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## SOFTWARE TOOL ARTICLE

# A flexible open-source processing workflow for multiplexed fluorescence imaging based on cycles [version 1; peer review: 1 approved with reservations]

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## Abstract

### Background

Multiplexing tissue imaging is developing as a complement for single cell analysis, bringing the spatial information of cells in tissue in addition to multiple parameters measurements. More and more commercial or home-made systems are available. These techniques allow the imaging of tens of fluorescent reporters, where the spectral overlap is solved by imaging by cycles the fluorophores using microfluidics to change the reporters between each cycle.

### Methods

For several systems, the acquisition system coupled to the microfluidic system is a wide field microscope, and the acquisition process is done by mosaicking to cover a large field of view, relying on image processing to obtain the data set to be analysed in intensity. The processed data set allows the identification of different populations, quite similarly to cytometry analysis, but with spatial information in addition. To obtain the final image for analysis from the raw acquisitions, several preprocessing steps are needed for inter-cycle registration, tissue autofluorescence correction or mosaicking. We propose a workflow for this preprocessing, implemented as an open source software (as a library, command line tool and standalone).

### Results

We exemplify the workflow on the commercial system PhenoCycler® (formerly named CODEX®) and provide a reduced size data set for testing.

### Conclusions

## Open Peer Review

### Approval Status

1

### version 1

29 Sep 2022



view

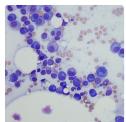
1. Anna H. Klemm , Uppsala University,  
Uppsala, Sweden

Any reports and responses or comments on the article can be found at the end of the article.

We compare our processor with the commercially provided processor and show that we solve some problems also reported by other users.

#### Keywords

Bio image analysis, workflow, registration, signal processing, segmentation, fluorescence microscopy, multiplexing



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This article is included in the **NEUBIAS - the Bioimage Analysts Network** gateway.

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## Introduction

Mammalian cells are organized in tissues and organs. They are assemblies of multiple cell types that can interact together. The tissue microenvironment has been recognised as important during organisms' development or for processes of deregulation such as cancer<sup>1–5</sup>. Understanding the spatial architecture or the heterogeneity in the tissue environment is key to understanding for example, the biology and progression of cancer or complex immune system disorders.

Single-cell technologies, like Next Generation Sequencing-based tools and flow or mass cytometry enable the detection of numerous parameters. However, biological samples are destroyed for the study and they don't provide the associated spatial dimension.

In clinical practice, tissue samples are usually cut and then stained with conventional immunohistochemistry or immunofluorescence technologies but this is limited to measuring a few parameters simultaneously with the use of consecutive tissue sections, due in particular to the spectral overlap of fluorophores.

A number of technologies have emerged in the last years with different strategies for multiple epitope detection on a single slide. The commercial system PhenoCycler™ (formerly named CODEX® for co-detection by indexing) is a technology that uses DNA-conjugated antibodies with fluorescent nucleotides<sup>6,7</sup>. Associated to a fluorescence microscope, a multiplexed imaging device cycles through sample washing and marker substitution, allowing an important number of markers to be acquired using only a few fluorochromes. This technology solves the problem of spectral overlap and panel composition but requires an image processing software reconstituting the entire data from the raw acquired data.

Here we focus on the processing step to process raw images out from the microscope (Figure 1 (A)) to obtain the full stitched image (Figure 1 (B)), including segmentation based on nuclei staining. The output of our workflow can then be used in different analysis software to analyse the different populations of cells (Figure 1 (C)). Our workflow is very similar to the original Codex Processor software provided by the vendor, or to the open source CODEX Toolkit Uploader<sup>6,8</sup>. Briefly, this software computationally concatenates and drift-compensates the images using nuclear stain as a reference, removes out-of-focus light using the Microvolution deconvolution algorithm, subtracts the background (using blank imaging cycles without fluorescent oligonucleotides), and creates hyperstacks of all fluorescence channels and imaging cycles. A Codex Segmente was also made available by the same team to identify the cells incorporating recent advances in the segmentation methods<sup>9</sup>. However, as we encountered several issues with the original software provided along with the device, we developed our own processing pipeline, to solve in particular issues regarding the stitching, the intensity normalisation and the segmentation.

The cell phenotyping and identification of population usually relies on the crowded nuclei segmentation and intensity measurements<sup>8,10–12</sup> and then on the quality of the processing step. In particular one needs to take into account the non-perfect flatness of the tissue, the mechanical drift between the subsequent acquisitions of the same position for different cycles, the non-uniformity of the microscope fields, the correction of the autofluorescence signal to make intensity measurement measurable, the stitching for the full mosaic to identify uniquely nuclei, and the segmentation of crowded nuclei in tissue.

## Methods

### Implementation

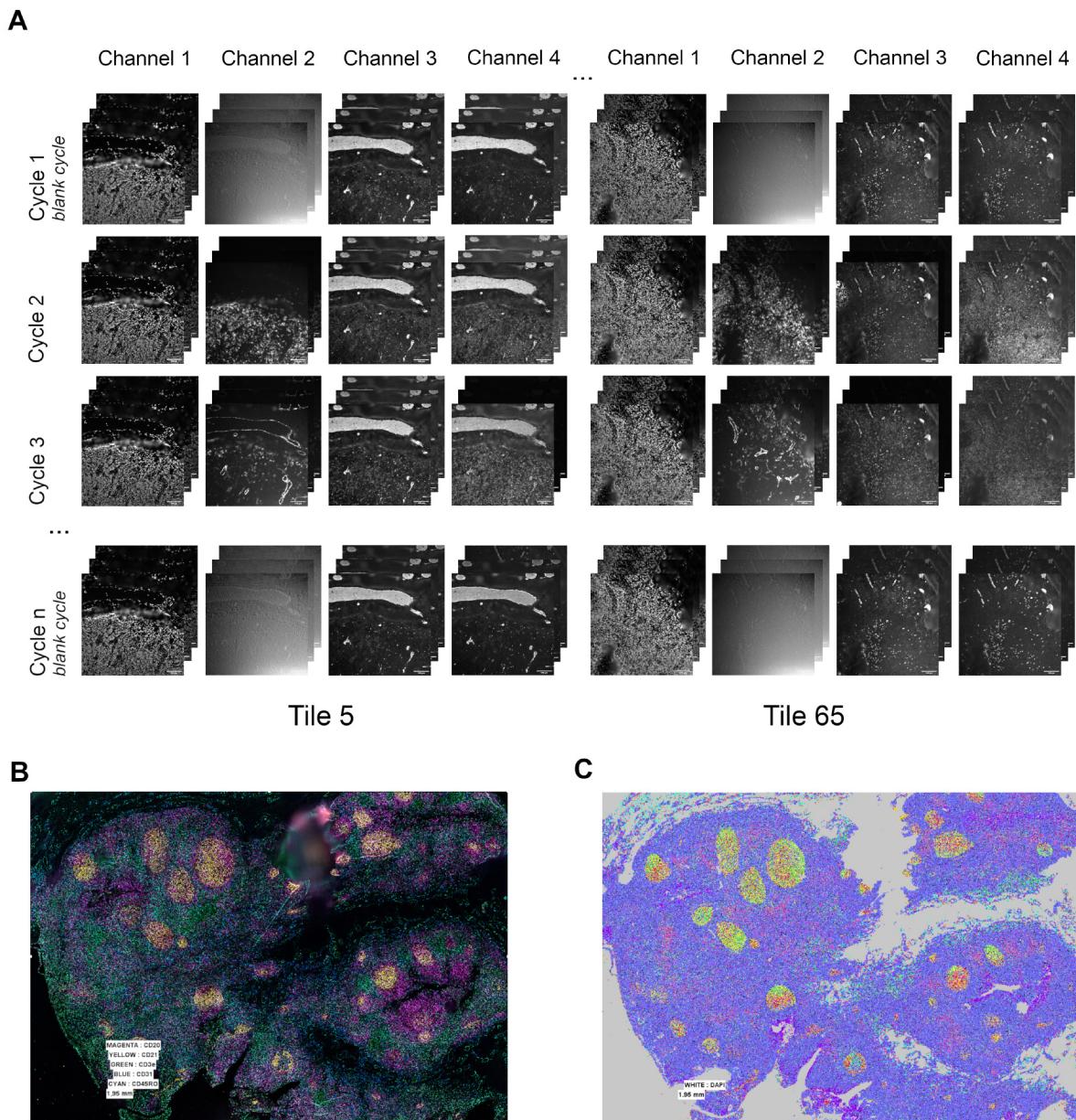
We have developed a new implementation of the processor, in particular adapted to the PhenoCycler™, but that could be used for any other system relying on cycles of acquisition. In particular our goal was to solve some problems encountered by the original software provided with the PhenoCycler as demonstrated in Figure 2 (C) and Figure 3 (B).

Our pipeline is written using the JAVA programming language. Our code is organised around a core library providing main functionalities and consumed by a command line interface (CLI) as well as a GUI (Graphical User Interface). The CLI application exposes each processing step independently whereas the GUI provides an easy interface to start the entire pipeline, with the option to select a subpart of the workflow to be run. The different dependencies and required packages are listed in <https://gitlab.in2p3.fr/micropicell/multiplexprocessor/-/blob/master/README.md>. Maven is used for software dependencies. A binary version compiled for Windows is provided with instructions for reader convenience, at <https://gitlab.in2p3.fr/micropicell/multiplexprocessor/-/wikis/Install-from-binary> (Figure 2).

### Operation

The workflow was run on a laptop with Intel® Core™ i7-7Y75, CPU @ 1.30 GHz, 16 Gb of RAM, with Windows 10 64-bit. Image processing performed includes deconvolution, extended depth of field, shading correction, background subtraction, cycle registration, stitching and segmentation (Figure 4).

Deconvolution is included using DeconvolutionLab2<sup>13</sup> and PSFGenerator<sup>14</sup> from EPFL BIG. However this step can be performed using any deconvolution software, and an example implementation with the commercial licensed software Microvolution®<sup>15</sup> is provided as a branch in the code repository. Extended depth of field is provided using EPFL BIG implementation<sup>16</sup>. Shading correction is performed by dividing a profile image computed using median intensities. Background correction is performed by subtracting signal from the blank cycles. Cycle registration is performed using TurboReg<sup>17</sup> from EPFL BIG. Position-wise tiles from reference channel are registered against tiles from reference cycle. Computed translations are then applied to all the remaining channels.



