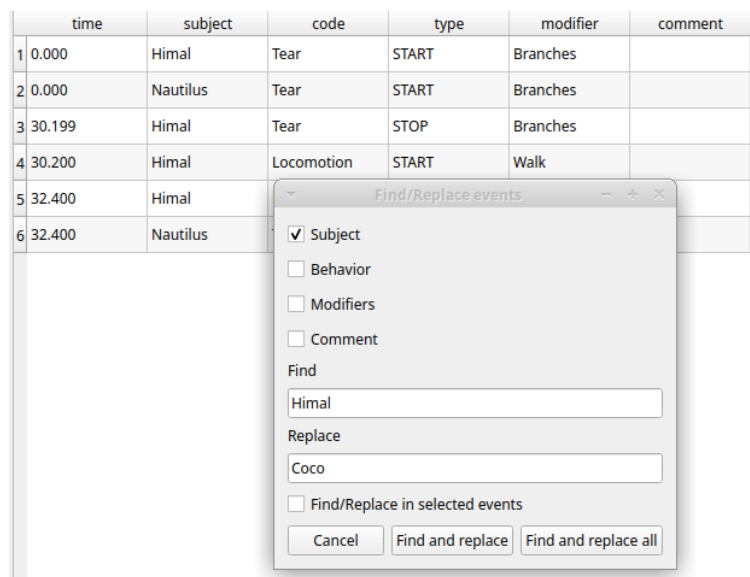
Locom

☐ Find in selected events

Close Find

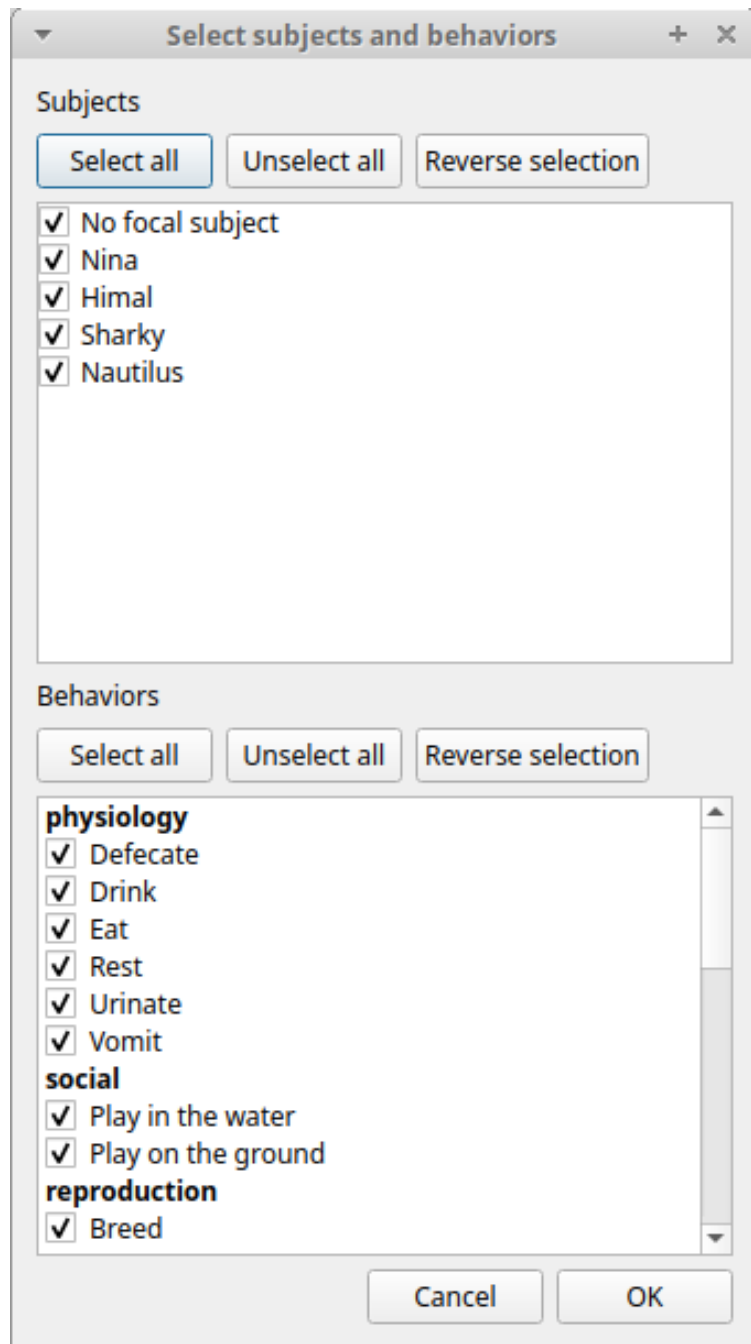
Find/Replace in events

This option allows to search for a string and replace it by a new value in the various field of events. Select the fields to be searched. The find operation can be restricted to the selected events.



Filter events

This option allows to filter the events by field value.



Show all events

This option reverts the previous one and allows to visualize all coded events

Check state events

This option allows to check if the **state events** are **PAIRED**, if they have a **START** and a **STOP** occurrences.

Delete selected events

This option allows

Delete all events

Fix unpaired state events

You can use the "Fix unpaired events" function to fix the **state events** without a STOP event.

Observations > Fix unpaired events (keyboard shortcut: CTRL+U)

The program will ask for a time at which insert the STOP events for all unpaired **state events**

This function can be run on a set of selected observations (when no observation is open). In this case the STOP events will be inserted at the end of observation.

Frame-by-frame mode

You can switch between the media player and the frame-by-frame mode using the dedicated button in the toolbar:



In frame-by-frame mode the video will stop playing and the user will visualize the video frame by frame.

Warning

Please note that MTS video files should be re-encoded to be used in frame-by-frame mode. Otherwise the extracted frames are not reliable.

You can move between frames by using the arrow keys in the toolbar (on the right) or by using keyboard special keys:

For the both modes (media player and frame-by-frame mode)

- **Page Up** key: switch to the next media
- **Page Down** key: switch to the previous media
- **Up arrow** key: jump forward in the current media
- **Down arrow** key: jump backward in the current media
- **ESC**: switch between VLC and frame-by-frame mode

Only for the frame-by-frame mode

- **Left arrow** key: go to the previous frame
- **Right arrow** key: go to the next frame

If you have a numeric keypad you can use the following keys in alternative:

- The key **/** will allow you to view the previous frame
- The key ***** will allow you to view the next frame

To return in the media player mode press again the frame-by-frame button in the toolbar.

The frame can be resized before visualization. See the [frame resizing](#) option.

The frame viewer can be detached from the main window (See File > Preferences). In case on 2 simultaneous players the frame viewers will be automatically detached from the main window.

For every second of the media file the frames are extracted by BORIS with the embedded ffmpeg program and are saved in the [FFmpeg cache directory](#) specified in the **Preferences** window.

Exporting events data

The coded events can be exported in various formats:

Export events

Observations > Export events

This function will export the events of selected observations in TSV, CSV, ODS, XLSX, XLS or HTML formats. If many observations are selected BORIS will ask for a directory to save the various files. These formats are suitable for further analysis.

	A	B	C	D	E	F
1	Observation id	demo #1				
2						
3	Media file(s)					
4						
5	Player #1	/home/olivier/crop.avi				
6	Player #1	/home/olivier/crop2.avi				
7						
8	Observation date	2015-Nov-30 10:39:18				
9						
10	Description					
11						
12	Time offset (s)	0				
13						
14	independent variables					
15	variable	value				
16	group size	7				
17	weather conditions	rain				
18						
19	time	subject	code	Modifier	comment	status
20	4.3	Subject #1	eat	salad	test	START
21	10	Subject #1	eat	salad		STOP
22	26.6	Subject #2	eat	meat		START
23	113.988	Subject #2	eat	meat		STOP
24	116.588	Subject #1	jump			POINT
25	118.988	Subject #1	jump			POINT
26	120.863	Subject #2	jump			POINT
27	122.438	Subject #2	jump			POINT
28						

Warning

Please note that for some formats (XLS - Excel 97) the name of the sheet will be based a modified **observation id** in order to not contain forbidden characters (: / ? * [or]) and shortened to 31 characters.

Export aggregated events

Observations > Export aggregated events

This function will export the events of the selected observations in the following formats:

- **tabular format** (TSV, CSV, XLSX, XLS, ODS, HTML)
- **SQL** format for populating a SQL database
- **SDIS** format for analysis with the GSEQ program available at <http://www2.gsu.edu/~psyab/gseq>

If many observations are selected you can choose to group all results in one file. If you do not want to group results BORIS will ask for a directory to save the various files.

The **State events** are paired and the duration is available.

