



PyRAT

Getting Started for Scientists



October 2021

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1 Introduction

This guide helps scientists quickly become familiar with PyRAT's most widely used functions. After reading it, the software can be used for most daily tasks. The guide consists mainly of annotated screenshots with corresponding step-by-step instructions.

At the end of a section, text in a light green box provides additional information on the topic.

Before continuing, please be sure to have login data (username and password) available.

2 Getting into PyRAT

2.1 Primary User or Secondary User

In PyRAT, scientists are classified as either Primary Users or as Secondary Users. Usually Primary Users are work group leaders and Secondary Users are work group members. Only Primary Users own animals.

2.2 Logging In and Selecting an Alias

- 1 Log in with a username and password. After the first login, changing the password may be required.
- 2 Selecting an alias limits what is visible to the animal data of a specific Primary User. To see all the data you are allowed to work with, select [no alias](#).
- 3 To change the alias after logging in, click the user symbol in the top-right corner of the screen, select a new alias, and click [Set alias](#).



Selecting an Alias

The alias limits your view to the data of a Primary User and can be changed any time.

3 After the Login: The Animal List

3.1 Overview

The screenshot shows the PyRAT web application interface. At the top, there's a navigation bar with tabs: Animals, Cages, Reports, Requests, and Administration. The 'Animals' tab is active. Below the navigation bar, there's a sub-header with 'Animals', 'Stud males', and 'Pups'. A red box labeled '1' highlights the 'Animals' sub-header. Below this, there's a filter section with 'Apply filter' (labeled '2'), 'QS', and 'More'. A summary box shows 'Results: 225 animals found in 71 cages. Now showing 1 through 100.' and filter options like 'Owner: Primary User A', 'Show plugged: Yes', 'Show sacrificed / exported: No'. A 'Sorted by' dropdown is set to 'ID (asc.)' (labeled '5'). Below the filter section, there's a table with columns: WR, ID, Lab ID, Parents, Cage, Rack, C, Sex, Gen, Line / Strain (Name), Mutations, Background, DOB, and Age. A red box labeled '4' highlights the 'Rack' column header. The table contains three rows of animal data.

WR	ID	Lab ID	Parents	Cage	Rack	C	Sex	Gen	Line / Strain (Name)	Mutations	Background	DOB	Age
	PUA-0001	o o	♂ PUA-0010 ♀ PUA-0009 ♀ PUA-0011	SPUA-00001	SPF.01/04	1065	♂	N/A	IL-10	IL-10 +/+	129P2/OlaHsd	10/02/2015	152
	PUA-0002	x o	♂ PUA-0010 ♀ PUA-0009 ♀ PUA-0011	SPUA-00001	SPF.01/04	1065	♂	N/A	IL-10	IL-10 +/+	129P2/OlaHsd	10/02/2015	152
	PUA-0003	o x	♂ PUA-0010 ♀ PUA-0009	SPUA-00001	SPF.01/04	1065	♂	N/A	IL-10	IL-10 N/A	129P2/OlaHsd	10/02/2015	152

The Animal List

The animal list shows the general properties of the animals. Stud males and pups are listed separately **(1)**.

Each row in the list represents one animal. By default, 100 animals are shown per page. To increase the number of animals shown per page, click [Apply Filter](#) **(2)**, and change the [Results per page](#) in the bottom-right corner of the [Filter Options](#) window. To switch between pages, use the paginator at the top left above the list **(3)**.

By default, the animal list is sorted by the animals' IDs. Click on any italic column label to add a sort criterion **(4)**. Sort criteria are shown in the summary box above the list and can be removed individually by clicking the [x](#) **(5)**.

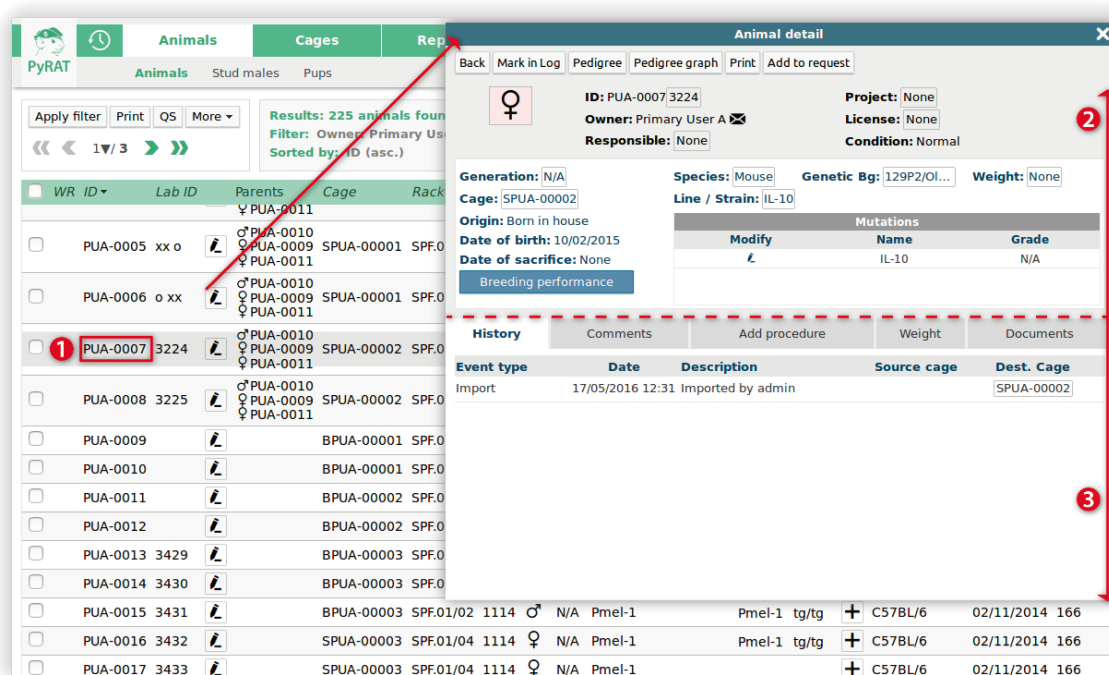
IDs are automatically generated when new animals are imported or pups are weaned. An ID consists of two parts: a prefix and a suffix (e.g., USR-0032). One or more prefixes can be freely defined for each Primary User. The suffix is a consecutive number. In addition to prefix-suffix, the first letter in a cage ID indicates the cage type: B (breeding), E (experiment), S (stock) (e.g., SUSR-00006).

3.2 Animal Details

The [Animal detail](#) window shows more in-depth information.

- 1 To open the [Animal detail](#) window, click an animal's ID.
- 2 The upper part of the window shows the basic properties of the selected animal. To edit the information, click the highlighted fields. Click on the highlighted fields to edit the information. [Add to request](#) quickly selects the animal for a work request.

- 3 By default, the lower part of the window shows the event history of the selected animal. Click on the additional buttons to add and view comments, documents, and procedures, and change the animal's weight.



The Animal Detail Window

To see in-depth information about a cage, click the ID of a cage, which opens the [Cage detail](#) window.

3.3 Customizing the List

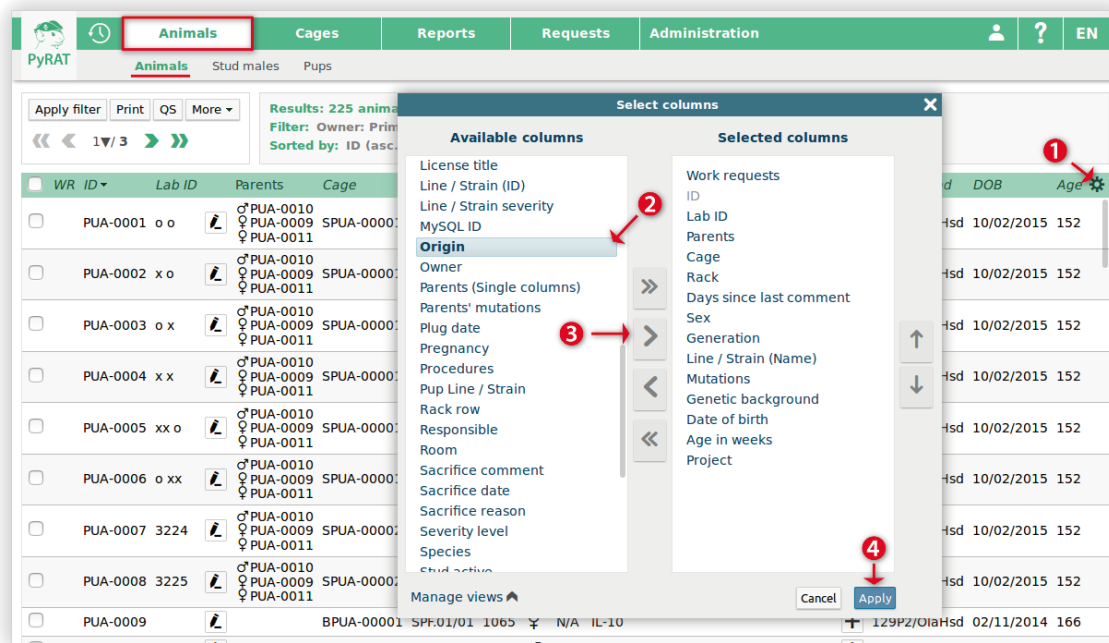
The default animal list may not show all of the desired information. Users can customize their views by adding or removing columns in the lists.