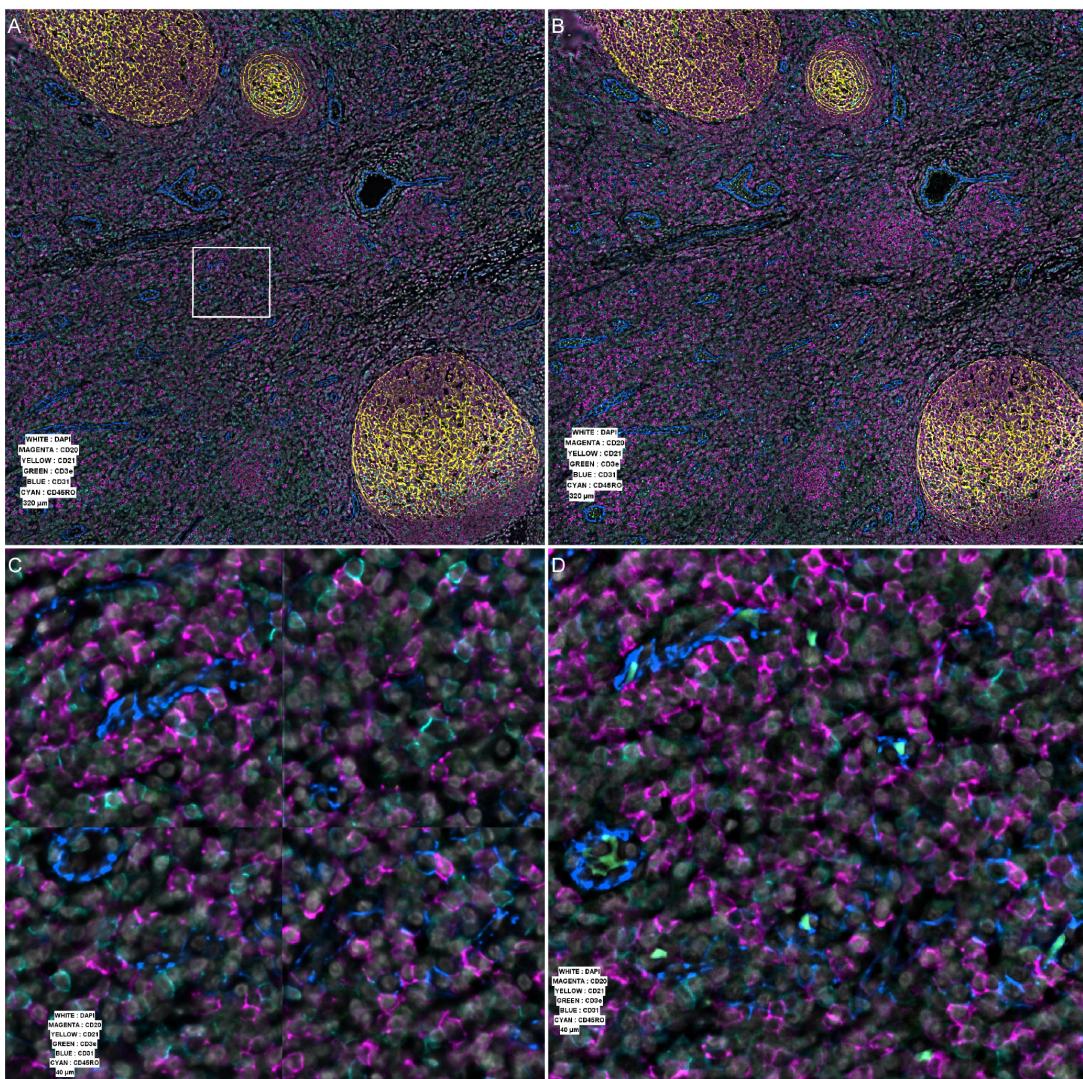
**Figure 1.** (A) Raw images tiles before processing step: examples of tiles 5 and 65 extracted from 117 (13x9) mosaic acquisition. For each tile, one image was obtained for each plane of Z-stack, for each fluorescent channel and for each cycle acquisition. (B) Stitched image after processing: combined channels for visualisation with CD20 in magenta, CD21 in yellow, CD3e in green, CD31 in blue and CD45RO in cyan. (C) Color-coded populations as identified from the output of our pipeline by x-shift clustering using the Multiviewer Analysis Viewer (MAV), the Akoya Biosciences analysis software.

Finally, registered tiles are cropped by the greatest computed translation. Stitching is performed using MIST<sup>18</sup> from NIST. Stitched positions are computed using reference channel of the reference cycle and then applied to all remaining channels and cycles. Segmentation of nuclei is performed using Stardist<sup>19,20</sup>. The output directory structure is compatible with the original analysis software provided with the device CODEX® multiplex

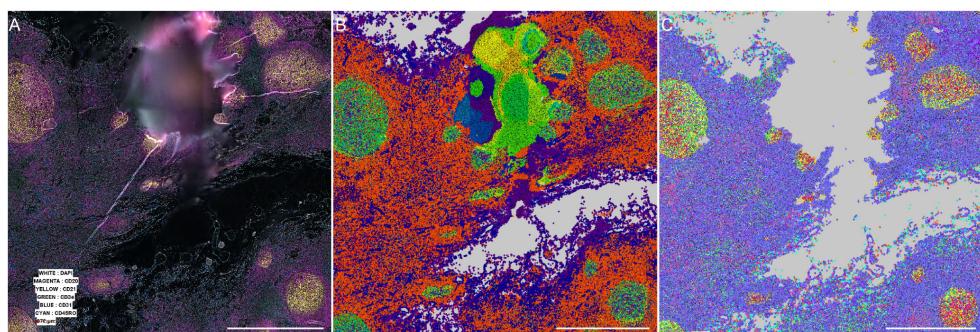
analysis viewer (MAV). Furthermore FCS files are generated using Flow Cytometry Data Standards<sup>21</sup> and can be analyzed using any other tool.

#### Use case

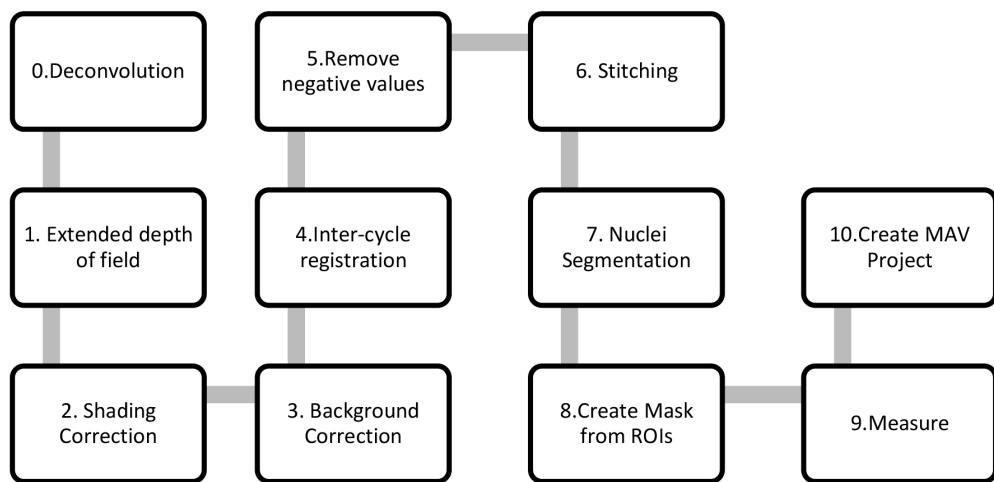
We provide an example dataset acquired in our lab using Formalin-Fixed Paraffin-Embedded (FFPE) human tonsil and



**Figure 2. Comparison with Codex Processor from Akoya Biosciences v1.8.2.** **(A)** Processed data as generated by the original vendor software v1.8.2. White square shows the position of the insets shown in panels **(C)** and **(D)**, at the intersection of four tiles. **(B)** The same area processed by our software. **(C)** Zoomed area on the intersection showing defect in stitching. **(D)** The same area after our processing.



**Figure 3. Comparison of populations generated by the vendor processor and our processor on an area with visible effect.** Scale bar is 5 millimeters. **(A)** Stitched intensity image generated by our processor. **(B)** Color-coded x-shift generated populations generated by the MAV based on the segmentation and intensity measured by the vendor processed pipeline. **(C)** Color-coded x-shift generated populations generated by the MAV based on the segmentation and intensity measured by our pipeline. Grey means no cells detected.

**Figure 4.** Complete workflow of the pipeline.

describe the step-by-step operation using the GUI to call the core functions and the provided dataset, described in Data Availability.

#### Tissue material

FFPE tonsil human sample was obtained from the tissue bank of the Nantes university hospital. FFPE tonsil human was sectioned at a thickness of 5 µm and directly adhered onto poly-L-lysine (Sigma Aldrich) coated coverslips (Akoya Biosciences). Tissue coverslips were stored at 4°C until staining.

#### Sample staining and imaging

Staining and imaging with PhenoCycler™ were performed using the Akoya Biosciences protocol available in <https://www.akoyabio.com/wp-content/uploads/2021/01/CODEX-User-Manual.pdf>

The sample cover slip was placed on a 55°C hot plate for 20 minutes. Tissue section was cooled down before deparaffinization and hydration steps. Tissue was immersed in the following solvent series for 5 minutes by step: twice in Xylene, twice in 100% Ethanol, once in 90%, 70%, 50%, 30% Ethanol and twice in ddH<sub>2</sub>O. Antigen retrieval was performed in a hot water bath at 94°C in a 1X Citrate Buffer (Sigma Aldrich) for 20 minutes.