Example of tabular export

	A	B	C	D	E	F	G	H	I	J
1	Observation id	Observation date	Subject	Behavior	Modifiers	Behavior type	Start	Stop	Comment start	Comment stop
2	demo #1	2015-Nov-30 10:39:18	Subject #1	jump		POINT	116.588	0		
3	demo #1	2015-Nov-30 10:39:18	Subject #1	jump		POINT	118.988	0		
4	demo #1	2015-Nov-30 10:39:18	Subject #1	eat	salad	STATE	4.3	10	test	
5	demo #1	2015-Nov-30 10:39:18	Subject #2	jump		POINT	120.863	0		
6	demo #1	2015-Nov-30 10:39:18	Subject #2	jump		POINT	122.438	0		
7	demo #1	2015-Nov-30 10:39:18	Subject #2	eat	meat	STATE	26.6	113.988		
8										
9										
10										

Example of SQL export:

```
CREATE TABLE events (id INTEGER PRIMARY KEY ASC, observation TEXT,
date DATE, subject TEXT, behavior TEXT,
modifiers TEXT, event_type TEXT, start FLOAT,
stop FLOAT, comment_start TEXT,
comment_stop TEXT);

INSERT INTO events (observation, date, subject, behavior, modifiers,
event_type, start, stop, comment_start, comment_stop ) VALUES
("demo #1", "2015-11-30 10:39:18", "Subj #1", "jump", "", "POINT", 116.588, 0, "", ""),
("demo #1", "2015-11-30 10:39:18", "Subj #1", "jump", "", "POINT", 118.988, 0, "", ""),
("demo #1", "2015-11-30 10:39:18", "Subj #1", "eat", "salad", "STATE", 4.3, 10.0, "vvv", ""),
("demo #1", "2015-11-30 10:39:18", "Subj #2", "jump", "", "POINT", 120.863, 0, "", ""),
("demo #1", "2015-11-30 10:39:18", "Subj #2", "jump", "", "POINT", 122.438, 0, "", ""),
("demo #1", "2015-11-30 10:39:18", "Subj #2", "eat", "meat", "STATE", 26.6, 113.988, "", "");
```

Warning

Please note that for some formats (XLS - Excel 97) the name of the sheet will be based a modified **observation id** in order to not contain forbidden characters (: / ? * [or]) and shortened to 31 characters.

Export events for analysis with JWatcher

[JWatcher](#) is a powerful tool for the quantitative analysis of behavior.

The events coded with BORIS can be exported to be analyzed with JWatcher.

Click **Observations > Export events > for analysis with JWatcher** to export the coded events.

BORIS will ask for selecting a directory. After this, for each combination of selected observation and selected subject the following files will be created:

- the Focal Data File (.dat)
- the Focal Analysis Master File (.faf)
- the Focal Master File (.fmf)

These files can be used to analyze your observations with JWatcher.

Export events as behavioral strings

Behavioral strings can be used with the **Behatrix** program: [Behatrix \(formerly BSA\)](#)

Example:

```
# observation id: demo#1
# observation description:
```



```
# Media file name: video1.mp4, video2.mp4
```

```
Subject #1:  
eat|jump|eat|jump
```

```
Subject #2:  
eat|rest|jump|eat|jump
```

Export events as Praat TextGrid

Example:

```
File type = "ooTextFile"  
Object class = "TextGrid"  
  
xmin = 4.3  
xmax = 113.988  
tiers? <exists>  
size = 2  
item []:  
  item [1]:  
    class = "IntervalTier"  
    name = "Subject #1"  
    xmin = 4.3  
    xmax = 10.0  
    intervals: size = 1  
    intervals [1]:  
      xmin = 4.3  
      xmax = 10.0  
      text = "eat"  
  item [2]:  
    class = "IntervalTier"  
    name = "Subject #2"  
    xmin = 26.6  
    xmax = 113.988  
    intervals: size = 1  
    intervals [1]:  
      xmin = 26.6  
      xmax = 113.988  
      text = "eat"
```

Extract sequences from media files

Sequences of media file corresponding to coded events can be extracted from media files:

1. Click on **Observations > Extract events from media files** option.
2. Choose the observation(s).
3. Select the events to be extracted.
4. Select a destination directory that will contain the extracted sequences.
5. Select a time offset (in seconds, the default value is 0).

The time offset will be subtracted from the starting time of event and added to the stopping time. All the extracted sequences will be saved in the selected directory following the file name format:

{observation id}_{player}_{subject}_{behavior}_{start time}-{stop time}

Export transitions matrix

3 transitions matrix outputs are available: The matrix of frequencies of transitions, the matrix of frequencies of transition after each behavior and the matrix of number of transitions.

Matrix of frequencies of transitions

This matrix contains the frequencies of total transitions. The sum of all frequencies must be 1.

Example of frequencies of transitions matrix:

	eat	sleep	walk
eat	0.0	0.286	0.143
sleep	0.143	0.0	0.143
walk	0.286	0.0	0.0

In this matrix you can see that the **eat** behavior precedes the **sleep** behavior with a frequency of **0.286** of the total number of transitions.

Matrix of frequencies of transitions after behavior

This matrix contains the frequencies of transitions after each behavior. The sum of each row must be 1.

Example:

	eat	sleep	walk
eat	0.0	0.667	0.333
sleep	0.5	0.0	0.5
walk	1.0	0.0	0.0

In this example you can see that **sleep** follows **eat** with a frequency of **0.667** and **walk** follows with a frequency of **0.333**.

Matrix of number of transitions

This matrix contains the number of transitions after each behavior.

Example:

	eat	sleep	walk
eat	0	2	1
sleep	1	0	1
walk	2	0	0

Playback menu

Jump

Jump forward

Allow to jump forward in the current media file. See **File > Preferences** for setting the jump value.

Jump backward

Allow to jump backward in the current media file. See **File > Preferences** for setting the jump value.

Jump to specific time

Allow to go to a specific time in the current media file.

Zoom

Allow to zoom into the current video file. The available zoom values are: 1:2, 1:4, 2:1 and 1:1. **Fit to window** adapts the zoom value to the current window size. In case of simultaneous playing you can set different values of zoom in player #1 and player #2.

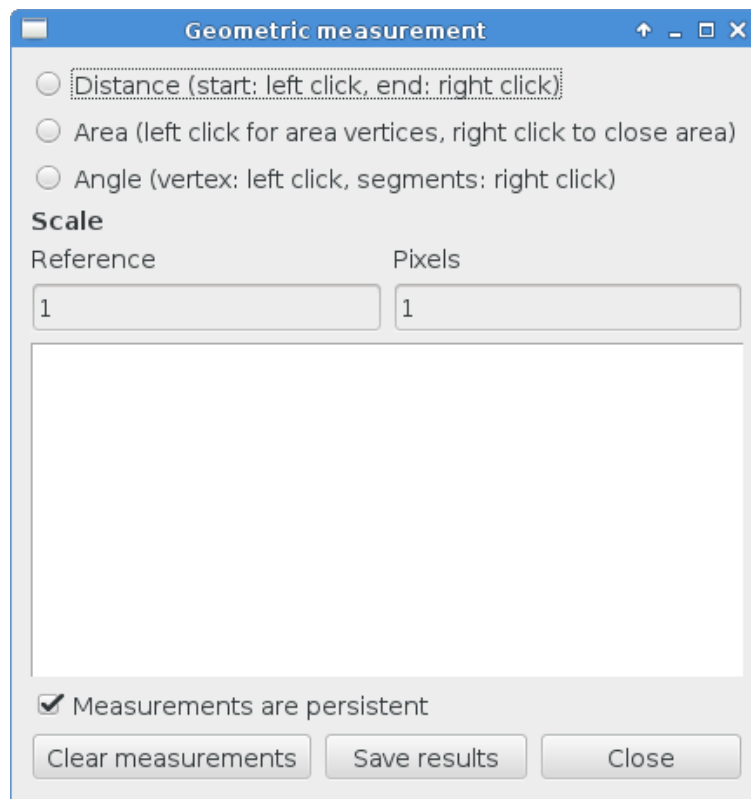
The Zoom option is not available in frame-by-frame mode.