Adding a Column to the List

To show the origin of an animal, for example, add the [Origin](#) column to the animal list.

- 1 To open the [Select columns](#) window, click the gear symbol at the top right.
- 2 In the [Available columns](#) panel on the left, click [Origin](#).
- 3 Click the gray button that points to the right to select the column.
- 4 Click [Apply](#). The animal list reloads and now includes the new column (scroll to the right if needed).

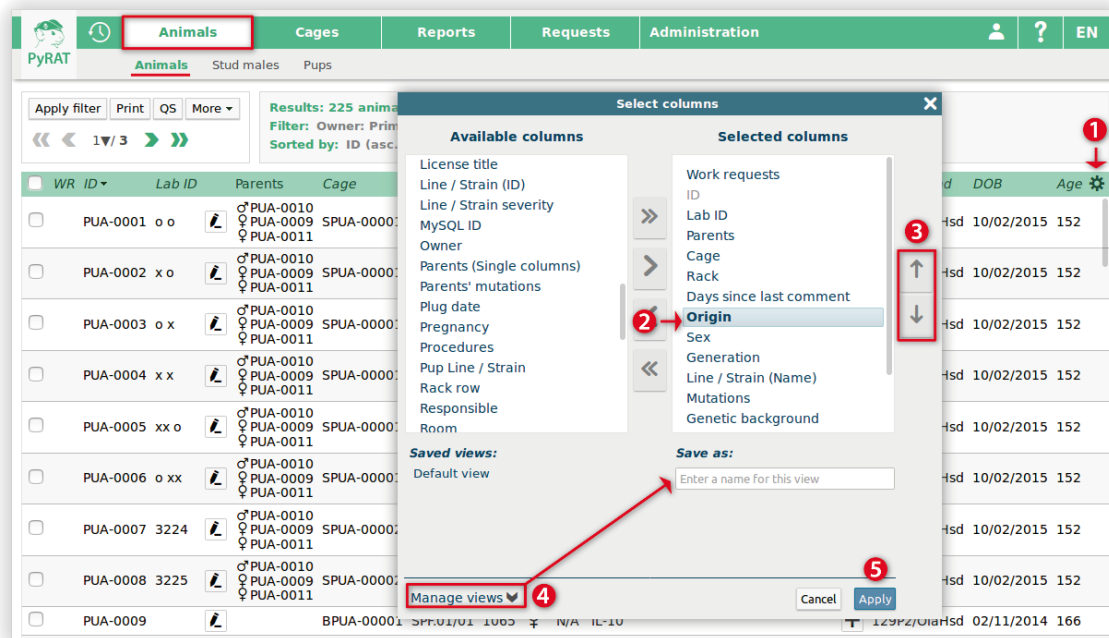
3 AFTER THE LOGIN: THE ANIMAL LIST



Adding a Column

Changing the Column Position and Saving the View

After adding a column, its position in the animal list can be changed. This customized animal list can be saved for later use.

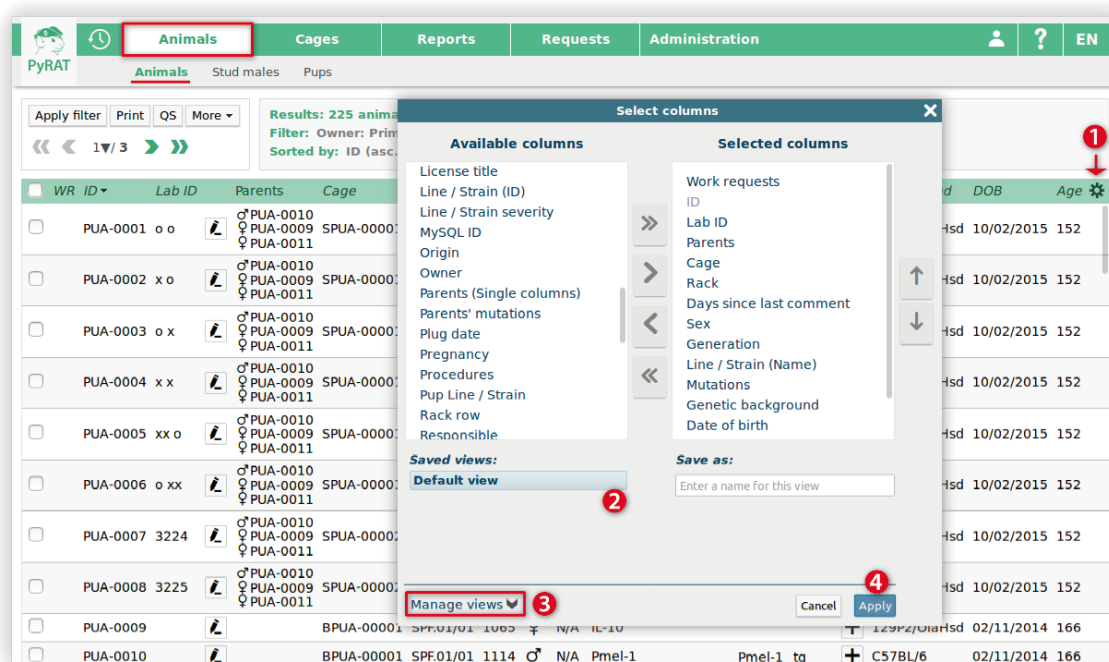


Changing and Saving the List View

- 1 To open the [Select columns](#) window, click the gear symbol.
- 2 In the [Selected columns](#) panel on the right, click [Origin](#).
- 3 Use the arrows on the right to change the position of the [Origin](#) column in the list.
- 4 To save your view, click [Manage Views](#) and enter a name.
- 5 Click [Apply](#).

Returning to the Default View

To reverse all changes, return to the default view of the animal list.



Selecting the Default View

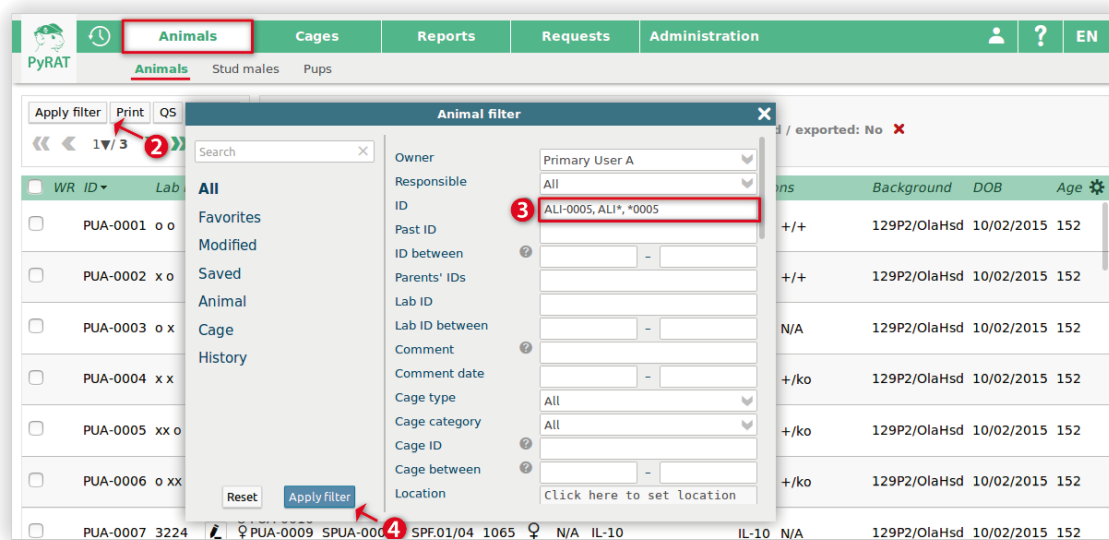
- 1 To open the [Select columns](#) window, click the gear symbol.
- 2 To see all [Saved views](#), click [Manage views](#).
- 3 Select [Default view](#).
- 4 Click [Apply](#). The animal list reloads showing the columns of the [Default view](#).

In the [Manage views](#) window, it is possible to switch between views and also remove [Saved views](#) by clicking the red x next to their names.

3.4 Finding Animals with the Animal Filter

To find specific animals, apply the corresponding filter options. More than one filter option can be used simultaneously.