After cooling at room temperature, tissue was briefly washed twice in ddH<sub>2</sub>O for 2 minutes, twice in Hydration buffer (Akoya Biosciences), then was incubated in Staining buffer (Akoya Biosciences) at room temperature for 20 minutes. The antibody cocktail (10 antibodies and DAPI nuclear stain - Table 1) was prepared in a blocking solution according to the Akoya Biosciences instructions and tissue section was incubated with 190 µL of this solution at room temperature for 3 hours in humidity chamber. Stained tissue was washed twice in Staining buffer (Akoya Biosciences) for 2 minutes,

**Table 1.** Marker panel for PhenoCycler™ (antibodies from Akoya Biosciences).

Target	Clone	Reporter dye	Dilution	Cycle
CD21	EP3093	ATTO550	1/200	2
CD3e	EP449E	Cy5	1/200	2
CD20	L26	AlexaFluor™750	1/200	2
CD8	C8/144B	ATTO550	1/200	3
CD4	EPR6855	Cy5	1/200	3
CD31	EP3095	AlexaFluor™750	1/750	3
CD45RO	UCHL1	ATTO550	1/200	4
CD11c	118/A5	Cy5	1/200	4
Pan-Cytokeratin	AE-1/AE-3	AlexaFluor™750	1/750	4
Ki67	B56	ATTO550	1/200	5

then was post-fixed with 1.6% PFA in Storage Buffer (Akoya Biosciences) for 10 minutes. After an incubation in a cold methanol solution for 5 minutes, tissue section was successively washed three times in PBS 1X and fixed with a PhenoCycler™ fixative solution at room temperature in humidity chamber for 20 minutes. Finally, tissue cover slip was washed three times in PBS 1X and stored in Storage Buffer (Akoya Biosciences) at 4°C before PhenoCycler™ multi-cycle imaging.

Sample and reagents were equilibrated at room temperature before the PhenoCycler™ run. According with Akoya Biosciences recommendations, a 96-well plate of PhenoCycler™ reporters complementary to the bar-codes used in the antibody panel with a nuclear stain was prepared.

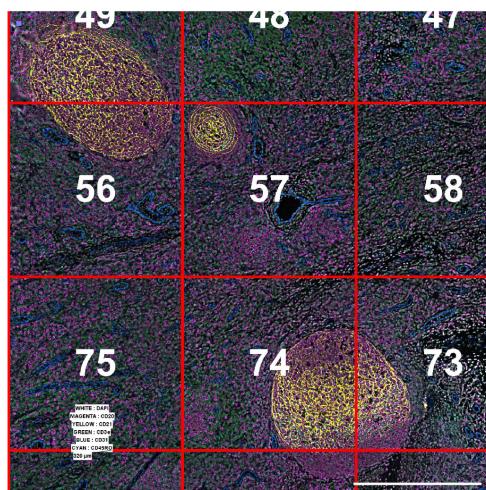
Solutions (PhenoCycler<sup>TM</sup> 1X buffer, dimethyl sulfoxide, water) required for the PhenoCycler<sup>TM</sup> fluidic instrument automate were loaded into the PhenoCycler<sup>TM</sup> and the tissue coverslip was installed onto the stage insert. Multi-imaging was performed using a Zeiss Axio Observer inverted microscope with Colibri 7 light source, coupled with the ORCA Flash 4.0 LT camera (Hamamatsu) and associated at the Filter Set 112 HE LED from Zeiss. The multiplex imaging run was executed with the PhenoCycler<sup>TM</sup> Instrument Manager (CIM) software. Nuclear DAPI staining was used to design tiled regions of the human tonsil section of interest at the 5x magnification (N-Achroplan 5x/0.15 M27, Zeiss). The focus of tissue was performed using a Plan-Apochromat 20x/0.8 M27 objective (Zeiss), with every image being 2048x2048 pixels, and a x-y pixel size of 0.325 micrometers. Led intensity and light exposure times were for each channel respectively: 50% and 500 milliseconds for AlexaFluor<sup>TM</sup>750 and Cy5 dyes, 50% and 400 milliseconds for ATTO550 dye, and 30% and 5 milliseconds for the DAPI dye. For each antibody, images were acquired per tile for each of 4 channels with an 11 plane Z-stack and an acquisition step in Z of 1.5 micrometers.

A total of 117 (13x9) tiles were acquired in snake order, but the example data set is a sub-sampling of 4 tiles (Figure 5) created by renaming image files and creating new experiment files.

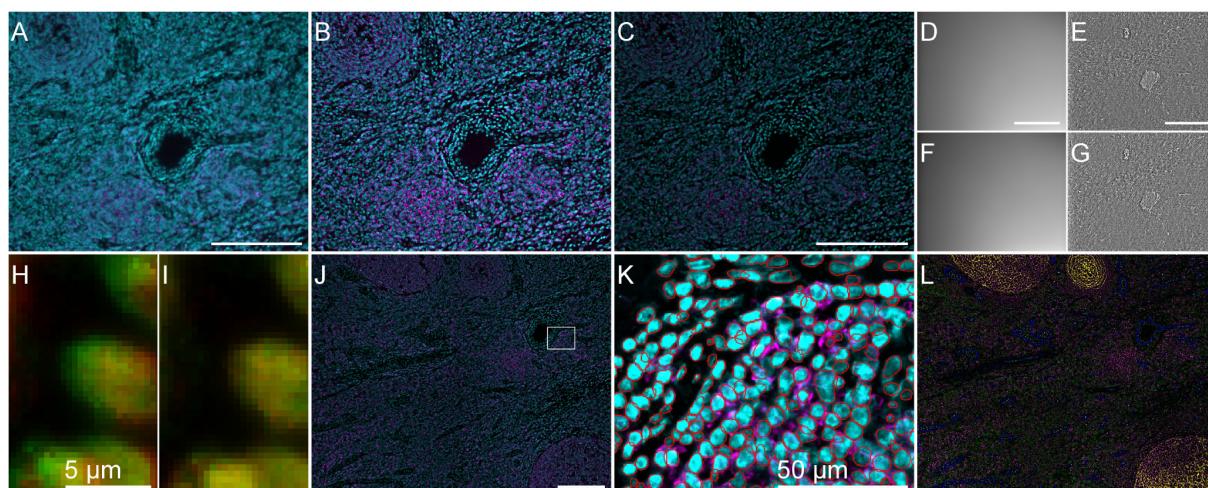
## Processing

Here we describe the use of the Multiplex Processor graphical user interface, exemplified on the data set provided

(Figure 6). The GUI has no parameters exposed, since metadata related to the acquisition are read from the file generated by the PhenoCycler CIM and other parameters have been optimized on different types of tissue. They can be modified if needed in a special java class for every step for parameters, but in our case are kept the same for all experimentation by the PhenoCycler<sup>TM</sup> users. Note that the workflow can be started and ended at any step, assuming that data are organised as



**Figure 5.** Tiles 56, 57, 75 and 74 from the original full acquisition were combined to create a small example data set. Scale bar is 2 millimeters.



**Figure 6. Some steps output from our workflow.** All scale bars are 200 micrometers if not specified on the figure. (A) One example of tile slice before deconvolution (slice 8 position 2, CD20 in magenta and DAPI in cyan). (B) The same position and channels after deconvolution by Microvolution and extended field of view (from these steps all data are 2D). (C) The same view after shading and background correction. (D, F) The shading profile from cycle 1 (D) and the last cycle 6 (F) for the same position. (E, G) Contrast-adjusted blank cycles 1 (E) and 6 (G) used to correct the autofluorescence in each wavelength of the tissue, here for channel 2, after shading correction. (H, I) Cycle registration uses DAPI staining to correct the drift that can occur between cycles: (H) shows the discrepancy between cycle 1 in red and 2 in green, (I) is the same field of view after drift correction. (J) Stitching result of the 4 tiles examples used with only CD20 in magenta and DAPI in cyan. The white rectangle shows the area corresponding to panel (K). (K) Regions of interest obtained by Stardist superimposed on DAPI (cyan) and CD20 (magenta). (L) Color-merged image from stitching with CD20 in magenta, CD21 in yellow, CD3e in green, CD31 in blue and CD45RO in cyan.

expected in the input description in the wiki <https://gitlab.in2p3.fr/micropicell/multiplexprocessor/-/wikis/MultiplexProcessor-Usage-documentation>. Error and log files are generated and can be used to monitor the processing.

#### Step 0: Deconvolution

The data having been acquired with a wide-field microscope as 3D stack (an example of one slice is shown in Figure 6 (A)), the deconvolution step is a classical step to ameliorate the quality and resolution of data. Two options are offered in the Multiplex Processor as two different branches of the software. The compiled version relies on DeconvolutionLab2<sup>13</sup>. The point spread function for each wavelength is generated based on the parameters contained in the experiment json file (wavelengths, voxel size, aperture). By default when using DeconvolutionLab2 in our workflow, Richardson Lucy algorithm is used with 10 iterations. The option can be changed in our DeconvolutionProcessor class.

This step is very long using DeconvolutionLab2 (96 stacks of 11 slices each, 2048x2048, take 8 hours to be processed, at 5.10 minutes per 3D stack on a laptop). A processed deconvolved data set using Microvolution commercial software is provided as a companion data set. To use it, unzip bu\_deconvolution.zip and rename the extracted directory to “out”.

#### Step 1: Extended depth of field (EDF)

The purpose of this step is to create a 2D image from the 3D stack to get the in-focus information (the resulting processed slice from one stack using Microvolution followed by EDF is shown in Figure 6 (B)). We rely on the BIG EPFL plugin<sup>16</sup> for this step, with quality HIGH and topology NO\_MEDIUM in the GUI implementation used here, where the full list of associated parameters are defined in the ParametersFactory class from our processor. This step should take about 1.22 minutes per stack on a laptop.

#### Step 2: Shading correction

A shading profile for the first and the last cycle of each channel is computed (Figure 6 (D-E)) by dividing the median of all positions by its convolution with a Gaussian blur (sigma 64 pixels) kernel. For each cycle and each channel, a specific shading profile is computed by linear interpolation of the shading profile of the first cycle and the last cycle. Each tile is then corrected by dividing the EDF image by this normalised interpolated profile. This step should take about 1 second per stack.

#### Step 3: Background correction

The first and the last cycle of acquisition are acquired without marker, to create blank cycles images (Figure 6 (F-G)). After a Gaussian blur of sigma 10 pixels, we assume these images represent the autofluorescence intensity. This autofluorescence is then linearly interpolated between the first and last cycle and subtracted for each cycle and channel to be processed. This step should take about 0.74 seconds per stack.