The Zoom function is not working on Mac

Tools

Geometric measurements

Geometric measurements can only be made in frame-by-frame mode. Distances, areas and angles can be measured. Click on **Tools > Geometric measurements** to activate the measurements. The **Measurements window** will be shown:

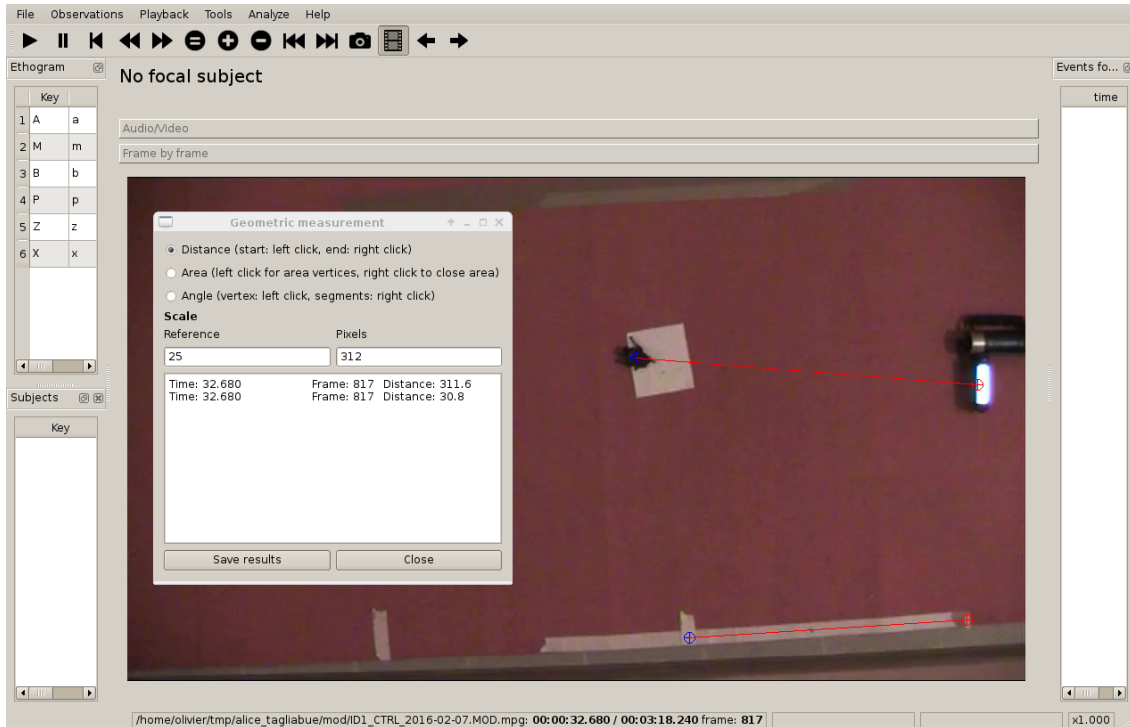


Setting the scale

For distance and area measurements you can set a scale in order to have results of measurements in a real unit (like centimeters, meters etc). 1) measure a reference object (that have a known size) on the frame (with the distance tool. See next chapter for details) and set the pixel distance in the **Pixel** text box. 2) Set the real size of the reference object in the **Reference** text box (must be a number without unit).

Distance measurements

Select the **Distance** radio button. Click the left mouse button on the frame bitmap to set the start of the segment that will be measured. A blue circle with a cross will be drawn. Click the right mouse button to set the end. A red circle with a cross will be drawn. The distance between the two selected points will be available in the text area of the **Measurements window**.



Area measurements

Select the **Area** radio button. Click the left mouse button on the frame bitmap to set the area vertices. Blue circles with a cross will be drawn. Click the right mouse button to close the area. The area of the drawn polygon will be available in the text area of the **Measurements window**.

Angle measurements

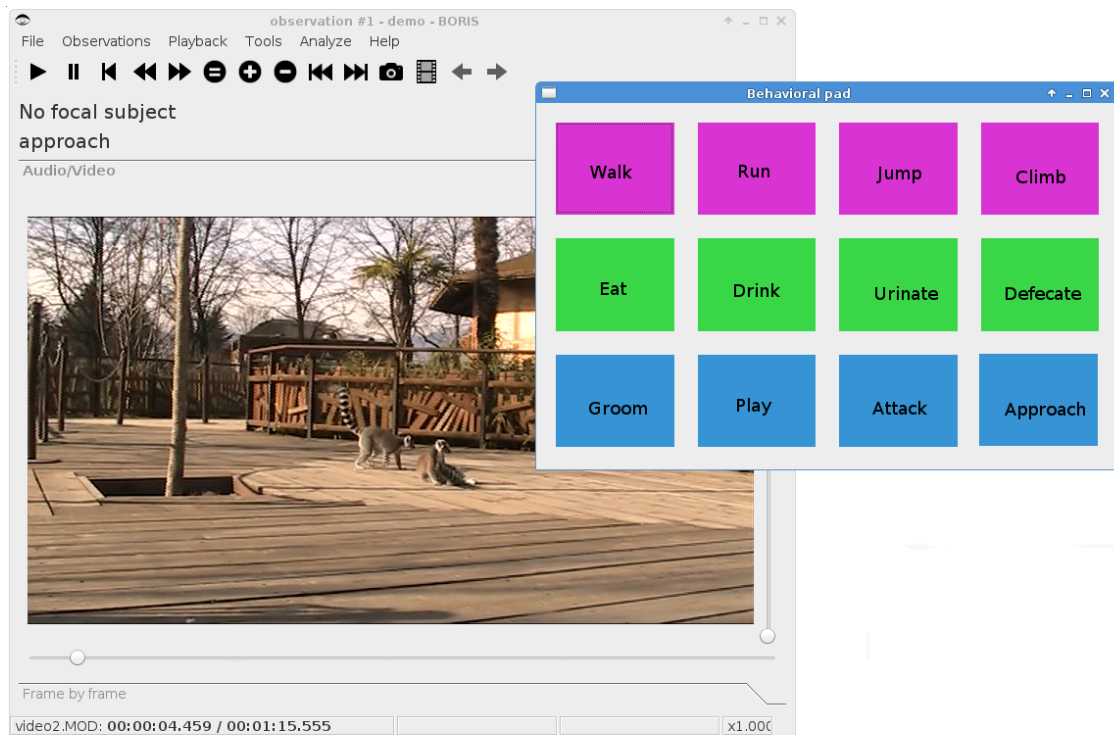
Select the **Angle** radio button. Click the left mouse button on the frame bitmap to set the angle vertex. A red circle with a cross will be drawn. Click the right mouse button to set the two segments. Blue circles with a cross will be drawn. The angle between the two drawn segments will be available in the text area of the **Measurements window**.

Persistent measurements

If the **Measurements are persistent** checkbox is checked the measurement schemes will be available on all frames otherwise they will be deleted between frames.

Coding pad

During observation a coding pad with the available behaviors can be displayed (**Tools > Coding pad**). This **Coding pad** allows the user to code using a touch-screen or by clicking on the buttons. When the **Coding pad** is displayed you can continue to code using the keyboard or the ethogram.



Converters for external data values

Converters can be written using the Python 3 programming language.

The **INPUT** variable will be loaded with the original value of the external data file (for example 01:22:32).

The **OUTPUT** variable must contain the converted value in seconds (the dot must be used for decimal separator).

Example of a converter for converting HH.MM:SS format in seconds:

```
h, m, s = INPUT.split(':')
OUTPUT = int(h) * 3600 + int(m) * 60 + int(s)
```

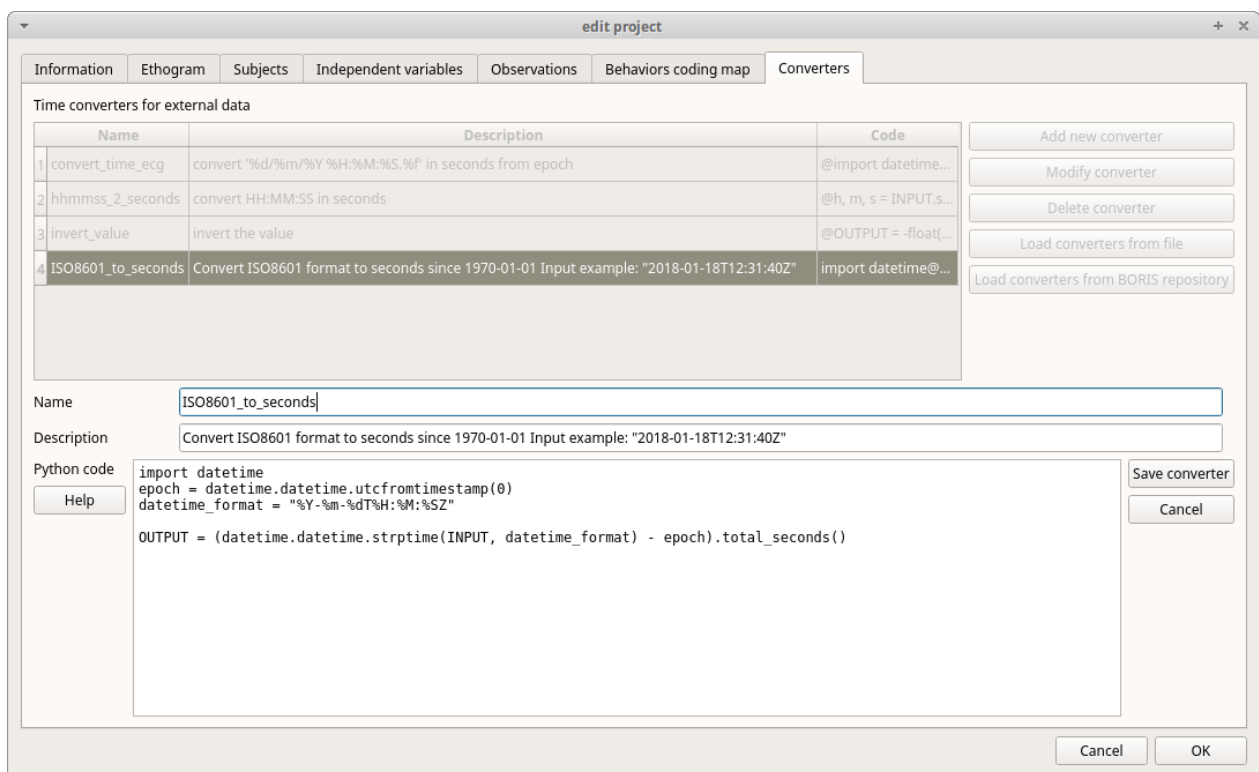
The Python function **strptime()** from the **datetime** module can be useful for converting time values: <https://docs.python.org/3/library/datetime.html#strptime-strptime-behavior>

Example of a converter for converting ISO8601 format in seconds using the strptime() function:

```
import datetime
epoch = datetime.datetime.utcnow().timestamp()
datetime_format = "%Y-%m-%dT%H:%M:%SZ"

OUTPUT = (datetime.datetime.strptime(INPUT, datetime_format) - epoch).total_seconds()
```

File > Edit project > Converters tab



Transitions flow diagram

BORIS can generate DOT scripts and flow diagrams from the transitions matrices (See Observations > Create transition matrix for obtaining the transitions matrices).