Finding Animals by Their ID



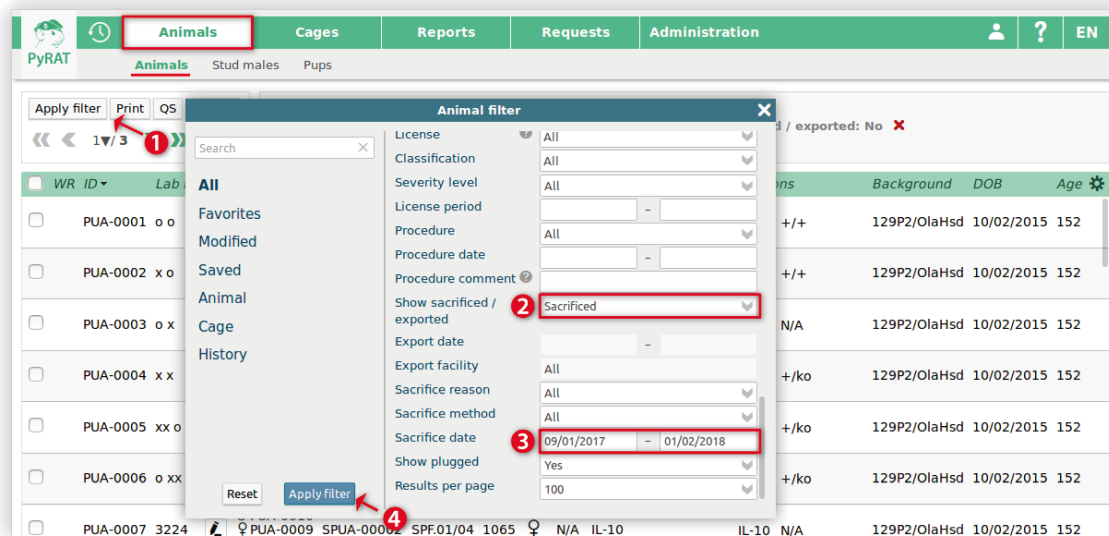
Finding Animals by ID

- 1 Go to the animal list: [Animals](#) ► [Animals](#).
- 2 To open the [Filter options](#), click [Apply Filter](#).
- 3 Enter one or more [IDs](#), separated by commas.
- 4 Click [Apply](#).

There are several ways to enter an ID:

- Full animal ID, e.g., ART-0005
- Specific prefix, e.g., TES
- Suffix or the last digits of a suffix, e.g., 0005
- Pattern containing at least one wildcard character (*), e.g., ART-10*, *005, *05*

Finding Dead Animals

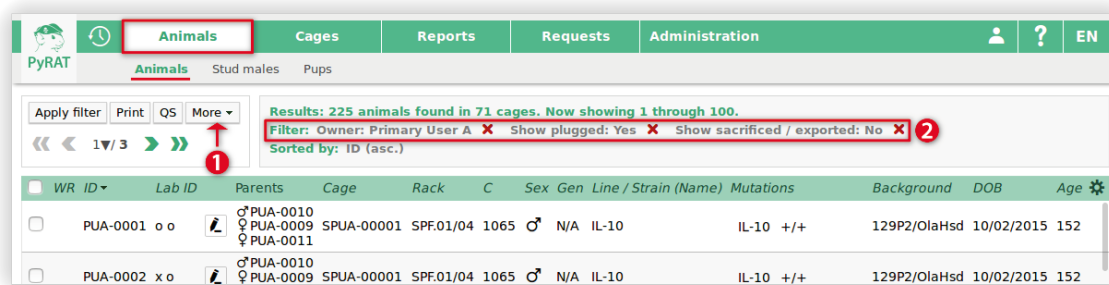


Finding Dead Animals

- 1 To open the [Filter options](#), click [Apply Filter](#).
- 2 In the [Show sacrificed/exported](#) drop-down list, select [Sacrificed](#).
- 3 Select the time period in the [Sacrifice date](#) field.
- 4 Click [Apply](#).

Removing a Filter

There are two ways to remove a filter.



Removing a Filter

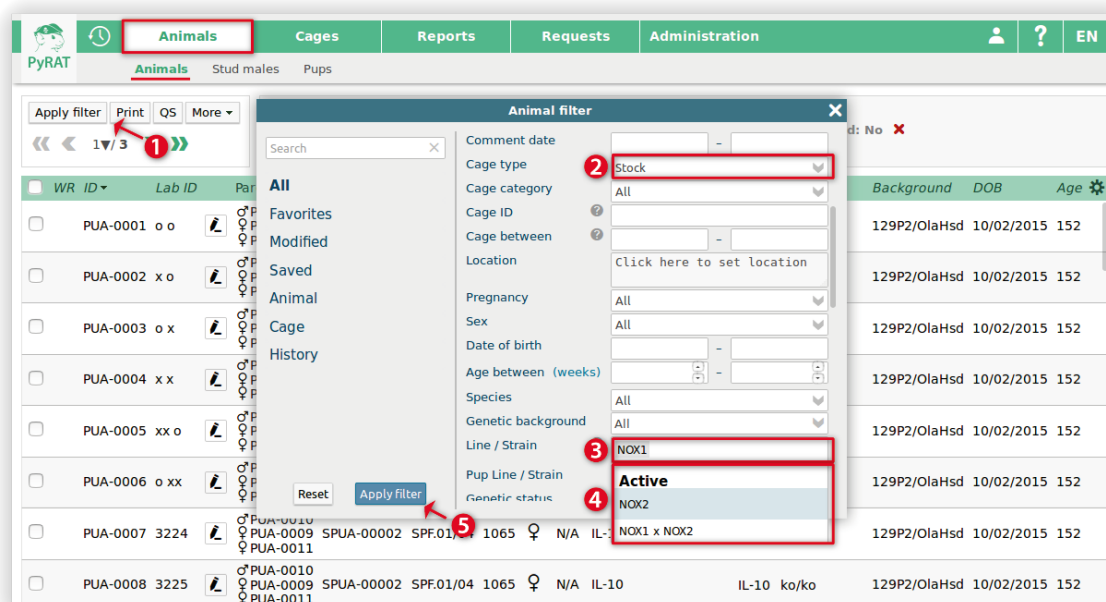
- 1 To return to the default filter setting, click [More](#) ► [Remove Filter](#).
- 2 To remove filter options individually from the summary box above the list, click the [x's](#).

In the [Apply Filter](#) window, users can also return to the default filter setting by clicking on [Reset](#) just before applying a new filter.

4 From Breeding to Sacrifice: A Walkthrough

4.1 Finding Animals from Different Lines for Breeding

Before a breeding can be initiated, the animals wanted for breeding must be found. Use the animal filter to find stock cage animals from two different lines/strains.



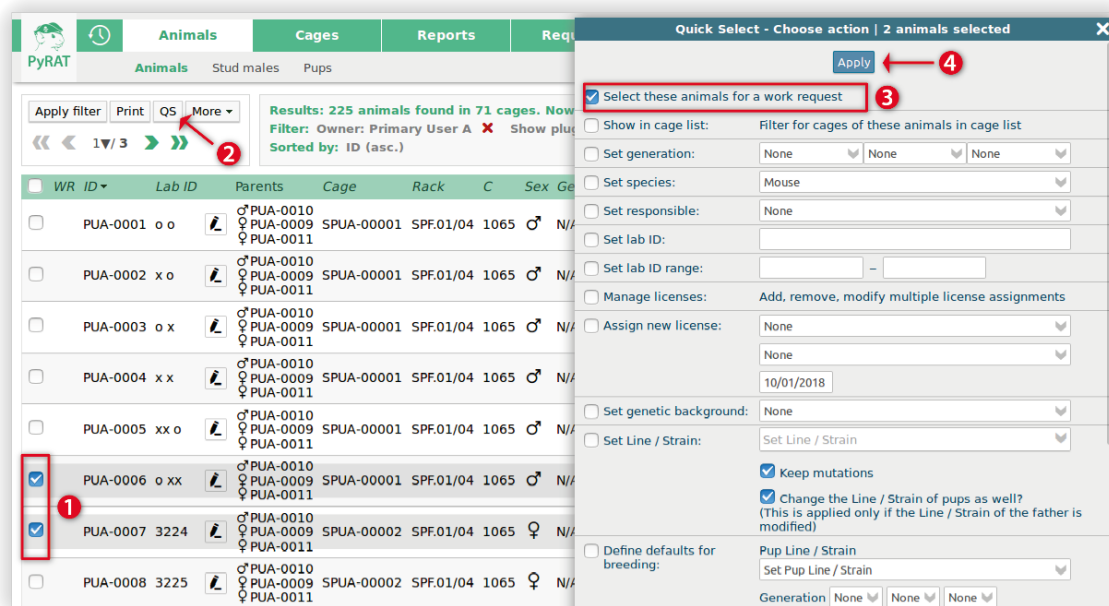
Finding Animals for Breeding

- 1 Open the [Filter options](#) in the animal list.
- 2 As the [Cage type](#), select [Stock](#).
- 3 To select the first [Line / Strain](#), click [All](#). A drop-down list opens. Either select a value in the list or enter a least one character of a [Line/Strain](#) to open an auto-completion list and select a value from there.
- 4 To enter a second [Line / Strain](#), click next to the first selected value and proceed as in 3.
- 5 Click [Apply](#). The animal list reloads showing only stock cage animals from the selected lines/strains.