#### Step 4: Cycle registration

Because the acquisition is done by cycles, coming back to the same position but moving the microscope stage, a mechanical drift due to the accuracy of stage repositioning is likely to occur, as exemplified in Figure 6 (H). For these reasons, all cycles have a nuclei marker acquisition, that will then serve as a reference channel for inter-cycle registration. We used the automatic mode of Turboreg<sup>17</sup>, constraining the transformation to be a translation. This step took 168 seconds in total on a non-CUDA-enabled desktop.

#### Step 5: Remove negative values

After the registration step, we have added a “Remove negative values” step. All negative intensity values in the images are replaced by 0 and the minimal intensity value of every image is subtracted to the non-zeros values.

#### Step 6: Stitching

Stitching is performed using the MIST software<sup>18</sup> based on the information contained in the experiment json file. This file contains the percentage of overlap during acquisitions between tiles and the number of rows and columns of tiles, as well as the reading order (by default in snake row order). We have made here the controversial choice to generate one mosaic per channel and cycle, instead of tiles (regions in MAV) due to the usage of the MAV software provided by Akoya Biosciences, free but not open source, afterwards (Figure 6 (J)), which was re-correcting the regions’ positions.

#### Step 7: Segmentation

Nuclei are segmented from the nuclei stained channel of the first cycle stitched image, on which all other cycles have been registered during step 4. We used Stardist pre-trained model “2D\_versatile\_fluo” with image normalisation<sup>19,20</sup> to segment the nuclei as exemplified in Figure 6 (K)). An ImageJ<sup>22</sup> set of ROIs is then generated and saved as zip.

#### Step 8: Create Mask from ROI

This optional step allows the creation of an RGB image corresponding to the segmented nuclei perimeter with a correct naming for visualisation only.

#### Step 9: Measure

Every cell is analyzed as an ImageJ ROI using the ImageJ analyzer plugin to measure their spatial location and intensity values, but also other parameters that we did not use in the analysis, but which could be of interest for other analysis such as nuclei shape descriptors, orientation, intensity statistics in every channel. These measurements are then stored in both a csv file compatible with the MAV software, and in standard FCS format using the CSVtoFCS functionalities offered by the Flow Cytometry Data standard project<sup>21</sup>.

#### Step 10: Create MAV Project

This last optional step allows the use of the MAV software afterwards, as in our lab routine workflow usage of the PhenoCycler<sup>TM</sup>. This simply reorganised our output to make

it compatible with the expected input experiment and file organisation for MAV.

### Post-processing analysis

For the clustering analysis in this paper, we used the freely available **CODEX MAV**, provided by Akoya Biosciences as a Fiji plugin. All files are prepared in MAV compatible format by the last step of our workflow. The directory selected as output directory can then be used directly in the “open experiment” field from MAV. Note that any other analysis tools could be used, including histocat<sup>23</sup>, qupath<sup>24</sup> or other tools, as well as any population analysis based tools usually used in cytometry thanks to the FCS output.

### Conclusions

In this paper we present an open source workflow, based on an optimised sequential arrangement of existing steps. This workflow is now used routinely in our lab, replacing the commercial solution provided by the vendor and solving the problems encountered of stitching or intensity normalisation. Recently a generalist software suite was implemented for multiplexed data processing<sup>25</sup>, which also incorporated the processing step<sup>26</sup>. The MCMicro software is conceived in order to be ready to host different implementation of steps because it is based on Galaxy and Nextflow. Our command line implementation would ease this implementation in the future, and would also facilitate the extension of usage to other multiplexed tissue imaging systems. However we provide here an out of the shell tool for other labs using the PhenoCycler™ that may fix problems encountered.

### Data availability

#### Underlying data

Example data are available from: <https://doi.org/10.5281/zenodo.6461611><sup>27</sup>.

This project contains the following underlying data in one 6.5 Gb zipped file. The imaging was generated from a larger

acquisition by sub-selecting 6 cycles and 4 fields of view by rewriting the metadata files accordingly.

- 6 cycles, organised in folders by cycles, each folder 1.37Gb. Each folder contains 2D tif experimentname\_image -position1-4\_Z01-11\_CH1-4.tif (176 files in each folder). 2048x2048 image in 16 bits; each image 8Mb
- Experiment.json was generated by the PhenoCycler™ acquisition and modified. Note that the path under the experiment json has no importance, but the raw data should be at the same level.
- channelNames.txt contains the list of fluorescent reporters used. Blank means no reporters.

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### Software availability

- Software v 1.0 compiled for Windows available from: <https://doi.org/10.5281/zenodo.6773173>
- Source code available from: <https://gitlab.in2p3.fr/micropicell/multiplexprocessor>
- Archived source code at time of publication: <https://gitlab.in2p3.fr/micropicell/multiplexprocessor/-/tree/7eaa31f285f255f5f1f371bad58003e8eaa94d33>
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# Open Peer Review

## Current Peer Review Status: ?

### Version 1

Reviewer Report 21 October 2022

<https://doi.org/10.5256/f1000research.137248.r152007>

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Anna H. Klemm

Department of Information Technology and SciLifeLab BioImage Informatics Facility, Uppsala University, Uppsala, Sweden

The authors present a pipeline for PhenoCycler(CODEX)/similarly structured data sets that run preprocessing, segmentation, and parameter extraction using open-source tools. Based on a limited demonstration in Fig.2 it seems to perform better than the vendor-provided software. Also, using open-source, free tools come with the advantages of higher availability and the possibility to adjust to own needs. The description of the tool is easy to follow and it comes with an example dataset and description to run the pipeline on this dataset.

#### Minor comments to the text:

- Fig 1A: z-stacks should be indicated by either drawing an axis or visualizing bigger steps between slices.
- Stitching: How big is the typical translation needed and how much is a typical overlap?
- Fig. 6: Show B, C, J, and L with comparable adjusted brightness/contrast in order to better inspect the contrast.
- Registration/corrections: Eventually, it could help to include a table with all cycles and recordings for displaying which images were used for registration, etc.
- Post-processing/Fig 3C: I suggest including a short description of how cell classification was done.

#### Tool:

I run the binary version from <https://zenodo.org/record/6773173#.Y1KHQWdBxD8> on the example data, starting with the deconvolved data.

**Comments:**

- Running it requires Java 11. The information could be found on <https://gitlab.in2p3.fr/micropicell/multiplexprocessor/-/tree/master/>, but not on the instruction of the binary version or the workflow description so it should be included there.
- Workflow description <https://gitlab.in2p3.fr/micropicell/multiplexprocessor/-/wikis/MultiplexProcessor-Usage-documentation> ends with Step 6: Stitching.
- Running the processor on the example data generated stitched datasets, but no further output (segmentation, MAV project, FCS file).
- The output stitched results don't show the expected quality - see [image](#).
- There is relatively little dialog when running the processor. Some brief information about the progress of processing would help.
- <https://gitlab.in2p3.fr/micropicell/multiplexprocessor/-/tree/master/> misses description of Usage and Codex Splitter.

This needs to be double-checked before indexing.

**Is the rationale for developing the new software tool clearly explained?**

Yes

**Is the description of the software tool technically sound?**

Yes

**Are sufficient details of the code, methods and analysis (if applicable) provided to allow replication of the software development and its use by others?**

Partly

**Is sufficient information provided to allow interpretation of the expected output datasets and any results generated using the tool?**

Yes

**Are the conclusions about the tool and its performance adequately supported by the findings presented in the article?**

Yes

**Competing Interests:** No competing interests were disclosed.

**Reviewer Expertise:** Bioimage analysis

**I confirm that I have read this submission and believe that I have an appropriate level of expertise to confirm that it is of an acceptable scientific standard, however I have significant reservations, as outlined above.**

Author Response 28 Oct 2022

**Perrine Paul-Gilloteaux**

Dear Dr. Klemm,

Many thanks for your constructive and useful comments. Before answering your review point by point and providing an adequately revised new version, could you upload or copy the log and error files that you should find in the same directory as the binary software? Indeed, I was not able to reproduce the bug reported about the stitching having crashed, these log files would be very useful.

Best regards,

Perrine Paul-Gilloteaux

**Competing Interests:** No competing interests were disclosed.

Reviewer Response 08 Nov 2022

**Anna Klemm**

Yes, happy to do so. Please let me know if you need more information.

Error message:

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okt. 21, 2022 3:53:18 EM com.sun.javafx.application.PlatformImpl startup
WARNING: Unsupported JavaFX configuration: classes were loaded from 'unnamed module
@3c95b7a5'
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
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at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
at javafx.event.Event.fireEvent(Event.java:198)
at javafx.scene.Node.fireEvent(Node.java:8889)
at javafx.scene.control.Button.fire(Button.java:203)
at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
at javafx.event.Event.fireEvent(Event.java:198)
at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.ja
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.ja
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.ja
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
```

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at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance0(Native Method)
    at
java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance(NativeConstructorAccessorImpl.j
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAcces
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
    at wavelets.ImageAccess.(ImageAccess.java:165)
    at wavelets.ImageAccess.duplicate(ImageAccess.java:294)
    at wavelets.ComplexWavelet.analysis(ComplexWavelet.java:54)
    at edf.EdfComplexWavelets.process(EdfComplexWavelets.java:91)
    at
fr.univ_nantes.codex_processor.core.extended_depth_of_field.ExtendedDepthOfField.process(ExtendedDept
    at
fr.univ_nantes.codex_processor.core.extended_depth_of_field.ExtendedDepthOfFieldProcessor.run(Extende
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.lambda$run$0(DatasetExtende
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor$$Lambda$408/0x00000008003
Source)
    at
java.base/java.util.concurrent.ForkJoinTask$AdaptedRunnableAction.exec(ForkJoinTask.java:1407)
    at java.base/java.util.concurrent.ForkJoinTask.doExec(ForkJoinTask.java:290)
    at
java.base/java.util.concurrent.ForkJoinPool$WorkQueue.topLevelExec(ForkJoinPool.java:1020)
    at java.base/java.util.concurrent.ForkJoinPool.scan(ForkJoinPool.java:1656)
    at java.base/java.util.concurrent.ForkJoinPool.runWorker(ForkJoinPool.java:1594)
    at
java.base/java.util.concurrent.ForkJoinWorkerThread.run(ForkJoinWorkerThread.java:183)
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
```

```
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
  at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Node.fireEvent(Node.java:8889)
  at javafx.scene.control.Button.fire(Button.java:203)
  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
  at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
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```
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
  at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
  at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:287)
  at java.base/java.security.AccessController.doPrivileged(Native Method)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:362)
  at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
  at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
  at com.sun.glass.ui.View.notifyMouse(View.java:942)
  at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
  at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
  at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
  at java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance0(Native Method)
  at
java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance(NativeConstructorAccessorImpl.java:77)
  at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccessorImpl.java:45)
  at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
  at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
  ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
  at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
  at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:54)
  at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
  at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
  at
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
  at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Node.fireEvent(Node.java:8889)
  at javafx.scene.control.Button.fire(Button.java:203)
  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
  at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
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```
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:235)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:223)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:204)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance0(Native Method)
    at
java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance(NativeConstructorAccessorImpl.java:77)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
    at wavelets.ImageAccess.(ImageAccess.java:165)
    at wavelets.ImageAccess.duplicate(ImageAccess.java:294)
    at wavelets.ComplexWavelet.analysis(ComplexWavelet.java:54)
    at edf.EdfComplexWavelets.process(EdfComplexWavelets.java:91)
    at
fr.univ_nantes.codex_processor.core.extended_depth_of_field.ExtendedDepthOfField.process(ExtendedDepth...
    at
fr.univ_nantes.codex_processor.core.extended_depth_of_field.ExtendedDepthOfFieldProcessor.run(ExtendedDep...
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.lambda$run$0(DatasetExtendedD...
    at
```