DOT script (Graphviz language)

Tools > Transitions flow diagram > Create transitions DOT script

Choose one or more transitions matrix files and BORIS will create the relative DOT script file(s).

The DOT script files can then be used with [Graphviz](#) (Graph Visualization Software) or [WebGraphviz](#) (Graphviz in the Browser) to generate flow diagram of transitions.

See [DOT \(graph description language\)](#) for details.

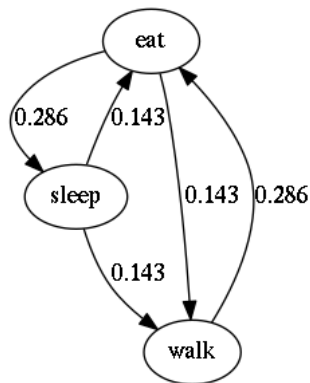
Flow diagram

If [Graphviz](#) (Graph Visualization Software) is installed on your system (and the **dot** program available in the path) BORIS can generate flow diagram (PNG format) from a transitions matrix file.

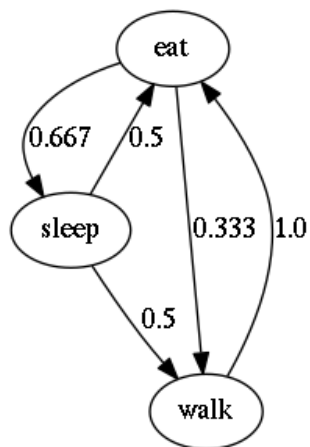
Tools > Transitions flow diagram > Create transitions flow diagram

Choose one or more transition matrix files and BORIS will create the relative flow diagram.

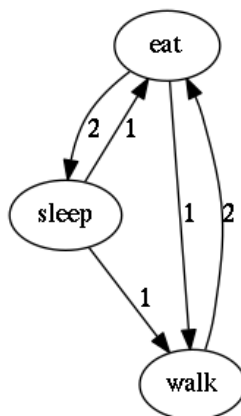
Flow diagram of frequencies of transitions



Flow diagram of frequencies of transitions after behavior



Flow diagram of number of transitions



Re-encoding and resizing a video file

BORIS can re-encode and resize your video files in order to reduce the size of the files and have a smooth coding (specially with two video files playing together). The re-encoding and resizing operations are done with the embedded ffmpeg program with high quality parameters (bitrate 2000k).

Select the files you want re-encode and resize and select the horizontal resolution in pixels (the default is 1024). The aspect ratio will be maintained.

You can continue to use BORIS during the re-encoding/resizing operation.

The re-encoded/resized video files are renamed by adding the re-encoded.avi extension to the original files.

warning

The MTS video files should be re-encoded to be used in frame-by-frame mode. Otherwise the extracted frames are not reliable.

Project server

This function allow you to communicate with the [BORIS App](#) by sending project and receiving onservations made with the **BORIS App**. For details read the [BORIS App user guide](#)

Starting the project server

- Open your project
- Select **File > Project server**

A window will open and show you the URL of the server that should be used on the **BORIS App**. The project server will serve the project for 30 minutes.

Stopping the project server

- Select **File > Stop serving project**

Coding map

A coding map is a bitmap image with user-defined clickable areas that will help to code for behaviors or modifiers for a behavior.

2 types of coding maps are available:

- Behaviors coding map
- Modifiers coding map

The Behaviors coding map

BORIS allows creating a **Behaviors coding map** using the **Map creator** tool (**Tools > Create a coding map > for behaviors**).

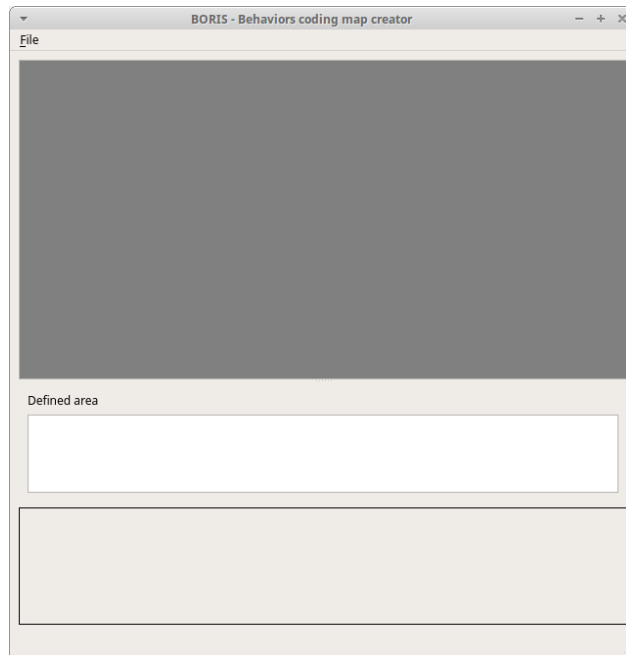
A **Behaviors coding map** can be created only if you have defined behaviors in your ethogram.

Creating a Behaviors coding map

To create a new **Behaviors coding map** launch the **Behaviors coding map creator**

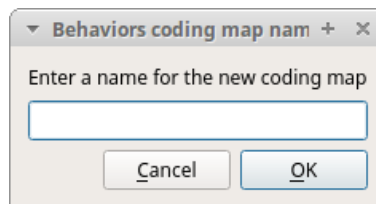
Tools > Create a coding map > for behaviors).

A new window will open



File > New behaviors coding map

Enter a name for the new **Behaviors coding map**

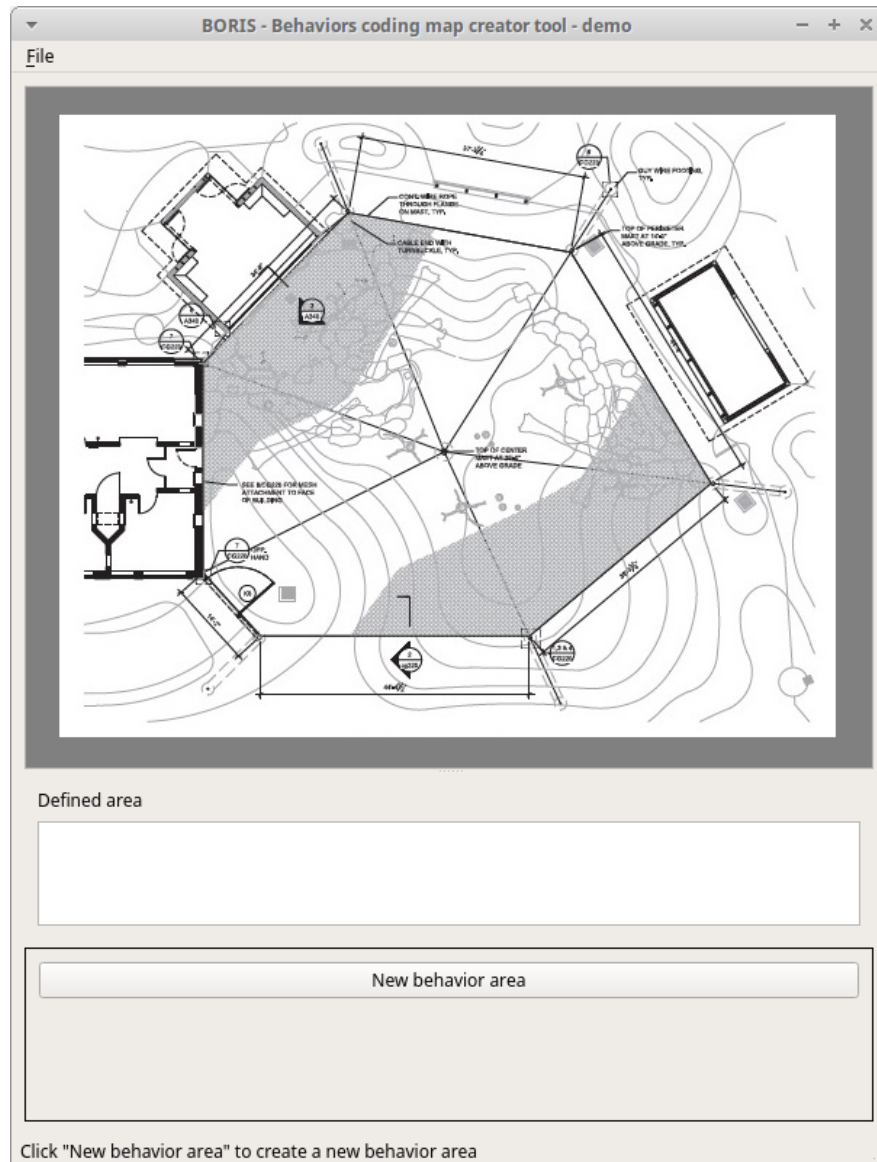


Loading a bitmap for a behaviors coding map

Click the **Load bitmap** button in the bottom of the window and select a bitmap image (PNG and JPEG formats are accepted).