To see all the lines/strains that you are allowed to work with, go to: [Administration](#) ► [Animal properties](#) ► [Lines / Strains](#).

4.2 Creating a Breeding Work Request

After filtering the animal list, a breeding work request can be created.



Opening a New Work Request

- 1 Select the animals you want to breed from the animal list.
- 2 To open the [Quick Select](#) window, click [QS](#).
- 3 In this window, check the [Select these animals for a work request](#) box.
- 4 Click [Apply](#).

In the following pop-up window, click [Immediately Open a New Request](#). The [Enter new request](#) window pops up.

Animals also can be selected for a work request without immediately opening a new request. (The same applies for pups and cages.) If additional animals are selected, these can be added to the selection (by selecting the QS action [Extend current selection of x animals](#)) or the existing selection can be replaced by the newly selected animals.

PyRAT Animals Stud males Pups

Apply filter Saved Print OS More

Results: 225 animals found in 71 cages. Now showing 1 through 100.
Filter: Owner: Primary User A X Show sacrificed / exported: No X
Sorted by: ID (asc.)

WR	ID	Lab ID	Parents	Cage	Rack	C	Sex	Gen	Line / Strain (Name)	Mutations	Background	DOB	Age (w)	Project
	PUA-0001	o o	♂ PUA-0010 ♀ PUA-0009 ♀ PUA-0011	SPUA-00001	SPF.01/04	1717	♂	N/A	IL-10	IL-10 +/-	129P2/OlaHsd	10/02/2015	245	
	PUA-0002	x o	♂ PUA-0010 ♀ PUA-0009 ♀ PUA-0011	SPUA-00001	SPF.01/04	1717	♂	N/A	IL-10					
	PUA-0003	o x	♂ PUA-0010 ♀ PUA-0009 ♀ PUA-0011	SPUA-00001	SPF.01/04	1717	♂	N/A	IL-10					
	PUA-0004	x x	♂ PUA-0010 ♀ PUA-0009 ♀ PUA-0011	SPUA-00001	SPF.01/04	1717	♂	N/A	IL-10					
	PUA-0005	xx o	♂ PUA-0010 ♀ PUA-0009 ♀ PUA-0011	SPUA-00001	SPF.01/04	1717	♂	N/A	IL-10					
	PUA-0006	o xx	♂ PUA-0010 ♀ PUA-0009 ♀ PUA-0011	SPUA-00001	SPF.01/04	1717	♂	N/A	IL-10					
	PUA-0007	3224	♂ PUA-0010 ♀ PUA-0009 ♀ PUA-0011	SPUA-00002	SPF.01/04	1717	♀	N/A	IL-10					
	PUA-0008	3225	♂ PUA-0010 ♀ PUA-0009 ♀ PUA-0011	SPUA-00002	SPF.01/04	1717	♀	N/A	IL-10					
	PUA-0009		♂ PUA-0010 ♀ PUA-0009 ♀ PUA-0011	SPUA-00001	SPF.01/01	1717	♀	N/A	IL-10					

Enter new request

Request type: Breeding with Plug Check

Due date: 24/10/2019

Animals: Adults: PUA-0006 PUA-0007

Cages: No cages selected

Pertains to: Primary User A

Priority: Medium

Comments: Primary User A

Additional request information

Pup Line / Strain: IL-10

Responsible: Staff User Irma

Project: None

Generation: F 1 2

Cancel and clear selection Submit

Creating a Breeding Work Request

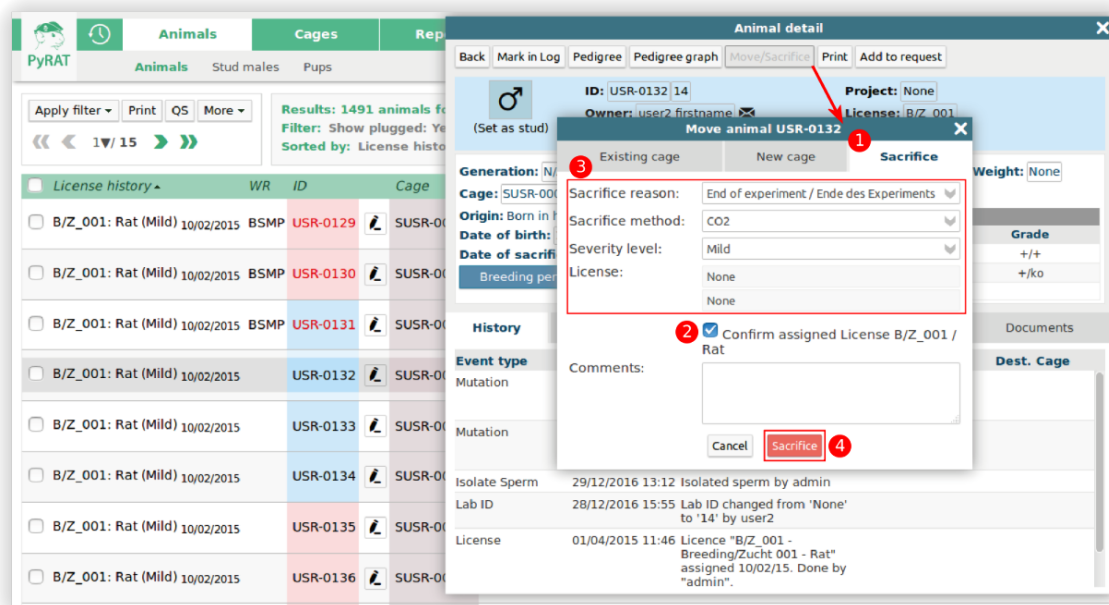
- 1 In the **Enter new request** window, select the **Request Type** that is defined for breeding at your facility.
- 2 Select the date for when the breeding cage is required.
- 3 If desired, enter comments and notes for the animal caretaker.
- 4 Select the expected **Pup Line / Strain**. Optionally it is possible to select a **Responsible**, the **Project** and the expected **Generation**.
- 5 Click **Submit**. The work request is created and will be carried out by an animal caretaker.

Your facility defines the names of **Request Types**. If the request type needed cannot be found, please ask one of the PyRAT administrators at your facility.

It is mandatory to select the expected **Pup Line / Strain**. Ask one of the PyRAT administrators at your facility to enter missing lines/strains into PyRAT.

4.3 Viewing the Work Request

Animals in open work requests are marked in red in the animal list with the corresponding request type's short name under the **WR** column.



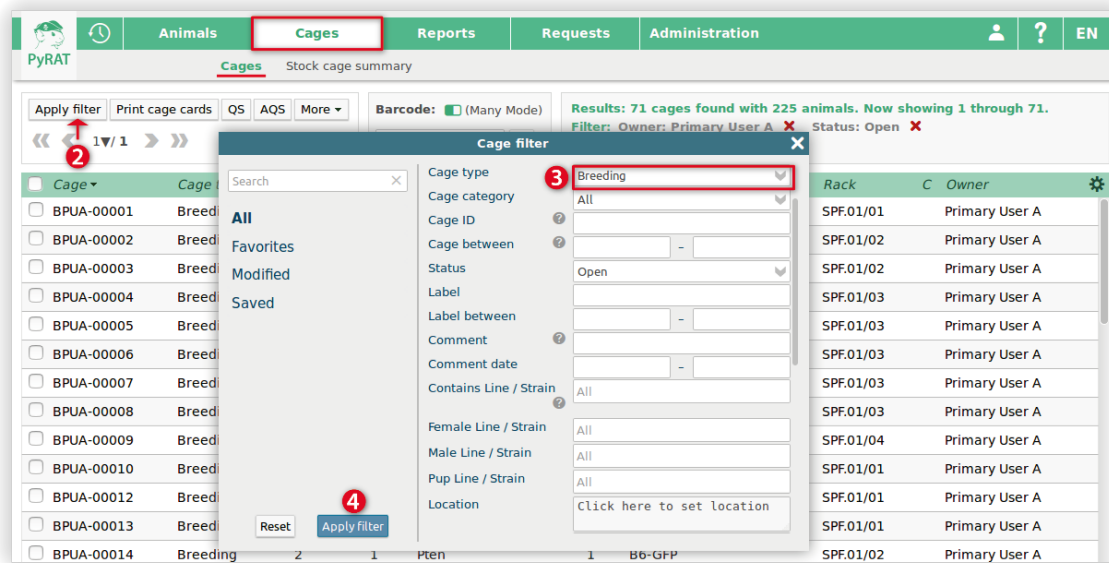
The Request Detail Window

- 1 To open the **Request detail** window, click the **WR** short name. This window shows in-depth information on the work request itself and the animals and cages involved with it.
- 2 To access the respective detail window, click on an animal or cage ID.
- 3 The expected **Pup Line / Strain** and **Generation** can be seen in the **Additional request information** tab in the bottom of the window.