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fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor$$Lambda$408/0x00000008003
Source)
    at
java.base/java.util.concurrent.ForkJoinTask$AdaptedRunnableAction.exec(ForkJoinTask.java:1407)
    at java.base/java.util.concurrent.ForkJoinTask.doExec(ForkJoinTask.java:290)
    at
java.base/java.util.concurrent.ForkJoinPool$WorkQueue.topLevelExec(ForkJoinPool.java:1020)
    at java.base/java.util.concurrent.ForkJoinPool.scan(ForkJoinPool.java:1656)
    at java.base/java.util.concurrent.ForkJoinPool.runWorker(ForkJoinPool.java:1594)
    at
java.base/java.util.concurrent.ForkJoinWorkerThread.run(ForkJoinWorkerThread.java:183)
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
```

```
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventDispatcher.java:200)
    at com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:349)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:294)
    at com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance0(Native Method)
```

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at
java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance(NativeConstructorAccessorImpl.java:10)
at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccessorImpl.java:45)
at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:274)
    at
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com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:36)
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:29)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:234)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
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    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance0(Native Method)
    at
java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance(NativeConstructorAccessorImpl.java:77)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccessorImpl.java:45)
    at
java.lang.reflect.Constructor.newInstance(Constructor.java:492)
    at
com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
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at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
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    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
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java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
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    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:352)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
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    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccessorImpl.java:45)
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:287)
  at java.base/java.security.AccessController.doPrivileged(Native Method)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:362)
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com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
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  at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
  at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
  at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
  at java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance0(Native Method)
  at
java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance(NativeConstructorAccessorImpl.java:77)
  at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccessorImpl.java:45)
  at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
  at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
  ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
  at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
  at
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fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:114)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
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fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
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com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
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    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:360)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:338)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:330)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
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    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccessorImpl.java:84)
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
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fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
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    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:223)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:204)
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fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
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com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
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    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
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com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:360)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:338)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:330)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
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  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
  at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
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at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:391)
at com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:295)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:345)
at com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
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Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at ...
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
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    at ...
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
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    at ...
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    at ...
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
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  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
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  at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.ja
  at
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:316)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:59)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
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  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
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com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
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com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
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  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.j
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.j
  at java.base/java.security.AccessController.doPrivileged(Native Method)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.j
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at  
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)  
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)  
at com.sun.glass.ui.View.notifyMouse(View.java:942)  
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)  
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)  
at java.base/java.lang.Thread.run(Thread.java:829)  
Caused by: java.lang.OutOfMemoryError  
at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown  
Source)  
at  
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess  
at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)  
at  
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)  
... 49 more  
Caused by: java.lang.OutOfMemoryError: Java heap space  
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at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
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java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
```

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at  
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)  
at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)  
at  
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventRecord.java:181)  
at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)  
at  
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)  
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)  
at javafx.event.Event.fireEvent(Event.java:198)  
at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)  
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)  
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:340)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:309)  
at java.base/java.security.AccessController.doPrivileged(Native Method)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:297)  
at  
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)  
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)  
at com.sun.glass.ui.View.notifyMouse(View.java:942)  
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)  
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
```

```
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown
Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
```

```
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventDispatcher.java:200)
    at com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:349)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
    at com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
```

```
at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
```

```
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:36)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:29)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:234)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
```

```
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
```

```
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
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    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
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    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:352)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
```

```
at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
at
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com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
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com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:234)
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com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
at
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:27)
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    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
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    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
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at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Node.fireEvent(Node.java:8889)
  at javafx.scene.control.Button.fire(Button.java:203)
  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
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com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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  at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:335)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:307)
  at java.base/java.security.AccessController.doPrivileged(Native Method)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:295)
  at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
  at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
  at com.sun.glass.ui.View.notifyMouse(View.java:942)
  at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
  at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
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java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:235)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:223)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:204)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
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    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:287)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:335)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
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at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
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at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
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fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
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    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
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  at com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:267)
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at com.sun.glass.ui.View.notifyMouse(View.java:942)  
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at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)  
at java.base/java.lang.Thread.run(Thread.java:829)  
Caused by: java.lang.OutOfMemoryError  
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown  
Source)  
    at  
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAcces  
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)  
    at  
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)  
    ... 49 more  
Caused by: java.lang.OutOfMemoryError: Java heap space  
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError  
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)  
    at  
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF  
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)  
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)  
    at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)  
    at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)  
    at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)  
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com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)  
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    at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
    at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
    at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
    at
```

```
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
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    at javafx.scene.Node.fireEvent(Node.java:8889)
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    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
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com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.j
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.j
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.j
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
```

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at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
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java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
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java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
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Caused by: java.lang.OutOfMemoryError: Java heap space
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com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:234)
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:350)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
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```
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
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    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
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at com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:348)
at com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
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Caused by: java.lang.OutOfMemoryError
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at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
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com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
```

```
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:29)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:234)
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com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
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    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
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java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAcces
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java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
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com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
```

```
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:234)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
```

```
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:352)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
```

```
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:11)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:234)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
```

```
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:36)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:27)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:204)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:10)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
```

```
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
  at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Node.fireEvent(Node.java:8889)
  at javafx.scene.control.Button.fire(Button.java:203)
  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
  at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
```

```
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:287)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:362)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
```

```
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
```

```
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
at javafx.event.Event.fireEvent(Event.java:198)
at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:360)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:338)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:330)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
```

```
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Node.fireEvent(Node.java:8889)
  at javafx.scene.control.Button.fire(Button.java:203)
  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
  at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
  at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
```

```
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:284)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:362)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
```

```
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Node.fireEvent(Node.java:8889)
  at javafx.scene.control.Button.fire(Button.java:203)
  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
  at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
  at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
  at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.ja
  at
```

```
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:316)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:59)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
```

```
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Node.fireEvent(Node.java:8889)
  at javafx.scene.control.Button.fire(Button.java:203)
  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
  at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
  at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
  at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.ja
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.ja
  at java.base/java.security.AccessController.doPrivileged(Native Method)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.j
```

```
at  
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)  
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)  
at com.sun.glass.ui.View.notifyMouse(View.java:942)  
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)  
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)  
at java.base/java.lang.Thread.run(Thread.java:829)  
Caused by: java.lang.OutOfMemoryError  
at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown  
Source)  
at  
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess  
at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)  
at  
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)  
... 49 more  
Caused by: java.lang.OutOfMemoryError: Java heap space  
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError  
at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)  
at  
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF  
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)  
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)  
at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)  
at  
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
```

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at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
at javafx.event.Event.fireEvent(Event.java:198)
at javafx.scene.Node.fireEvent(Node.java:8889)
at javafx.scene.control.Button.fire(Button.java:203)
at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventRecord.java:214)
at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
at javafx.event.Event.fireEvent(Event.java:198)
at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:349)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
```

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at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
```

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at  
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)  
at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)  
at  
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventRecord.java:181)  
at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)  
at  
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)  
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)  
at javafx.event.Event.fireEvent(Event.java:198)  
at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)  
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)  
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:340)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:309)  
at java.base/java.security.AccessController.doPrivileged(Native Method)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:297)  
at  
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)  
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)  
at com.sun.glass.ui.View.notifyMouse(View.java:942)  
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)  
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
```

```
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown
Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
```

```
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventDispatcher.java:200)
    at com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:349)
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    at com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
    at com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
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at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
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com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:36)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:29)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:234)
    at
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... 49 more
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:352)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
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com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
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fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
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    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:36)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:27)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:205)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
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    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
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java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
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java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
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    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
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at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
  at
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:335)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:307)
  at java.base/java.security.AccessController.doPrivileged(Native Method)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:295)
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fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
at
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at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
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at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:350)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
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at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
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at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
at com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:274)
at com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
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at com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:350)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:326)
at com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
```

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at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown
Source)
at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAcces
at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
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    at
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    at
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    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composit
    at
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```
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
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    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
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    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:36)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:29)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:234)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAcces
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at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
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com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
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    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:234)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
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    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
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    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
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Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:234)
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com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
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    at
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    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
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    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:352)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
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fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:11)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:234)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
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    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:36)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:27)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:204)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:10)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
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com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:287)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:362)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
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    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
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com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
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at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:360)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:338)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:330)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
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  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Node.fireEvent(Node.java:8889)
  at javafx.scene.control.Button.fire(Button.java:203)
  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
  at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
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  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
  at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
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at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:284)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:362)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
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    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
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com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
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  at
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  at
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:238)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
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    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
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    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
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com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
  at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
  at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
  at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.j
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.j
  at java.base/java.security.AccessController.doPrivileged(Native Method)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.j
```

```
at  
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)  
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)  
at com.sun.glass.ui.View.notifyMouse(View.java:942)  
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)  
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)  
at java.base/java.lang.Thread.run(Thread.java:829)  
Caused by: java.lang.OutOfMemoryError  
at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown  
Source)  
at  
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess  
at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)  
at  
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)  
... 49 more  
Caused by: java.lang.OutOfMemoryError: Java heap space  
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError  
at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)  
at  
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF  
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)  
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)  
at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)  
at  
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
```

```
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
at javafx.event.Event.fireEvent(Event.java:198)
at javafx.scene.Node.fireEvent(Node.java:8889)
at javafx.scene.control.Button.fire(Button.java:203)
at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventRecord.java:183)
at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
at javafx.event.Event.fireEvent(Event.java:198)
at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:349)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
```

```
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
```