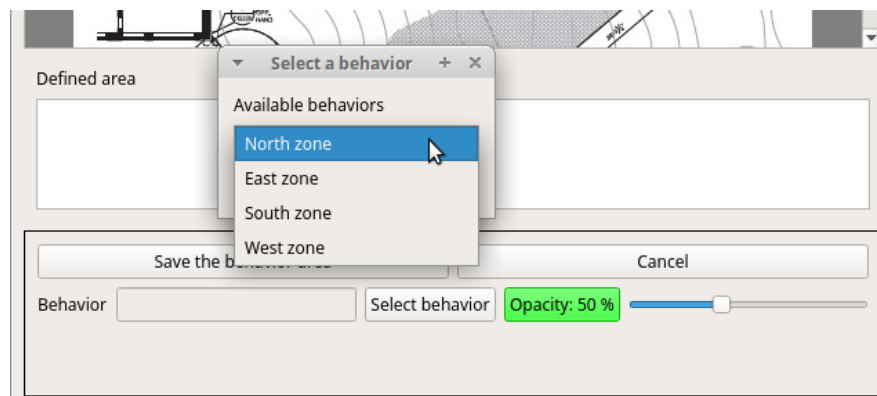
If the size of your bitmap image is bigger than 640 x 640 pixels BORIS will resize it to 640 x 640 pixels keeping the aspect ratio and store the resized version in the coding map file.

The bitmap will be displayed



Adding areas corresponding the behaviors

Click the **New behavior area** button in the bottom of the window and select a behavior by clicking on the **Select behavior** button.



The available behaviors are taken from the ethogram of the current project.

Click on the bitmap to define the vertex on the area that will code the selected behavior. Close the area by clicking again on the first point.

The color of the new area can be changed using the **Opacity** button. The opacity can be changed (from 0 to 100%) using the slider.

Save the behavior area by clicking on the **Save the behavior area** button

The area will be added to the **Defined area** list

You can add more area and also add more than one area for a same behavior. Two or more areas can overlap. In this case all corresponding behaviors will be triggered.



Add the Behaviors coding map to the current project

File > Add coding map to project

The coding map will be added to the current project

You can add a **Behaviors coding map** to the current project from a file containing the coding map:

(File > Edit project > Behaviors coding map > Add a behaviors coding map)

Saving the Behaviors coding map

Saving the **Behaviors coding map** will create a file containing the **Behaviors coding map** including the bitmap image.

File > Save the current Behaviors coding map

The file containing the **Behaviors coding map** can be then reloaded in the **Behaviors coding map creator** or added to a BORIS project (**File > Edit project > Behaviors coding map > Add a behaviors coding map**)

The Modifiers coding map

BORIS allows creating a modifiers coding map using the **Modifiers Map creator** tool (**Tools > Create a coding map > for modifiers**.) Clickable areas may correspond to specific modifiers that can be meaningful for the behavioral coding. Facial expression is the case we thought to when developing this function.

Creating a modifiers coding map

Loading a bitmap for a modifiers coding map

To create a new **Modifiers coding map**, launch the **Modifiers Map creator** tool (**Tools > Create a coding map > for modifiers**). The BORIS main window will be replaced by the **Modifiers Map creator** window. Click on **Modifiers Map creator > New Modifiers map** and enter a name for the new map in the edit box. You have to load a bitmap image (JPEG or PNG) using the **Load bitmap** button. The loaded image will be displayed.



If the size of your bitmap image is bigger than 640 x 640 pixels BORIS will resize it to 640 x 640 pixels keeping the aspect ratio and store the resized version in the coding map file.

Adding areas corresponding to the modifiers

To create clickable areas on a coding map, you have to click on the **New area** button and enter an **Area code** in the edit box. The new area can now be defined by clicking on the image. The drawing tool allows defining a irregular polygon (a plane shape with straight sides, which does not have all sides equal and all angles equal) by clicking to determine subsequent vertices. It can be convex or concave. Straight sides must not cross each other. Once selected an area can be deleted using the **Delete area** button. When an area is closed and its name has been defined in the **Area code** field, it can be saved by using the **Save area** button. The areas can partially overlap each other. See the **Using a Coding map** section for more details. Once all areas are added the entire map can be saved using the **Save map** option menu (**Map creator > Save map**). The map is now saved in its own file (.boris_map) which is NOT part of the BORIS project. A map can be edited at anytime by opening the map file from the **Open map** menu option (**Map creator > Open map**).

Adding a modifiers coding map to your project

Creating a Coding map is not automatically adding the map to your project. The Coding map have to be added to your project by selecting the corresponding **Behavior type (Point event with coding map, State event with coding map)**. BORIS will ask to select the file name containing the coding map (.boris_map) and load the coding map in the project. The coding map name will appear in the **Coding map** column and will be saved in the BORIS project file.

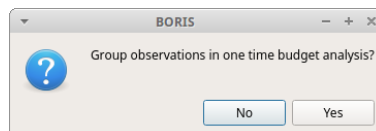
NOTE: If you later modify your coding map you must reload the new version in your BORIS project.

Analysis

Time budget

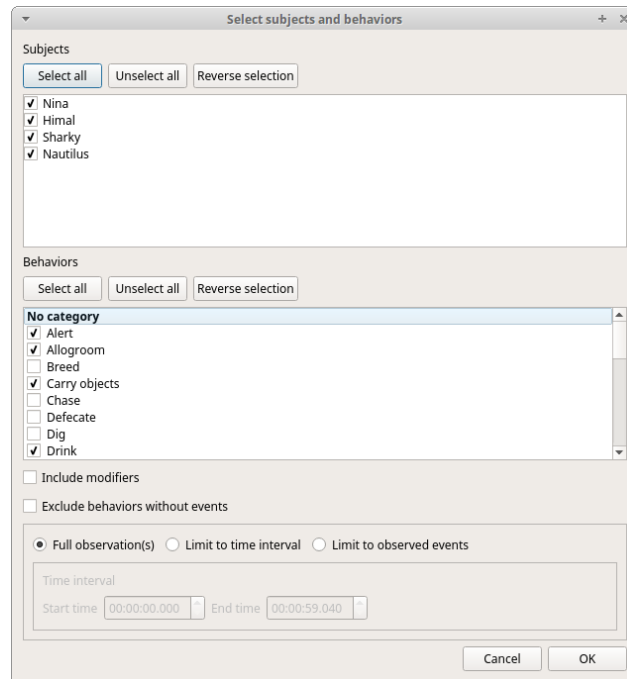
The **Time budget** analysis can be done by behavior (including or not the modifiers) or by category of behaviors. Choose the option from the **Analysis** menu.

The **Time budget** analysis can be done on one or more observations. If you select more than one observation you must then choose for a global time budget analysis that will contain all selected observations or a time budget analysis for every single observation.



Choose **Yes** to group all observations in one time budget analysis

The **Analysis > Time budget** menu option shows the time budget for the events of the selected observations. Select the subjects and behaviors you want to include in the time budget analysis:



All behaviors can be selected or unselected by clicking on the **Category** (bold).

You can choose to include or not the behavior modifiers in the Time budget analysis and to exclude behaviors without coded events.

The Time budget analysis can be restricted to a part of the observation:

- Full observation(s): the analysis will be made on the full observation length.
- Limit to time interval: use the **Start time** and **End time** boxes to select starting time and ending time.
- Limit to observed events: the analysis will be made from the first observed event to the last observed event.

The last dialog window will allow you to subtract the duration of one or more behaviors from the total duration of the observation. This can help you if you have defined a "out-of-sight" code in your ethogram for example:

Select behaviors to exclude

The duration of the selected behaviors will be subtracted from the total time

Select all Unselect all Reverse selection

social

☐ Play in the water

☐ Play on the ground

reproduction

☐ Breed

No category

☐ Alert

☐ Allogroom

☐ Carry objects

☐ Chase

☐ Dig

☐ Interact with enrichment

☐ Locomotion

☐ Look for food

☐ Manipulate

☐ Roll objects

☐ Rub

☐ Self-groom

☐ Sleep

☐ Sniff

☐ Spot keeper

☐ Stomp

☐ Swim

☐ Tear

☐ Vocalize

☐ Yawn

☒ Out-of-sight

Cancel OK

The results contain for each subject and behavior the **total number of occurrences**, the **total duration** (for the behaviors defined as state events), The **duration mean** (for the behaviors defined as state events), the **standard deviation of duration**, the **inter-events intervals duration mean**, the **standard deviation of the inter-events intervals duration** and the **percent of total duration of observation(s)**. All duration times are expressed in seconds (s).