To see a list of all open work requests, go to: **Request ► Work requests**. Click a work request in the list to open its **Request details**.

4.4 Finding a Breeding Cage

Go to the cage list and apply a suitable filter to find a specific breeding cage.



Finding a Breeding Cage

- 1 Go to the cage list: [Cages](#) ► [Cages](#). By default, breeding cages are at the top of the list.
- 2 To find a specific breeding cage, click [Apply Filter](#).
- 3 Apply a suitable filter (e.g., [Cage type](#), [Cages with pups](#), [Cages with plugged animals](#), [Last modified](#), etc.).
- 4 Click [Apply](#).

4.5 Breeding Cage Details

The [Cage detail](#) window of a breeding cage has in-depth information and gives quick access to the breeding animals and their offspring.

- 1 To open the [Cage detail](#) window, click a breeding cage's ID.
- 2 In the middle of the window the breeding animals are shown. The [Plug date](#) indicates when a female was plugged.
- 3 The [Breeding events](#) at the bottom show the litter of this breeding cage. A weaning date indicates that the litter has already been weaned.
- 4 Click the filter symbol on the far right to filter the pup or animal list for this litter.

4 FROM BREEDING TO SACRIFICE: A WALKTHROUGH

Cages

Apply filter | Print cage cards | QS | AQS | More

« 1 / 1 »

Cage	Cage type	# Total	# M
<input type="checkbox"/> BPUA-00001	Breeding	2	1
<input type="checkbox"/> BPUA-00002	Breeding	2	1
<input type="checkbox"/> BPUA-00003	Breeding	3	1
<input type="checkbox"/> BPUA-00004	Breeding	2	1
<input type="checkbox"/> BPUA-00005	Breeding	2	1
<input checked="" type="checkbox"/> BPUA-00006	Breeding	2	1
<input type="checkbox"/> BPUA-00007	Breeding	2	1
<input type="checkbox"/> BPUA-00008	Breeding	3	1
<input type="checkbox"/> BPUA-00009	Breeding	3	1
<input type="checkbox"/> BPUA-00010	Breeding	3	1
<input type="checkbox"/> BPUA-00012	Breeding	2	1
<input type="checkbox"/> BPUA-00013	Breeding	2	1
<input type="checkbox"/> BPUA-00014	Breeding	2	1
<input type="checkbox"/> BPUA-00015	Breeding	2	1
<input type="checkbox"/> BPUA-00016	Breeding	2	1

Cage detail - Breeding cage

Back | Mark in Log | Print | Select

Breeding cage PUA-00006

Owner: Primary User A
Responsible: None
Location: SPF.01/03
Pup Line / Strain: None

License: None
Billing project: None
Category: IVC

Male Line / Strain: C57BL6/J (donor)
ID: PUA-0032 | No lab ID
DOB: 30/09/2014
Date in: 17/05/2016
Date out:

Female Line / Strain: TH-cre
ID: PUA-0031 | No lab ID
DOB: 30/09/2014
Date in: 17/05/2016
Date out:

Breeding events

DOB	Mothers	Born (?)	Born (M)	Born (F)	Live (?)	Live (M)	Live (F)	Weaned	Comments
06/01/2017	PUA-0031	0	4	8	0	4	8	13/11/2017	None

Breeding Cage Details

4.6 Finding Plugged Animals, Pups, and Weaned Animals

Finding Plugged Animals

To find plugged animals, filter the animal list.

- 1 Go to the animal list.
- 2 Click [Apply Filter](#).
- 3 In the field [Show plugged](#), select [Only](#) from the drop-down list.
- 4 Click [Apply filter](#).

Animals

Apply filter | Print | QS | More

« 1 / 3 »

Animal filter

Search

License: All
Classification: All
Severity level: All
License period: -
Procedure: All
Procedure date: -
Procedure comment: ?
Show sacrificed / exported: No
Export date: -
Export facility: All
Sacrifice reason: All
Sacrifice method: All
Sacrifice date: -
Show plugged: **Only**
Results per page: 100

Reset | Apply filter

WR	ID	Lab ID	Par	Background	DOB	Age
<input type="checkbox"/>	PUA-0001	o o		129P2/OlaHsd	10/02/2015	152
<input type="checkbox"/>	PUA-0002	x o		129P2/OlaHsd	10/02/2015	152
<input type="checkbox"/>	PUA-0003	o x		129P2/OlaHsd	10/02/2015	152
<input type="checkbox"/>	PUA-0004	x x		129P2/OlaHsd	10/02/2015	152
<input type="checkbox"/>	B_PL PUA-0005	xx o		129P2/OlaHsd	10/02/2015	152
<input type="checkbox"/>	B_PL PUA-0006	o xx		129P2/OlaHsd	10/02/2015	152
<input type="checkbox"/>	B_PL PUA-0007	3224		129P2/OlaHsd	10/02/2015	152

Finding Plugged Animals

Cages can also be listed for only [Cages with plugged animals](#) and use the [Cage detail](#) window as described above.

Finding Pups

In the pups list, births in breeding cages can be checked.

PyRAT

Animals

Cages

Reports

Requests

Administration

Animals

Stud males

Pups

1

Apply filter

Print

QS

More ▾

◀◀

1 / 1

▶▶

Results: 9 pups found in 1 cages. Now showing 1 through 9.

Filter: Owner: Primary User A ✖ Show sacrificed / exported: No ✖

Sorted by: Age (d) (asc.) ✖

2

<input type="checkbox"/>	WR ID	Lab ID	Parents	Cage	Rack	Age (d)	C	Sex	Gen	Line / Strain (Name)	Mutations	Background	DOB	Proje
<input type="checkbox"/>	00000443		♂ PUA-0133 ♀ PUA-0128	BPUA-00029	1.01/01	3		♂	N/A	NOX1 x NOX2			28/02/2017	
<input type="checkbox"/>	00000447		♂ PUA-0133 ♀ PUA-0128	BPUA-00029	1.01/01	3		♂	N/A	NOX1 x NOX2			28/02/2017	
<input type="checkbox"/>	00000451		♂ PUA-0133 ♀ PUA-0128	BPUA-00029	1.01/01	3		♂	N/A	NOX1 x NOX2			28/02/2017	
<input type="checkbox"/>	00000446		♂ PUA-0133 ♀ PUA-0128	BPUA-00029	1.01/01	3		♂	N/A	NOX1 x NOX2			28/02/2017	
<input type="checkbox"/>	00000450		♂ PUA-0133 ♀ PUA-0128	BPUA-00029	1.01/01	3		♂	N/A	NOX1 x NOX2			28/02/2017	
<input type="checkbox"/>	00000445		♂ PUA-0133 ♀ PUA-0128	BPUA-00029	1.01/01	3		♂	N/A	NOX1 x NOX2			28/02/2017	
<input type="checkbox"/>	00000449		♂ PUA-0133 ♀ PUA-0128	BPUA-00029	1.01/01	3		♂	N/A	NOX1 x NOX2			28/02/2017	
<input type="checkbox"/>	00000444		♂ PUA-0133 ♀ PUA-0128	BPUA-00029	1.01/01	3		♂	N/A	NOX1 x NOX2			28/02/2017	
<input type="checkbox"/>	00000448		♂ PUA-0133 ♀ PUA-0128	BPUA-00029	1.01/01	3		♂	N/A	NOX1 x NOX2			28/02/2017	

The Pups List

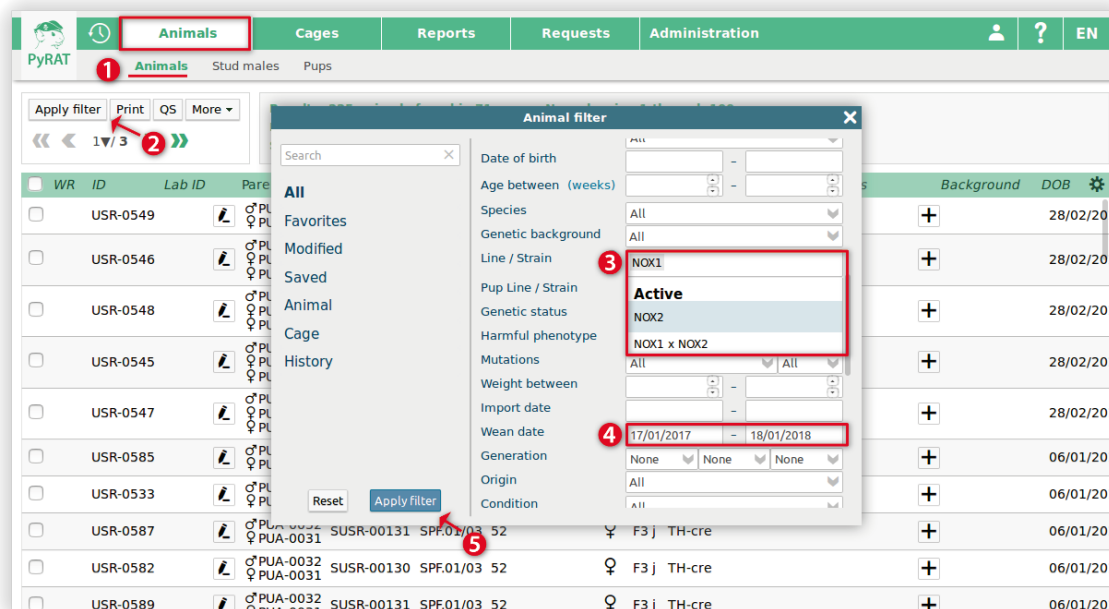
- 1 Go to the pups list: [Animals](#) ► [Pups](#).
- 2 Click the italic [Age \(d\)](#) column label to sort the list by age.