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at  
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)  
at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)  
at  
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventRecord.java:181)  
at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)  
at  
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)  
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)  
at javafx.event.Event.fireEvent(Event.java:198)  
at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)  
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)  
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:340)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:309)  
at java.base/java.security.AccessController.doPrivileged(Native Method)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:294)  
at  
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)  
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)  
at com.sun.glass.ui.View.notifyMouse(View.java:942)  
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)  
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
```

```
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown
Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
```

```
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventDispatcher.java:200)
    at com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:349)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
    at com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
```

```
at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
```

```
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:36)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:29)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:234)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
```

```
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
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com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:352)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
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at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
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com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:234)
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    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:36)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:27)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:33)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfF
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
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at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
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  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
  at javafx.event.Event.fireEvent(Event.java:198)
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  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
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com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
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  at
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  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
  at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
  at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:360)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:338)
  at java.base/java.security.AccessController.doPrivileged(Native Method)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:330)
  at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
  at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
  at com.sun.glass.ui.View.notifyMouse(View.java:942)
  at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
  at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
  at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
  at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
  at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
  at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
  at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
  ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
  at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
  at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
  at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
  at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
  at
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:235)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:223)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:204)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
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  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
  at javafx.event.Event.fireEvent(Event.java:198)
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at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:287)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:335)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
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at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
  at com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:287)
  at java.base/java.security.AccessController.doPrivileged(Native Method)
  at com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:267)
  at com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
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    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
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  at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
  at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
at javafx.event.Event.fireEvent(Event.java:198)
at javafx.scene.Node.fireEvent(Node.java:8889)
at javafx.scene.control.Button.fire(Button.java:203)
at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
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com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
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    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:36)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:29)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:234)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAcces
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at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java)
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    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
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java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
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    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
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    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
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com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:234)
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    at
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    at
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:352)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
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    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
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    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccess
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
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fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:11)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
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    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
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    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
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    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:234)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
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    at
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
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  at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
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  at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:287)
  at java.base/java.security.AccessController.doPrivileged(Native Method)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:362)
  at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
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  at com.sun.glass.ui.View.notifyMouse(View.java:942)
  at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
  at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
  at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
  at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
  at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
  at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
  at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
  ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
  at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
  at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
  at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
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  at
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    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
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java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
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java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
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    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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    at
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    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
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at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
at javafx.event.Event.fireEvent(Event.java:198)
at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:360)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:338)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:330)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
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    at
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  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
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  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
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  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Node.fireEvent(Node.java:8889)
  at javafx.scene.control.Button.fire(Button.java:203)
  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
  at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
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at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:284)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:362)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
java.util.concurrent.ExecutionException: java.lang.OutOfMemoryError
    at java.base/java.util.concurrent.ForkJoinTask.get(ForkJoinTask.java:1006)
    at
fr.univ_nantes.codex_processor.gui.DatasetExtendedDepthOfFieldProcessor.run(DatasetExtendedDepthOfFieldProcessor.java:100)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:96)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Node.fireEvent(Node.java:8889)
  at javafx.scene.control.Button.fire(Button.java:203)
  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
  at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
  at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
  at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.ja
  at
```

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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:292)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:238)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
Caused by: java.lang.OutOfMemoryError
    at java.base/jdk.internal.reflect.GeneratedConstructorAccessor3.newInstance(Unknown Source)
    at
java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccesso...
    at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:490)
    at
java.base/java.util.concurrent.ForkJoinTask.getThrowableException(ForkJoinTask.java:603)
    ... 49 more
Caused by: java.lang.OutOfMemoryError: Java heap space
WARNING: An illegal reflective access operation has occurred
WARNING: Illegal reflective access by gov.nist.isg.mist.lib.libraryloader.LibraryUtils
(file:/C:/Users/IT-WL-annkl878/Documents/notes/Codex_Analysis/MultiplexProcessor/gui-0.1.0-SNAPSHOT.jar) to field java.lang.ClassLoader.usr_paths
WARNING: Please consider reporting this to the maintainers of
gov.nist.isg.mist.lib.libraryloader.LibraryUtils
WARNING: Use --illegal-access=warn to enable warnings of further illegal reflective access
operations
WARNING: All illegal access operations will be denied in a future release
Python was not found; run without arguments to install from the Microsoft Store, or disable
this shortcut from Settings > Manage App Execution Aliases.
java.nio.file.NoSuchFileException: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\MultiplexProcessor\labels.tif
    at
java.base/sun.nio.fs.WindowsException.translateToIOException(WindowsException.java:85)
    at
java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:103)
    at
java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:108)
    at java.base/sun.nio.fs.WindowsFileCopy.move(WindowsFileCopy.java:326)
    at
java.base/sun.nio.fs.WindowsFileSystemProvider.move(WindowsFileSystemProvider.java:292)
    at java.base/java.nio.file.Files.move(Files.java:1422)
```