Time budget

Selected observations

0001
0002
0003
0004
0005
0006

Total observation length: 00:07:25.680

	Subject	Behavior	Modifiers	Total number	Total duration (s)	Duration mean (s)	Duration std dev	inter-event intervals mean (s)	inter-event intervals std dev	% of total length
1	Nina	Alert	-	1	1.882	1.882	NA	NA	NA	0.4
2	Nina	Locomotion	-	2	2.913	1.457	0.824	NA	NA	0.7
3	Nina	Manipulate	-	2	65.048	32.524	15.414	NA	NA	14.6
4	Nina	Rest	-	1	25.549	25.549	NA	NA	NA	5.7
5	Himal	Alert	-	4	18.131	4.533	2.542	10.95	NA	4.1
6	Himal	Allogroom	-	1	3.603	3.603	NA	NA	NA	0.8
7	Himal	Drink	-	1	1.133	1.133	NA	NA	NA	0.3
8	Himal	Locomotion	-	10	36.633	3.663	5.777	6.124	5.88	8.2
9	Himal	Manipulate	-	3	66.702	22.234	17.18	4.723	NA	15.0
10	Himal	Play on the ground	-	1	16.46	16.46	NA	NA	NA	3.7
11	Himal	Rub	-	1	11.031	11.031	NA	NA	NA	2.5
12	Himal	Self-groom	-	1	3.571	3.571	NA	NA	NA	0.8

Save results Close

The time budget results can be saved in various formats for further analysis: * Plain text files: TSV, CSV or HTML * Spreadsheets: Open Document (ODS), Microsoft Excel (XLSX) and Legacy Microsoft (XLS)

Note

If a STATE behavior has an odd number of coded events, BORIS will report "UNPAIRED" instead of results"

Synthetic time budget

The synthetic time budget is similar to time budget but with fewer parameters and a different organization of results. Results of all selected observations are organized in columns on a single page. Two parameters are provided for now: **number of occurrences** and **total duration** (for the behaviors defined as state events)

	A	B	C	D	E	F	G	H	I	J	
1			Nina	Nina	Nina	Nina	Nina	Nina	Nina	Nina	Nina
2			Alert	Alert	Allogroom	Allogroom	Breed	Breed	Carry objects	Carry objects	Chas
3		Total length (s)	Total duration	Number of occurrences	Total duration	Number of occurrences	Total duration	Number of occurrences	Total duration	Number of occurrences	Total
40	0037	32.160									
41	0038	86.880	1.675	1							
42	0039	96.960	13.471	2							
43	0040	335.520	86.615	12	15.84	2					
44	0041	130.560	9.069	2	5.85	1					
45	0042	36.960	24.298	3							
46	0043	107.040	42.928	5							
47	0044	109.920	11.769	4	12.471	2					
48	0045	102.240	72.857	6							
49	0046	84.960	44.459	6							
50	0047	77.280	68.929	2							
51	0048	23.520	3.1	1	10.797	1					
52	0049	34.080	9.897	2	8.431	1					
53	0050	23.040									
54	0051	44.160	1.079	1							
55	0052	18.240									
56	0053	39.840									
57	0054	35.040									
58	0055	256.800	61.321	15	19.73	1					
59	0056	26.400	15.241	5							
60	0057	45.120	6.887	3	10.984	2					
61	0058	45.120	2.647	1							
62	0059	41.760									
63	0060	292.800	1.543	2							
64	0061	25.920									

All duration times are expressed in seconds (s).

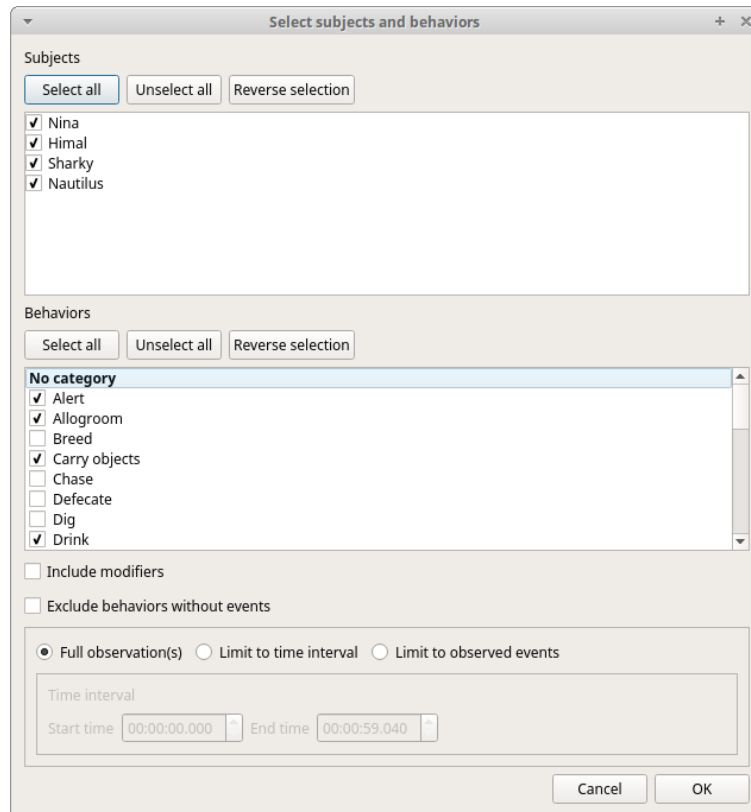
The time budget results can be saved in various formats for further analysis: * Plain text files: TSV, CSV or HTML * Spreadsheets: Open Document (ODS), Microsoft Excel (XLSX) and Legacy Microsoft (XLS)

Plot events

The coded events from many observations can be plotted along a time axis.

Analysis > Plot events

The subjects and behaviors you want to include in the plot can be selected in the following window:



You can choose to include or not the behavior modifiers (if any) and to exclude behaviors without coded events.

The time interval can be selected (See time budget)

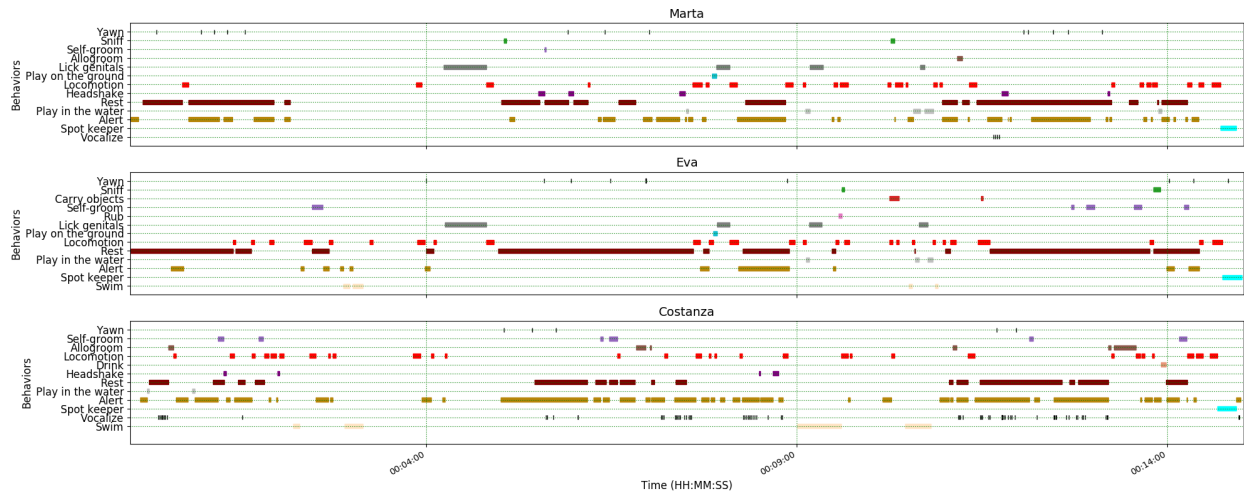
The plot can be exported in various formats like bitmap (PNG, JPG, TIFF) or vectorial graphic (SVG, PDF, EPS, PS). The SVG format can be further edited with the [Inkscape vector graphics editor](#).

Note

If a STATE behavior has an odd number of coded events, you will see this error message: "The STATE behavior XXX is not paired"

This function creates one plot by subject on one figure.

The color of behaviors can be customized. See [plot colors](#)

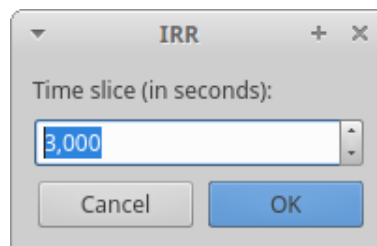


Inter-rater reliability

The Cohen's kappa coefficient can be calculated (**Analysis > Inter-rater reliability > Cohen's kappa**).