The cage list can also be filtered for only [Cages with pups](#). Then, use the [Cage Detail](#) window as described above.

To see all breeding cages with pups, go to: [Reports](#) ► [Caretaking information](#) ► [Upcoming weanings](#).

Finding Weaned Animals

When pups are weaned, they are moved into new stock cages. Filter the animal list for the animal's line/strain and wean date to find them.



Finding Weaned Animals

- 1 Go to the animal list: [Animals](#) ► [Animals](#).
- 2 To open the [Filter options](#), click [Apply Filter](#).
- 3 Select the [Line / Strain](#) of the weaned animals.
- 4 Select the [Wean date](#) (from/to).
- 5 Click [Apply](#).

4.7 Modifying Genetic Data: Genotyping

The [Mutations](#) column in the animal list shows the genotype of every animal. The + symbol indicates animals for which genotyping has yet to occur or is incomplete.

Genotyping a Single Animal

For a single animal, genotypes can be added directly in the animal list.

- 1 Go to the animal list. To find a specific animal, click [Apply Filter](#).
- 2 To open the [Add mutation](#) window, click the + symbol in the [Mutations](#) column.
- 3 Select a genotype from the drop-down list and click [Add](#).
- 4 The added genotype is shown above. Now select and add the remaining genotypes.
- 5 To assign the selected genotypes to the animal, click [Apply](#). They are now shown in the [Mutations](#) column.

PyRAT

Animals Cages Reports Requests Administration

1 Animals Stud males Pups

Apply filter Print QS More ▾

Results: 225 animals found in 71 cages. Now showing 1 through 100.
Filter: Show sacrificed / exported: No ✖
Sorted by: Age (w) (asc.) ✖

WR	ID	Lab ID	Parents	Cage	Rack	Age (w) ▾	C	Sex	Gen	Line / Strain (Name)	Mutations	Background	DOB
<input type="checkbox"/>	USR-0549		♂ PUA-0133 ♀ PUA-0128	SUSR-00120	1.01/01	45		♂	N/A	NOX1 x NOX2		+	28/02/2
<input type="checkbox"/>	USR-0546		♂ PUA-0147 ♀ PUA-0148 ♀ PUA-0149	SUSR-00119	1.105/01	45		♂	N/A	NOX1 x NOX2		+	28/02/2
<input type="checkbox"/>	USR-0548		♂ PUA-0147 ♀ PUA-0148 ♀ PUA-0149	SUSR-00119	1.105/01							+	28/02/2
<input type="checkbox"/>	USR-0545		♂ PUA-0147 ♀ PUA-0148 ♀ PUA-0149	SUSR-00119	1.105/01							+	28/02/2
<input type="checkbox"/>	USR-0547		♂ PUA-0147 ♀ PUA-0148 ♀ PUA-0149	SUSR-00119	1.105/01							+	28/02/2
<input type="checkbox"/>	USR-0585		♂ PUA-0032 ♀ PUA-0031	SUSR-00130	SPF.01/03							+	06/01/2
<input type="checkbox"/>	USR-0533		♂ PUA-0032 ♀ PUA-0031	SUSR-00116	SPF.01/03	52		♂	F3 j	TH-cre		+	06/01/2
<input type="checkbox"/>	USR-0587		♂ PUA-0032 ♀ PUA-0031	SUSR-00131	SPF.01/03	52		♀	F3 j	TH-cre		+	06/01/2

Add mutation for USR-0545

Mutation Grade Delete

No mutations assigned

NOX1 N/A ✖

Add mutation:

NOX2 N/A Add

Cancel Apply

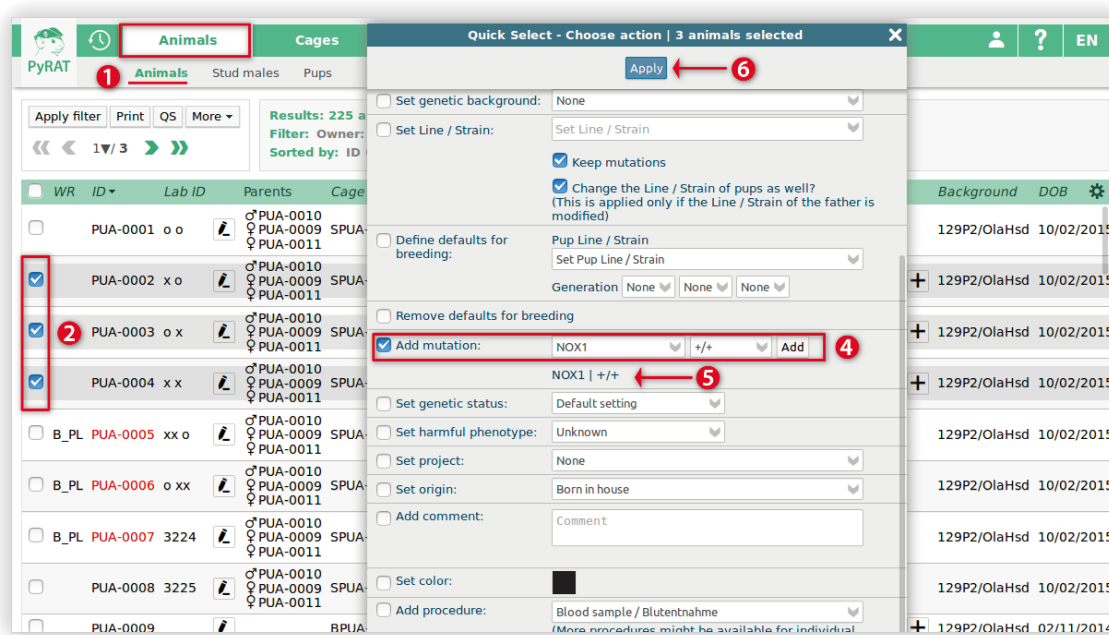
Genotyping a Single Animal

If the assigned genotype must be modified, click the entries in the **Mutations** column to open the **Modify mutation** window.

Genotyping a Group of Animals

To add genotypes to a group of animals from the same line, use **Quick Select** in the animal list:

- 1 Go to the animal list. To find animals from the same line, click **Apply Filter**.
- 2 Select animals from the same line.
- 3 To open the **Quick Select** window, click **QS**.
- 4 In this window, check the **Add mutation** box, select a genotype from the drop-down list, and click **Add**.
- 5 The added genotype is shown below. Now select and add the remaining genotypes.
- 6 To assign the selected genotypes to the animals, click **Apply**.



Genotyping a Group of Animals

The **Quick Select** window can be used to modify the genotype of a group of animals as long as they have the same current genotype. To do so, follow steps 1-3, check the **Modify mutations** box, and modify the genotype. Then click **Apply**.

Importing Genotyping Results into PyRAT

It is also possible to import a table of genotyping results into PyRAT. New mutations and genotypes are added and existing ones are updated.

For this feature, PyRAT supports importing files in XML. Transnetyx's genotyping application generates the XML files.