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at  
fr.univ_nantes.codex_processor.gui.StardistDatasetSegmentationProcessor.run(StardistDatasetSegmentationProcessor.java:144)  
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)  
at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)  
at  
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
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at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)  
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)  
at javafx.event.Event.fireEvent(Event.java:198)  
at javafx.scene.Node.fireEvent(Node.java:8889)  
at javafx.scene.control.Button.fire(Button.java:203)  
at  
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)  
at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)  
at  
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventHandler.java:234)  
at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)  
at  
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
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at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)  
at javafx.event.Event.fireEvent(Event.java:198)  
at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)  
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)  
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:  
at java.base/java.security.AccessController.doPrivileged(Native Method)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:  
at  
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)  
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)  
at com.sun.glass.ui.View.notifyMouse(View.java:942)  
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)  
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)  
at java.base/java.lang.Thread.run(Thread.java:829)  
java.nio.file.NoSuchFileException: C:\Users\IT-WL-  
annkl878\Documents\notes\Codex_Analysis\test_multiplxProcessor\out\rois_cy002_ch1.zip  
at  
java.base/sun.nio.fs.WindowsException.translateToIOException(WindowsException.java:85)  
at  
java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:103)  
at  
java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:108)  
at  
java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:53)  
at  
java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:38)  
at  
java.base/sun.nio.fs.WindowsFileSystemProvider.readAttributes(WindowsFileSystemProvider.java:198)  
at java.base/java.nio.file.Files.readAttributes(Files.java:1764)  
at java.base/java.util.zip.ZipFile$Source.get(ZipFile.java:1259)
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at java.base/java.util.zip.ZipFile$CleanableResource.(ZipFile.java:733)
at java.base/java.util.zip.ZipFile$CleanableResource.get(ZipFile.java:850)
at java.base/java.util.zip.ZipFile.(ZipFile.java:248)
at java.base/java.util.zip.ZipFile.(ZipFile.java:177)
at java.base/java.util.zip.ZipFile.(ZipFile.java:191)
at
fr.univ_nantes.codex_processor.gui.CreateSegmentationMaskFromRois.run(CreateSegmentationMaskFromRois.java:112)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:152)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
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com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:235)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:223)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:360)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
java.nio.file.NoSuchFileException: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplxProcessor\out\rois_cy002_ch1.zip
    at
java.base/sun.nio.fs.WindowsException.translateToIOException(WindowsException.java:85)
    at
java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:103)
    at
java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:108)
    at
java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:53)
    at
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java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:38)
  at
java.base/sun.nio.fs.WindowsFileSystemProvider.readAttributes(WindowsFileSystemProvider.java:198)
  at java.base/java.nio.file.Files.readAttributes(Files.java:1764)
  at java.base/java.util.zip.ZipFile$Source.get(ZipFile.java:1259)
  at java.base/java.util.zip.ZipFile$CleanableResource.(ZipFile.java:733)
  at java.base/java.util.zip.ZipFile$CleanableResource.get(ZipFile.java:850)
  at java.base/java.util.zip.ZipFile.(ZipFile.java:248)
  at java.base/java.util.zip.ZipFile.(ZipFile.java:177)
  at java.base/java.util.zip.ZipFile.(ZipFile.java:191)
  at
fr.univ_nantes.codex_processor.core.measure.MeasureProcessor.run(MeasureProcessor.java:43)
  at
fr.univ_nantes.codex_processor.gui.DatasetMeasureProcessor.run(DatasetMeasureProcessor.java:45)
  at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:160)
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  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
  at
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  at
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  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
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  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
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at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)  
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at  
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at java.base/java.util.zip.ZipFile$CleanableResource.get(ZipFile.java:850)  
at java.base/java.util.zip.ZipFile.(ZipFile.java:248)  
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at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:350)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
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at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
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java.nio.file.NoSuchFileException: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\rois_cy002_ch1.zip
at
java.base/sun.nio.fs.WindowsException.translateToIOException(WindowsException.java:85)
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java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:103)
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java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:108)
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java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:53)
at
java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:38)
at
java.base/sun.nio.fs.WindowsFileSystemProvider.readAttributes(WindowsFileSystemProvider.java:198)
at java.base/java.nio.file.Files.readAttributes(Files.java:1764)
at java.base/java.util.zip.ZipFile$Source.get(ZipFile.java:1259)
at java.base/java.util.zip.ZipFile$CleanableResource.(ZipFile.java:733)
at java.base/java.util.zip.ZipFile$CleanableResource.get(ZipFile.java:850)
at java.base/java.util.zip.ZipFile.(ZipFile.java:248)
at java.base/java.util.zip.ZipFile.(ZipFile.java:177)
at java.base/java.util.zip.ZipFile.(ZipFile.java:191)
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fr.univ_nantes.codex_processor.core.measure.MeasureProcessor.run(MeasureProcessor.java:43)
at
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at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:160)
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at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
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at  
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com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventRecord.java:191)  
at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)  
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at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:304)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:298)  
at java.base/java.security.AccessController.doPrivileged(Native Method)  
at
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com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:446)
    at com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
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    at
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        at java.base/java.util.zip.ZipFile.(ZipFile.java:248)
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at java.base/java.util.zip.ZipFile$Source.get(ZipFile.java:1259)
at java.base/java.util.zip.ZipFile$CleanableResource.(ZipFile.java:733)
at java.base/java.util.zip.ZipFile$CleanableResource.get(ZipFile.java:850)
at java.base/java.util.zip.ZipFile.(ZipFile.java:248)
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at fr.univ_nantes.codex_processor.gui.DatasetMeasureProcessor.run(DatasetMeasureProcessor.java:45)
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:160)
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
at com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
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at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:  
at java.base/java.security.AccessController.doPrivileged(Native Method)  
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com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:  
at  
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)  
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at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)  
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)  
at java.base/java.lang.Thread.run(Thread.java:829)  
java.nio.file.NoSuchFileException: C:\Users\IT-WL-  
annkl878\Documents\notes\Codec_Analysis\test_multiplxProcessor\out\rois_cy002_ch1.zip  
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java.base/sun.nio.fs.WindowsException.translateToIOException(WindowsException.java:85)  
at  
java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:103)  
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java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:108)  
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at java.base/java.util.zip.ZipFile.(ZipFile.java:248)  
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    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:36)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:27)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:33)
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
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    at java.base/java.nio.file.Files.readAttributes(Files.java:1764)
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java.nio.file.NoSuchFileException: C:\Users\IT-WL-  
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\rois_cy002_ch1.zip  
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java.base/sun.nio.fs.WindowsException.translateToIOException(WindowsException.java:85)  
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at java.base/java.security.AccessController.doPrivileged(Native Method)
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java.nio.file.NoSuchFileException: C:\Users\IT-WL-
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annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\rois_cy002_ch1.zip
  at
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at
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:349)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:342)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
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com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
    at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
    at com.sun.glass.ui.View.notifyMouse(View.java:942)
    at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
    at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
    at java.base/java.lang.Thread.run(Thread.java:829)
java.nio.file.NoSuchFileException: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplxProcessor\out\rois_cy002_ch1.zip
    at
java.base/sun.nio.fs.WindowsException.translateToIOException(WindowsException.java:85)
    at
java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:103)
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java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:108)
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java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:53)
    at
java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:38)
    at
java.base/sun.nio.fs.WindowsFileSystemProvider.readAttributes(WindowsFileSystemProvider.java:198)
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    at java.base/java.util.zip.ZipFile$Source.get(ZipFile.java:1259)
    at java.base/java.util.zip.ZipFile$CleanableResource.(ZipFile.java:733)
    at java.base/java.util.zip.ZipFile$CleanableResource.get(ZipFile.java:850)
    at java.base/java.util.zip.ZipFile.(ZipFile.java:248)
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com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:316)
    at com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
    at com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
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java.nio.file.NoSuchFileException: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplxProcessor\out\rois_cy002_ch1.zip
    at java.base/sun.nio.fs.WindowsException.translateToIOException(WindowsException.java:85)
    at java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:103)
    at java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:108)
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    at java.base/java.util.zip.ZipFile$Source.get(ZipFile.java:1259)
    at java.base/java.util.zip.ZipFile$CleanableResource.(ZipFile.java:733)
    at java.base/java.util.zip.ZipFile$CleanableResource.get(ZipFile.java:850)
    at java.base/java.util.zip.ZipFile.(ZipFile.java:248)
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com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventDispatcher.java:234)  
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at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:287)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:368)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
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at com.sun.glass.ui.View.notifyMouse(View.java:942)
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java.nio.file.NoSuchFileException: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplxProcessor\out\rois_cy002_ch1.zip
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java.base/sun.nio.fs.WindowsFileSystemProvider.readAttributes(WindowsFileSystemProvider.java:198)
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at java.base/java.util.zip.ZipFile$Source.get(ZipFile.java:1259)
at java.base/java.util.zip.ZipFile$CleanableResource.(ZipFile.java:733)
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at java.base/java.util.zip.ZipFile.(ZipFile.java:177)
at java.base/java.util.zip.ZipFile.(ZipFile.java:191)
at
fr.univ_nantes.codex_processor.core.measure.MeasureProcessor.run(MeasureProcessor.java:43)
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fr.univ_nantes.codex_processor.gui.DatasetMeasureProcessor.run(DatasetMeasureProcessor.java:45)
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:160)
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at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
  at
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java.nio.file.NoSuchFileException: C:\Users\IT-WL-  
annkl878\Documents\notes\Codec_Analysis\test_multiplxProcessor\out\rois_cy002_ch1.zip  
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java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:38)  
at  
java.base/sun.nio.fs.WindowsFileSystemProvider.readAttributes(WindowsFileSystemProvider.java:198)  
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fr.univ_nantes.codex_processor.gui.DatasetMeasureProcessor.run(DatasetMeasureProcessor.java:45)  
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:160)  
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)  
at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)  
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    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:223)
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:206)
    at
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at java.base/java.util.zip.ZipFile$CleanableResource.(ZipFile.java:733)  
at java.base/java.util.zip.ZipFile$CleanableResource.get(ZipFile.java:850)  
at java.base/java.util.zip.ZipFile.(ZipFile.java:248)  
at java.base/java.util.zip.ZipFile.(ZipFile.java:177)  
at java.base/java.util.zip.ZipFile.(ZipFile.java:191)  
at  
fr.univ_nantes.codex_processor.core.measure.MeasureProcessor.run(MeasureProcessor.java:43)  
at  
fr.univ_nantes.codex_processor.gui.DatasetMeasureProcessor.run(DatasetMeasureProcessor.java:45)  
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:160)  
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)  
at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)  
at  
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
```

```
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
at javafx.event.Event.fireEvent(Event.java:198)
at javafx.scene.Node.fireEvent(Node.java:8889)
at javafx.scene.control.Button.fire(Button.java:203)
at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventRecord.java:183)
at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
at javafx.event.Event.fireEvent(Event.java:198)
at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:394)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:349)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:340)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
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at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
java.nio.file.NoSuchFileException: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplxProcessor\out\rois_cy002_ch1.zip
    at
java.base/sun.nio.fs.WindowsException.translateToIOException(WindowsException.java:85)
    at
java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:103)
    at
java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:108)
    at
java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:53)
    at
java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:38)
    at
java.base/sun.nio.fs.WindowsFileSystemProvider.readAttributes(WindowsFileSystemProvider.java:198)
    at java.base/java.nio.file.Files.readAttributes(Files.java:1764)
    at java.base/java.util.zip.ZipFile$Source.get(ZipFile.java:1259)
    at java.base/java.util.zip.ZipFile$CleanableResource.(ZipFile.java:733)
    at java.base/java.util.zip.ZipFile$CleanableResource.get(ZipFile.java:850)
    at java.base/java.util.zip.ZipFile.(ZipFile.java:248)
    at java.base/java.util.zip.ZipFile.(ZipFile.java:177)
    at java.base/java.util.zip.ZipFile.(ZipFile.java:191)
    at
fr.univ_nantes.codex_processor.core.measure.MeasureProcessor.run(MeasureProcessor.java:43)
    at
fr.univ_nantes.codex_processor.gui.DatasetMeasureProcessor.run(DatasetMeasureProcessor.java:45)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:160)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
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at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)  
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)  
at javafx.event.Event.fireEvent(Event.java:198)  
at javafx.scene.Node.fireEvent(Node.java:8889)  
at javafx.scene.control.Button.fire(Button.java:203)  
at  
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)  
at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)  
at  
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(CompositeEventRecord.java:204)  
at  
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)  
at  
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)  
at  
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)  
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at  
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)  
at  
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)  
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)  
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)  
at javafx.event.Event.fireEvent(Event.java:198)  
at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)  
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)  
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:307)  
at  
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:297)
```

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at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:294)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
java.nio.file.NoSuchFileException: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\rois_cy002_ch1.zip
at
java.base/sun.nio.fs.WindowsException.translateToIOException(WindowsException.java:85)
at
java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:103)
at
java.base/sun.nio.fs.WindowsException.rethrowAsIOException(WindowsException.java:108)
at
java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:53)
at
java.base/sun.nio.fs.WindowsFileAttributeViews$Basic.readAttributes(WindowsFileAttributeViews.java:38)
at
java.base/sun.nio.fs.WindowsFileSystemProvider.readAttributes(WindowsFileSystemProvider.java:198)
at java.base/java.nio.file.Files.readAttributes(Files.java:1764)
at java.base/java.util.zip.ZipFile$Source.get(ZipFile.java:1259)
at java.base/java.util.zip.ZipFile$CleanableResource.(ZipFile.java:733)
at java.base/java.util.zip.ZipFile$CleanableResource.get(ZipFile.java:850)
at java.base/java.util.zip.ZipFile.(ZipFile.java:248)
at java.base/java.util.zip.ZipFile.(ZipFile.java:177)
at java.base/java.util.zip.ZipFile.(ZipFile.java:191)
at
fr.univ_nantes.codex_processor.core.measure.MeasureProcessor.run(MeasureProcessor.java:43)
at
fr.univ_nantes.codex_processor.gui.DatasetMeasureProcessor.run(DatasetMeasureProcessor.java:45)
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:160)
at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
at
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com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
  at javafx.event.Event.fireEvent(Event.java:198)
  at javafx.scene.Node.fireEvent(Node.java:8889)
  at javafx.scene.control.Button.fire(Button.java:203)
  at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
  at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
  at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
  at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
  at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
  at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
  at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
  at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
  at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
  at javafx.event.Event.fireEvent(Event.java:198)
```