[Cohen's kappa on Wikipedia](#)

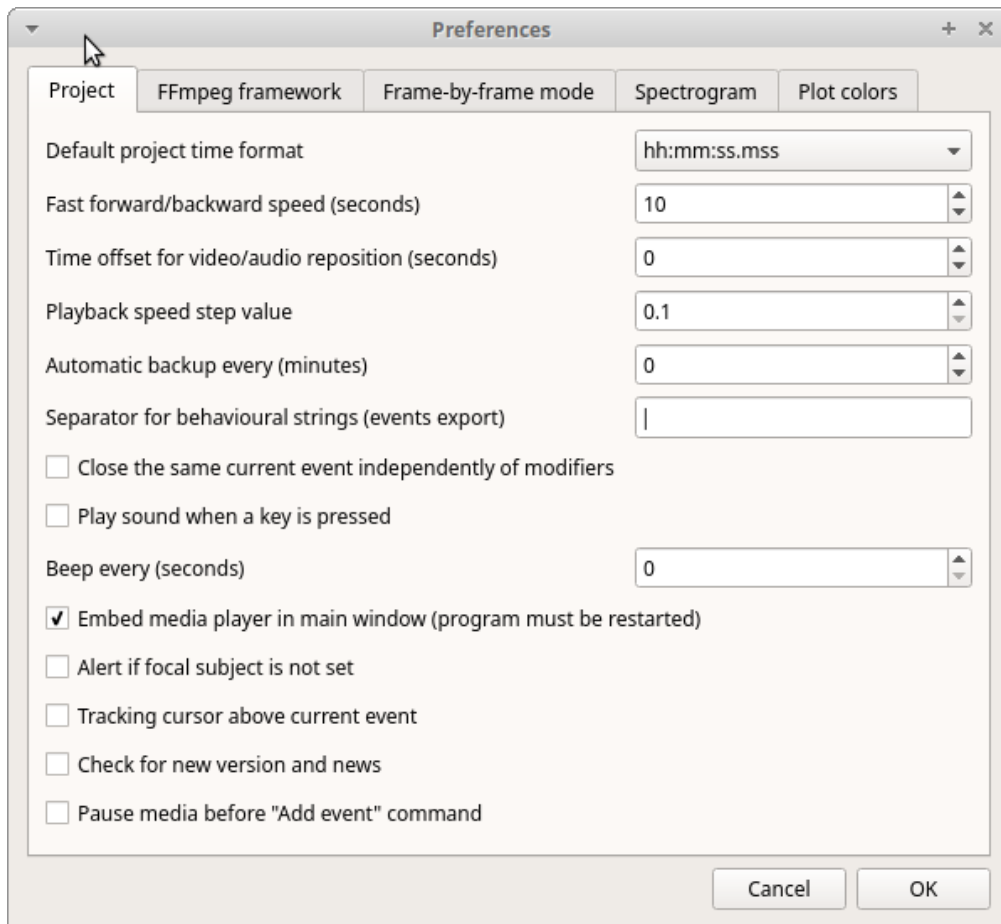
After selecting 2 observations and a time window (in seconds) for the analysis (the default value is 10 seconds) the Cohen's kappa will be displayed in the results window.



Preferences

You can customize BORIS using the Preferences window (**File > Preferences**)

General preferences



Default project time format

This option allows the user to choose the format for displaying time in the project. Please note that time is internally always saved in seconds with a precision of 3 decimal digits

Fast forward/backward speed (seconds)

This option allows the user to customize the amount of time for "jumping" forward or backward in media.

Time offset for media reposition (seconds)

This value indicates the time offset for repositioning the media after double-click on a row event of the *Events* table. 'for example -4 seconds indicates that after a double-click the media will be repositioned 4 seconds before the recorded event.'

Playback speed step value

This value indicate how much the speed will be increased or decreased after pressing the *change playback speed* buttons.

Automatic backup every (minutes)

if set BORIS will save your project automatically every n minutes. 0 indicate no automatic backup.

Play sound when a key is pressed

Activate a sound signal after every keypress event

Embed media player

This option allows the user to detach from the main window or embed the media player in the main window. **On Mac OS the media player can not be detached from main window.**

Alert if focal subject is not set

If this option is activated BORIS will show an alert box if no focal subject is selected

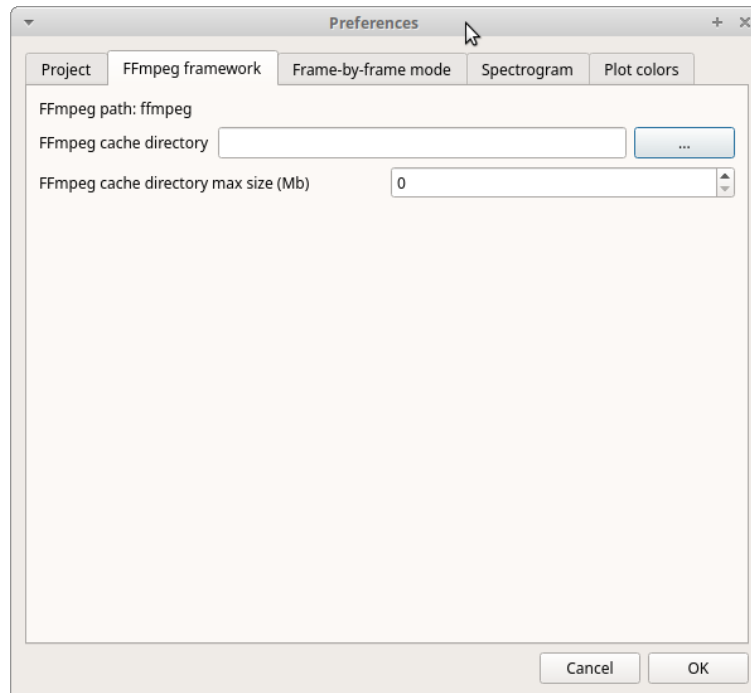
Tracking cursor above current event

Check this box to position the tracking cursor above the current event in events list table.

Check for new version

Check for new version on BORIS web site every 15 days (internet access required)

FFmpeg framework



The path for the ffmpeg executable program is displayed. The FFmpeg executable is now included with BORIS in Windows and Mac OS versions.

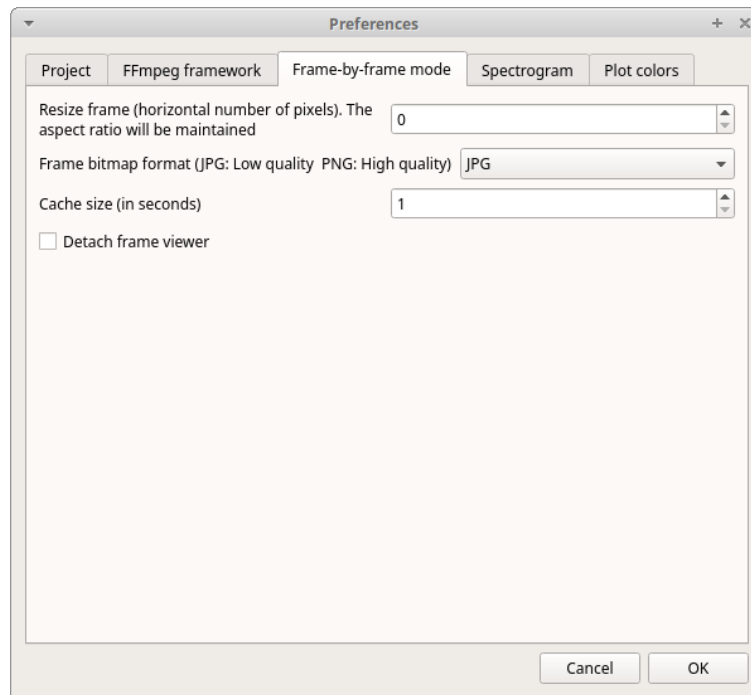
FFmpeg cache directory

This indicates the directory that will be used as image cache for frame-by-frame mode and spectrogram visualization. If you do not specify a path, BORIS will use the default temporary directory of your system.

FFmpeg cache directory max size

Indicate a size limit (in Mb) for the image caching. 0 indicates no limit

Frame-by-frame mode



Resize frame

In case of high resolution video (for example 4K 1920x1080) the extracted frames can be resized before visualization to improve the speed. Select the width in pixel for the extracted frames. The aspect ratio will be maintained. 0 will indicate no frame resizing.

Frame bitmap format

A bitmap format can be selected between JPG (JPEG low quality image) and PNG (Portable Network Graphic - high quality image). The extracted frames will be saved in the directory defined in previous tab (FFmpeg cache directory).

Cache size

In frame-by-frame mode the frames are extracted from the video with the **ffmpeg** program every second by default.