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at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:294)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.java:287)
at java.base/java.security.AccessController.doPrivileged(Native Method)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.java:330)
at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
at
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)
at com.sun.glass.ui.View.notifyMouse(View.java:942)
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)
at java.base/java.lang.Thread.run(Thread.java:829)
Exception in thread "JavaFX Application Thread" java.lang.IllegalArgumentException:
Column cy001_ch1_DAPI_Area is not present in table Measure results
    at tech.tablesaw.api.Table.columnIndex(Table.java:437)
    at tech.tablesaw.table.Relation.doubleColumn(Relation.java:379)
    at
fr.univ_nantes.codex_processor.gui.DatasetMeasureProcessor.run(DatasetMeasureProcessor.java:62)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:160)
    at fr.univ_nantes.codex_processor.gui.MainController$1.handle(MainController.java:64)
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
    at
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```
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:49)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Node.fireEvent(Node.java:8889)
    at javafx.scene.control.Button.fire(Button.java:203)
    at
com.sun.javafx.scene.control.behavior.ButtonBehavior.mouseReleased(ButtonBehavior.java:208)
    at com.sun.javafx.scene.control.inputmap.InputMap.handle(InputMap.java:274)
    at
com.sun.javafx.event.CompositeEventHandler$NormalEventHandlerRecord.handleBubblingEvent(Composite
    at
com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:80)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:234)
    at
com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
    at
com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
    at
com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at
com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
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com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
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com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
    at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
    at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
    at javafx.event.Event.fireEvent(Event.java:198)
    at javafx.scene.Scene$MouseHandler.process(Scene.java:3856)
    at javafx.scene.Scene.processMouseEvent(Scene.java:1851)
    at javafx.scene.Scene$ScenePeerListener.mouseEvent(Scene.java:2584)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.j
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler$MouseEventNotification.run(GlassViewEventHandler.j
    at java.base/java.security.AccessController.doPrivileged(Native Method)
    at
com.sun.javafx.tk.quantum.GlassViewEventHandler.lambda$handleMouseEvent$2(GlassViewEventHandler.j
    at
com.sun.javafx.tk.quantum.QuantumToolkit.runWithoutRenderLock(QuantumToolkit.java:412)
```

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at  
com.sun.javafx.tk.quantum.GlassViewEventHandler.handleMouseEvent(GlassViewEventHandler.java:446)  
at com.sun.glass.ui.View.handleMouseEvent(View.java:556)  
at com.sun.glass.ui.View.notifyMouse(View.java:942)  
at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)  
at com.sun.glass.ui.win.WinApplication.lambda$runLoop$3(WinApplication.java:174)  
at java.base/java.lang.Thread.run(Thread.java:829)
```

^C

**Competing Interests:** No competing interests were disclosed.

Reviewer Response 08 Nov 2022

**Anna Klemm**

output\_gui9

Extended depth of field - completed : 0 / 96 Extended depth of field - completed : 1 / 96  
Extended depth of field - completed : 2 / 96 Extended depth of field - completed : 3 / 96  
Extended depth of field - completed : 4 / 96 Extended depth of field - completed : 5 / 96  
Extended depth of field - completed : 6 / 96 Extended depth of field - completed : 7 / 96  
Shading correction - completed : 0 / 72 Shading correction - completed : 1 / 72 Shading  
correction - completed : 2 / 72 Shading correction - completed : 3 / 72 Shading correction -  
completed : 4 / 72 Shading correction - completed : 5 / 72 Shading correction - completed : 6  
/ 72 Shading correction - completed : 7 / 72 Shading correction - completed : 8 / 72 Shading  
correction - completed : 9 / 72 Shading correction - completed : 10 / 72 Shading correction -  
completed : 11 / 72 Shading correction - completed : 12 / 72 Shading correction - completed  
: 13 / 72 Shading correction - completed : 14 / 72 Shading correction - completed : 15 / 72  
Shading correction - completed : 16 / 72 Shading correction - completed : 17 / 72 Shading  
correction - completed : 18 / 72 Shading correction - completed : 19 / 72 Shading correction -  
completed : 20 / 72 Shading correction - completed : 21 / 72 Shading correction - completed  
: 22 / 72 Shading correction - completed : 23 / 72 Shading correction - completed : 24 / 72  
Shading correction - completed : 25 / 72 Shading correction - completed : 26 / 72 Shading  
correction - completed : 27 / 72 Shading correction - completed : 28 / 72 Shading correction -  
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Shading correction - completed : 34 / 72 Shading correction - completed : 35 / 72 Shading  
correction - completed : 36 / 72 Shading correction - completed : 37 / 72 Shading correction -  
completed : 38 / 72 Shading correction - completed : 39 / 72 Shading correction - completed  
: 40 / 72 Shading correction - completed : 41 / 72 Shading correction - completed : 42 / 72  
Shading correction - completed : 43 / 72 Shading correction - completed : 44 / 72 Shading  
correction - completed : 45 / 72 Shading correction - completed : 46 / 72 Shading correction -  
completed : 47 / 72 Shading correction - completed : 48 / 72 Shading correction - completed  
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Shading correction - completed : 52 / 72 Shading correction - completed : 53 / 72 Shading  
correction - completed : 54 / 72 Shading correction - completed : 55 / 72 Shading correction -  
completed : 56 / 72 Shading correction - completed : 57 / 72 Shading correction - completed





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values - completed : 6 / 24 Remove negative values - completed : 7 / 24 Remove negative
values - completed : 8 / 24 Remove negative values - completed : 9 / 24 Remove negative
values - completed : 10 / 24 Remove negative values - completed : 11 / 24 Remove negative
values - completed : 12 / 24 Remove negative values - completed : 13 / 24 Remove negative
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values - completed : 20 / 24 Remove negative values - completed : 21 / 24 Remove negative
values - completed : 22 / 24 Remove negative values - completed : 23 / 24 Remove negative
values - completed : 24 / 24 gridwidth=2 gridheight=2 starttile=1 imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy001_ch1.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=false
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true STITCHING BEGINS! Successfully loaded plan from file Loading FFTW Plan...
Saving plan to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\MultiplexProcessor\lib\fftw\fftPlans\2032x2032MeasurePlan.da
Finished loading/saving FFTW plan. Commencing stitching. memory pool size: 16 Writing
relative positions (no optimization) to: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\relative-positions-
no-optimization-0.txt Computed North overlap: 5.0% Computed West overlap: 4.0%
Warning: no good translations found for North direction. Estimated translations generated
from the overlap. Warning: no good translations found for North direction. Repeatability
has been set to zero. Please check the statistics file for more details. Repeatability for North:
0 pixels Repeatability for West: 0 pixels Calculated Repeatability: 3 pixels Completed
Stitching in 3864ms Writing global positions to: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\global-positions-
0.txt Writing relative positions to: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\relative-positions-
0.txt Writing relative positions (no optimization) to: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\relative-positions-
no-optimization-0.txt Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Saving Statistics to "C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\statistics.txt"
Saving Log to "C:\Users\IT-WL-
```

```
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\log.txt" Done
gridwidth=2 gridheight=2 starttile=1 imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy001_ch2.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 13ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy001_ch3.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
```

```
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out'
filenamepattern=SEQUENTIAL filenamepattern='{ppppp}_cy001_ch4.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 0ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out'
filenamepattern=SEQUENTIAL filenamepattern='{ppppp}_cy002_ch1.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
```

```
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy002_ch2.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 2ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy002_ch3.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 2ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
```

```
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy002_ch4.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 0ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy003_ch1.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy003_ch2.tif gridorigin=UL
```

```
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy003_ch3.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy003_ch4.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
```

```
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy004_ch1.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy004_ch2.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
```

```
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\global-positions-0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2 timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out' displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100 isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW headless=true Checking args for stitching: Arg check passed Warning: the following files will be overwritten: C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\statistics.txt STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif Finished saving full image: C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1 imagedir='C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out' filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy004_ch3.tif gridorigin=UL numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true globalpositionsfile='C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\global-positions-0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2 timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out' displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100 isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW headless=true Checking args for stitching: Arg check passed Warning: the following files will be overwritten: C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\statistics.txt STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif Finished saving full image: C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1 imagedir='C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out' filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy004_ch4.tif gridorigin=UL numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true globalpositionsfile='C:\Users\IT-WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\global-positions-
```

```
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy005_ch1.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 0ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy005_ch2.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
```

```
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy005_ch3.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy005_ch4.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codec_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
```

```
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 0ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy006_ch1.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 0ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy006_ch2.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
```

```
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy006_ch3.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 0ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done gridwidth=2 gridheight=2 starttile=1
imagedir='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
filenamepatterntype=SEQUENTIAL filenamepattern={ppppp}_cy006_ch4.tif gridorigin=UL
numberingpattern=HORIZONTALCONTINUOUS assemblefrommetadata=true
globalpositionsfile='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out\global-positions-
0.txt' assemblenooverlap=false startrow=0 startcol=0 extentwidth=2 extentheight=2
timeslices=0 istimeslicesenabled=false outputpath='C:\Users\IT-WL-
annkl878\Documents\notes\Codex_Analysis\test_multiplexProcessor\out'
displaystitching=false outputfullimage=true outputmeta=true outputimgpyramid=false
```

```
outfileprefix= blendingmode=LINEAR blendingalpha=1 numfftpeaks=100
isusedoubleprecision=true translationrefinementmethod=EXHAUSTIVE programtype=FFTW
headless=true Checking args for stitching: Arg check passed Warning: the following files will
be overwritten: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\log.txt C:\Users\IT-
WL-annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\statistics.txt
STITCHING BEGINS! Completed Stitching in 1ms Writing full image to: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\stitched-0.tif
Width: 3929 Height: 3965 Saving tiles to file: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\stitched-0.tif
Finished saving full image: C:\Users\IT-WL-
annkl878\Documents\notes\Codecx_Analysis\test_multiplexProcessor\out\stitched-0.tif
Completed output options for slice 0. Done Measure - completed : 0 / 24 Measure -
completed : 1 / 24 Measure - completed : 2 / 24 Measure - completed : 3 / 24 Measure -
completed : 4 / 24 Measure - completed : 5 / 24 Measure - completed : 6 / 24 Measure -
completed : 7 / 24 Measure - completed : 8 / 24 Measure - completed : 9 / 24 Measure -
completed : 10 / 24 Measure - completed : 11 / 24 Measure - completed : 12 / 24 Measure -
completed : 13 / 24 Measure - completed : 14 / 24 Measure - completed : 15 / 24 Measure -
completed : 16 / 24 Measure - completed : 17 / 24 Measure - completed : 18 / 24 Measure -
completed : 19 / 24 Measure - completed : 20 / 24 Measure - completed : 21 / 24 Measure -
completed : 22 / 24 Measure - completed : 23 / 24 Measure - completed : 24 / 24
```

**Competing Interests:** No competing interests were disclosed.

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