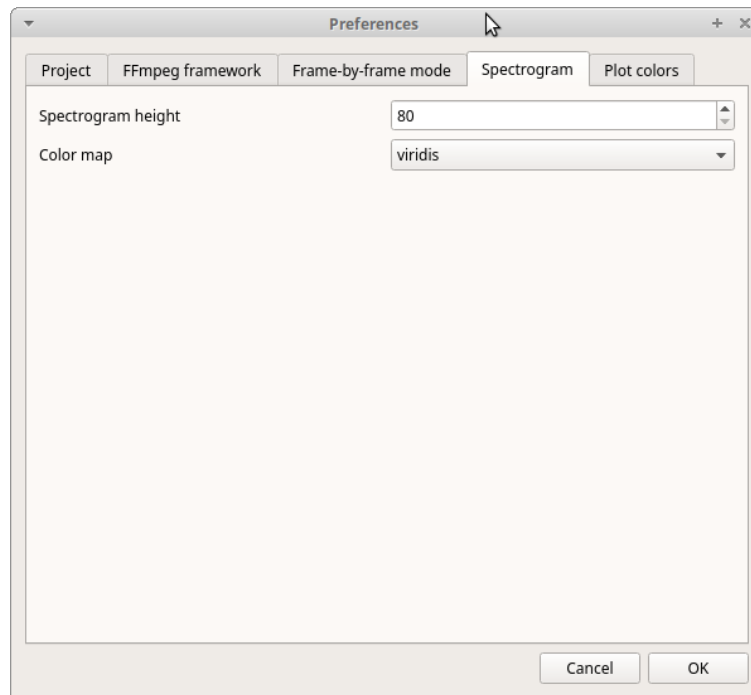
This value can be increased to extract frames for a longer sequence and avoiding waiting for frames extraction every second.

Note for high resolution video this operation can be long.

Detaching the frame viewer

The frame viewer can be detached from the main window. Please note that in case of two simultaneous media files the frames viewers will be detached.

Spectrogram



Spectrogram height

Select the height of generated spectrogram (in pixels). You will need to restart the current observation to apply changes.

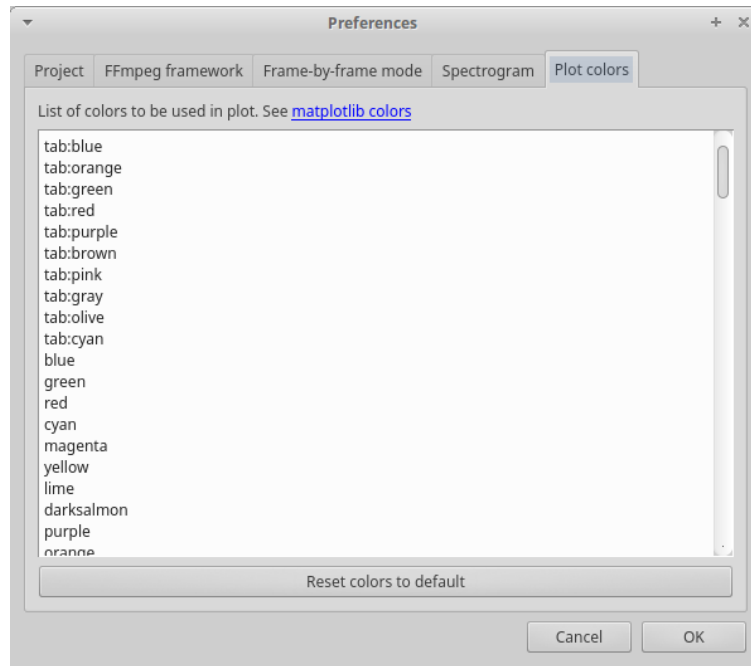
Color map

Select the color map for displaying the generated spectrogram. See [Matplotlib colormaps](#) for details.

Plot colors

The color of behaviors in the plot events functions can be customized. The first color will be associated to the first behavior in your ethogram, the second color to the second behavior and so on. Various color formats can be used to specify a color: **named color** or **hex RGB** (like #0F0F0F). See https://matplotlib.org/api/colors_api.html and https://matplotlib.org/examples/color/named_colors.html for details

The **reset colors to default** button will reload the default colors.



Various

Removing path of media files

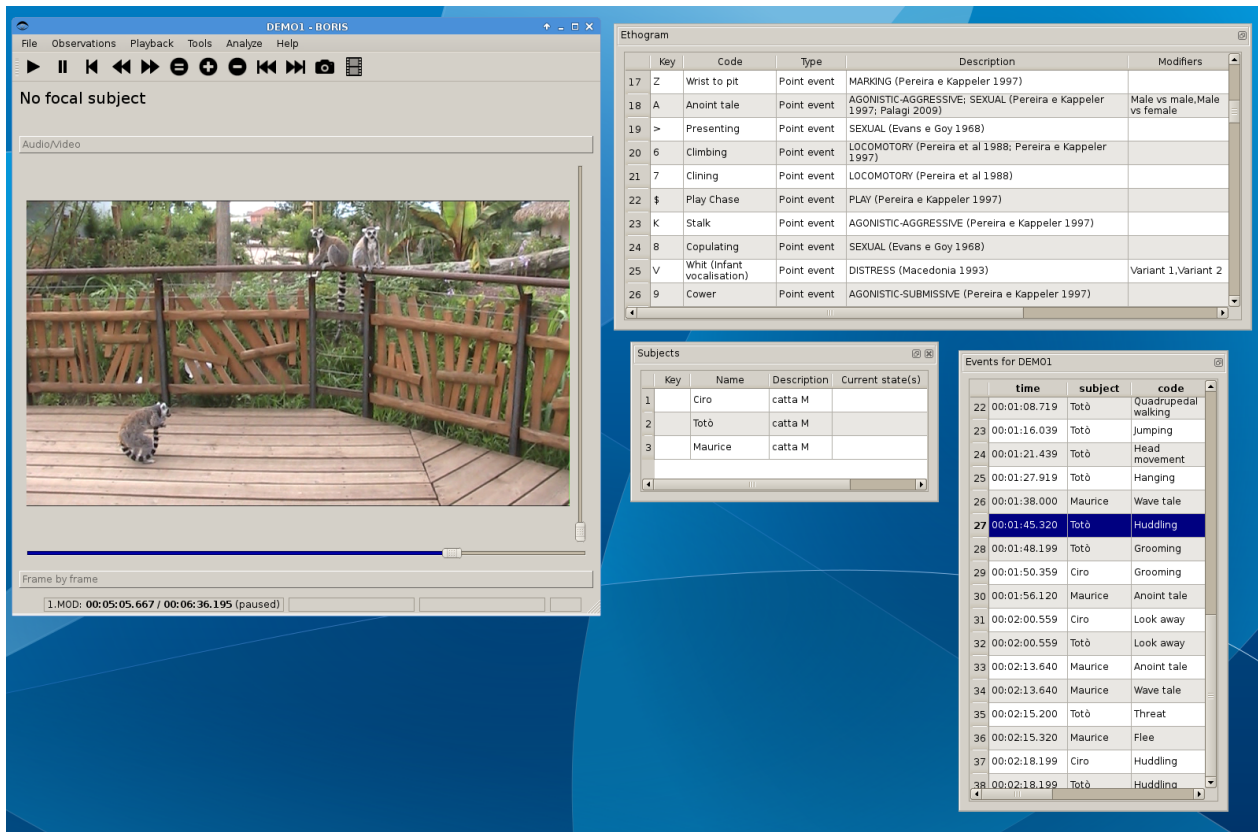
Using BORIS you can choose to store the full path of the media files into the file project (for example: `/home/user/Video/video_n1.mp4` or `c:\Users\user\Documents\video1.avi`).

If you want to move your project on a different computer or if you want to move your media files you may want to do not store the full path. For this you can choose to add media files without the full path (See **Add media files** section). You can also remove the full path of your media files from the all observations of the current project (**File > Remove path from media files**). Please note that this operation is irreversible. After remotion the full path of your media will be lost and will not be recoverable.

If you choose to do not store the full path of media files the media files must located in the same directory than your BORIS project file.

Docking

All elements, including all the media players can be undocked from the main window and positioned where you prefer (e.g. they can be on the same desktop over one or two screens).



Citing BORIS

If you have used BORIS for publications, please cite:

Olivier Friard and Marco Gamba. (2016) BORIS: a free, versatile open-source event-logging software for video/audio coding and live observations. *Methods in Ecology and Evolution*, 7(11), 1324-1330
DOI: 10.1111/2041-210X.12584

Bug reports and features request

Please send bug reports and features request using the BORIS GitHub repository (<https://github.com/olivierfriard/BORIS>) or by e-mail in english, french or italian (see web site <http://www.boris.unito.it/pages/about.html>).

In case of bug report please verify that you are using the last version of BORIS and indicate your operating system, its version and the CPU architecture (32/64 bits). You may also include the BORIS project that gave you an error. Any information you will provide will not be disclosed to any third party.

Acknowledgement

The authors would like to acknowledge Sergio Castellano, Valentina Matteucci and Laura Ozella for their precious help.

Valid keys for triggering behavior

BORIS make difference between lower case and upper case characters

- keys from a to z

- keys from A to Z
- keys from 0 to 9
- function keys from F1 to F12
- à é è ù ì ç
- ! " £ \$ % & / () = ? ^ [] @ | § ° #