Furthermore, files in CSV format can be imported into PyRAT. This CSV file must contain all the import data and must have the following format:

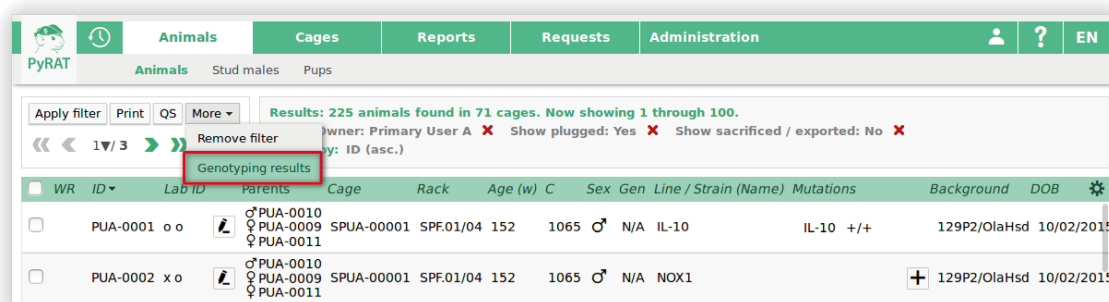
id	line	mutation 1	genotype 1	mutation 2	genotype 2	mutation 3	genotype 3	mutation 4	genotype 4
TES-0324	C3H/HeJ	Je	+	C3	+/+	H3	+/+	He	+/d
TES-0325	C3H/HeJ	Je	+	C3	+/+	H3	+/+	He	+/d
USR-0001	C3H/HeJ	Je	+/+	C3	+	H3	+/d	He	+/+
USR-0002	C3H/HeJ	Je	+/+	C3	+	H3	+/d	He	+/+
USR-0003	C3H/HeJ	Je	+/+	C3	+	H3	+/d	He	+/+
USR-0004	C3H/HeJ	Je	+/+	C3	+/d	H3	+/d	He	+/+
USR-0005	C3H/HeJ	Je	+/+	C3	+/+	He	+/+		
USR-0006	C3H/HeJ	Je	+/+	C3	+/+	He	+/+		
USR-0007	C3H/HeJ	Je	+/+	C3	+/d	H3	+/d	He	+/+
USR-0008	C3H/HeJ	C3	+/+	He	+/+				
USR-0009	C3H/HeJ	C3	+/+	He	+/+				
USR-0010	C3H/HeJ	Je	+/+	C3	+/d	H3	+/d	He	+/+
USR-0011	C3H/HeJ	Je	+/+	C3	+/d	H3	+/d	He	+/+
USR-0012	C3H/HeJ	C3	+/+	He	+/+				
USR-0013	C3H/HeJ	C3	+/+	He	+/+				

Required Format of the Import File

Animals are listed in the “id” column, and their lines/strains are listed in the “line” column. In the following columns, every animals’ imported mutations and genotypes are recorded: “mutation 1,” “genotype 1,” “mutation 2,” “genotype 2,” “mutation 3,” “genotype 3,” “mutation 4,” “genotype 4,” etc. More columns for mutations and genotypes can be generated when needed.

Be sure to format the table in this form, using the exact column labels, otherwise the file cannot be uploaded into PyRAT.

To upload the file into PyRAT, follow the steps below.



Opening the Import Window

- 1 Go to the animal list.
- 2 Place the mouse cursor over [More](#).
- 3 To open the import page, click [Genotyping results](#) in the pop-up window.
- 4 On the import page, click [Browse...](#) and select the CSV or XML import file.
- 5 Click [Upload](#).

The genotyping results are uploaded and shown on the import page.

The screenshot shows the 'Genotyping results' page in the PyRAT application. At the top, there are navigation tabs: Animals, Cages, Reports, Requests, and Administration. Below these, there are sub-tabs: Animals, Stud males, and Pups. The main content area displays a grid of animal records. Each record includes an animal ID, a strain description, and a list of mutations with their corresponding genotypes. Some records are highlighted with red borders or red text, indicating issues that need to be checked.

Animal ID	Strain	Mut1	Mut2	Mut3	Mut4
PUA-0195	Strain1 x Strain3	tg	tg	ko/ko	+/+
PUB-0191	Strain1 x Strain3	tg/tg	tg	ko/ko	ko/ko
PUB-0192	Strain1 x Strain3	0	tg/tg	ko/ko	ko/ko
PUB-0193	Strain1 x Strain3	tg	tg	ko/ko	ko/ko
PUC-0195	Strain1 x Strain3	tg	tg	ko/ko	+/+
PUC-0191	Strain1 x Strain3	tg/tg	tg	ko/ko	ko/ko
PUC-0192	Strain1 x Strain3	0	tg/tg	ko/ko	ko/ko
PUC-0193	Strain1 x Strain3	tg	tg	ko/ko	ko/ko
PUC-9195	Strain1 x Strain3	tg	tg	ko/ko	+/+
USR-0046	Triple KO	CD47 ko/ko	IL2RG +/+	RAG2 ko/ko	
USR-0047	Triple KO	CD47 ko/ko	IL2RG ko/ko	RAG2 ko/ko	
USR-0048	Triple KO	CD47 ko/ko	IL2RG ko/ko	RAG2 ko/ko	IL2rg +/+
USR-0211	Strain2	tg/tg			
USR-0212	Strain2	tg/tg			
USR-0213	Strain2	tg/tg			
UZI-0214	Strain2	tg			

Genotyping Results After the Upload

The imported mutations and genotypes are shown separated by animal. The name of the line/strain is next to the animal ID. The mutations with the corresponding genotypes meant for import are listed below.

Animal data (animal IDs, lines/strains, mutations, genotypes) must have already been set up before the import. Animal data that PyRAT could not find are underlined in red. If this is the case, check whether all required animal properties were set up correctly in PyRAT.

(1) If a mutation with the corresponding genotype is underlined in red, then check:

- 1 Whether the mutation and genotype are available in PyRAT ([Administration](#) ► [Animal properties](#) ► [Mutations/Genotypes](#)). If needed, set up the required [Mutation types](#).
- 2 Whether the mutation for the line/strain of the particular animal has also been assigned in PyRAT.

(2) When an animal ID is underlined in red, check whether this animal ID is available in PyRAT and whether it matches the ID that is to be imported.

If all data has been checked, the import can be finished.

The screenshot shows the 'Genotyping results' section of the PyRAT software. It features a grid of animal records, each with a unique ID (e.g., ALI-0001, ALI-0002) and a strain (e.g., NSG B2m). Each record lists several mutations (e.g., B2m, Il2rg, Prkdc) and their genotypes (e.g., ko/ko, sp/wt). Checkboxes are present next to many of these entries. Red boxes and numbers 1-6 highlight specific actions: 1. Check box for Mut1 tg; 2. Highlighted mutation B2m ko/ko; 3. Check box for Mut1 tg/tg; 4. Check box for Mut1 tg; 5. Check box for Prkdc sp/wt; 6. Select new button.

Importing Genotyping Results

- 1 To import the mutation (including the genotype) shown on the list, check the box next to it.
- 2 Mutations from the import file, which have already been assigned to an animal in PyRAT, are highlighted in green and shown without a checkbox.
- 3 If the mutation from the import file is already assigned to the animal, but with a different genotype, the genotype already assigned is struck through, and the genotype from the import file is underlined. To replace the assigned genotype with the genotype from the import file, check the box.
- 4 If the mutation from the import file is already assigned to the animal, but without a genotype, the genotype from the import file is underlined. To import the genotype from the import file, check the box.
- 5 If an animal was already assigned a mutation, which does not match the mutation in the import files, it is struck through on a light-gray background. To remove this genotyping during the import, check the box.
- 6 To replace the mutations and grades of all animals with the data from the import file, click on [Select all](#). (Mutations that are assigned to the animals but not content of the import file, will be deleted.)

To add only new mutations and grades, click on [Select new](#). (Mutations that are assigned to animals but not content of the import file, will remain unmodified.)

To save these changes, click [Apply selected changes](#).

Animal Property: Genetic Status

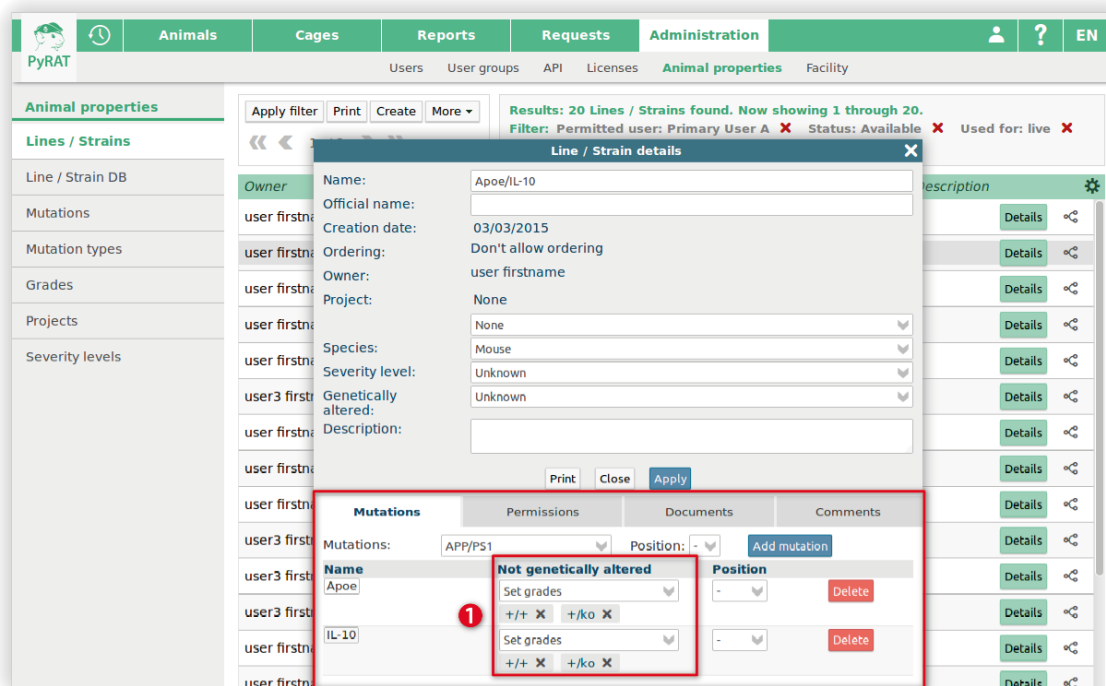
The property, “Genetic status,” shows whether an animal, due to its genotyping, is classified as genetically altered. This information is needed to record the animal in the EU animal statistical report. PyRAT lets an animal have one of the following genetic statuses:

- Unknown
- Not altered
- Altered

The line, mutation, and genotype information shows whether an animal is genetically altered. For a line, each combination of mutation and grade must be defined as “altered” or “not altered.” If “Line 1” has the mutations “mut1” and “mut 2,” for example, it could look like this:

Mutation	Grade	Genetic Status
mut1	+/+	<i>not altered</i>
mut1	+/-	<i>not altered</i>
mut1	ko/ko	altered
mut2	0	<i>not altered</i>
mut2	tg	altered
mut2	tg/tg	altered

Administrators can maintain the combinations of mutation/grade classified as “not altered” for each line. This allows the “genetic status” to be automatically determined.



Specifying Not Genetically Altered Combinations of Mutation and Grade

For more information, see the Getting Started Guide for Administrators.

An animal has an “unknown” genetic status if:

- All defined mutations are not recorded for the animal
- Or all defined mutations are recorded, but a grade has not been selected for them

An animal has an “altered” genetic status if:

- All defined mutations are recorded
- A grade has been selected for each recorded mutation
- And at least one of the selected combinations of mutation and grade is defined as “genetically changed”

All other animals have a “not altered” genetic status.

If the combinations of mutation/grade classified as “not altered” are not maintained for a line, the genetic status of animals can be set manually.

- 1 Select one or more animals or pups from the animal or pup list and click [QS](#).
- 2 In the [QS](#) menu, select the desired genetic status from the [Set genetic status](#) drop-down list.
- 3 Click [Apply](#) at the top of the [QS](#) menu.

A new [Genetic status](#) column is now available in the animal and pup lists. The new [Genetic status](#) option filters both lists by the genetic status of the animals.

“Default setting” means that the genetic status is calculated automatically based on the genotyping results.

Animal Property: Harmful Phenotype

The property, “Harmful phenotype”, defines whether an animal or a pup has a harmful phenotype or not. The default value is “Unknown”.

- 1 Select one or more animals or pups from the animal or pup list and click [QS](#).
- 2 In the [QS](#) menu, select the desired value from the [Set harmful phenotype](#) drop-down list.
- 3 Click [Apply](#) at the top of the [QS](#) menu.

A new [Harmful phenotype](#) column is now available in the animal and pup lists. The new [Harmful phenotype](#) option filters both lists by the genetic status of the animals.

“Harmful phenotype is included in the calculation of the EU statistics report.

4.8 Authorizations for Animals

In PyRAT, authorizations to breed, stock, and experiment with animals are called licenses. To assign a license to an animal, the license must either be already available or it must be applied for. Below is a short introduction explaining how to check for available licenses, how to assign a license to an animal, and how to apply for a new license.

PyRAT's new license system is thoroughly described in a separate, compact help file. To open it, click the [Help](#) button in the top-right corner of the screen and select [The license system](#) from the drop-down list.

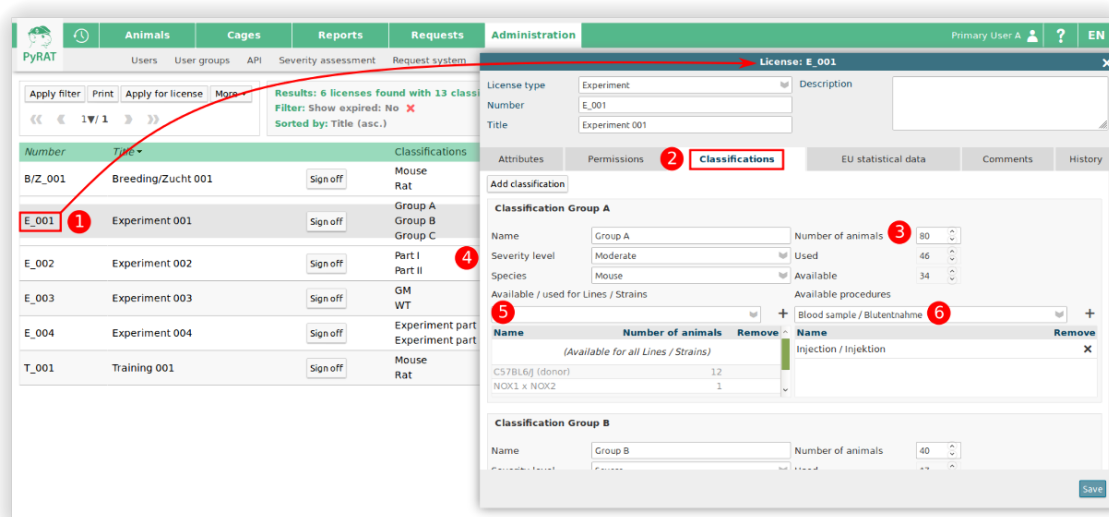
Checking for Available Licenses

To see all licenses and license applications, go to the license list.

Number	Title	Classifications	Used	Total	Project leaders	Status
B/Z_001	Breeding/Zucht 001	Mouse Rat	238 40	1000 200	admin admin, user firstname	Granted
E_001	Experiment 001	Group A Group B Group C	46 17 5	80 40 30	admin admin, user firstname	Granted
E_002	Experiment 002	Part I Part II	30 27	60 60	admin admin, user2 firstname	Granted
E_003	Experiment 003	GM WT	50 49	50 50	admin admin	Granted
E_004	Experiment 004	Experiment part 1 Experiment part 2	0 0	20 20	admin admin	Submitted
T_001	Training 001	Mouse Rat	0 0	20 10	admin admin, user firstname	Draft

The License List

- 1 Go to: [Administration](#) ► [Licenses](#). Licenses and license applications are shown in the list.
- 2 Each row shows one license with its [Number](#), [Title](#), [Classifications](#), for how many animals it already has been used ([Used](#)) and for how many animals it can be used for ([Total](#)). Also, the [Project leaders](#) are shown in the default view.
- 3 The [Status](#) indicates whether a license is available. During the setup of a license application, its status is [Draft](#). During the sign-off process, the status is [Submitted](#). An approved and available license has the status [Granted](#).
- 4 Users can customize their views by adding or removing columns in the lists by clicking the gear symbol at the top right as previously explained in section [Customizing the List](#).
- 5 To open its details, click the [Number](#) or the [Title](#) of a license.



The License Details

To open the license details, click the **Number** or the **Title** of a license **(1)**. Click the **Classifications** tab **(2)** to see the license details that were when the license was created, for example the **Number of Animals** **(3)** allowed, where the number of animals **Used / Available** is calculated automatically as soon as the license is assigned to an animal, the expected **Severity level** **(4)**, and the **Procedures** **(5)** allowed. The listing in **Lines / Strains** **(6)** (i.e., how many animals per line/strain) is also done automatically when the license is assigned to an animal.

By default, only valid licenses are shown in the license list. To see expired licenses, use [Apply Filter](#).

Applying for a New License

If a particular license is not available, it can be applied for.

- 1 Go to: [Administration](#) ► [Licenses](#). To open the [Apply for License](#) window, click [Apply for License](#).
- 2 Enter the [License type](#), [Number](#), and [Title](#). If needed, enter a [Description](#).
- 3 In the [Attributes](#) tab, set period of validity and [Experiment types](#). If needed, upload [Files](#).
- 4 In the [Permissions](#) tab, select [Project Leaders](#) and [Users](#).
- 5 In the [Classifications](#) tab, the subgroups for a license can be created and specified. A detailed description is provided below [Classifications of a New License](#).
- 6 The [EU statistical data](#) tab allows information for the EU statistical report to be stored. A detailed description is provided below [Data for the EU Statistical Report](#).
- 7 To save your entries, click [Save](#). This changes the application's status to [Draft](#).
- 8 After all license data has been entered, click [Submit](#). This releases the draft for the sign-off process, changing the application's status to [Submitted](#). When all users responsible for signing off have given their approval, the application's status changes to [Granted](#). The license can now be used.

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New License Attributes

Classifications of a New License

- 1 To create a new subgroup, click [Add classification](#).
- 2 Enter the [Name](#) ([Classification](#) will be added before it automatically), [Species](#), required [Number of Animals](#), and the expected [Severity level](#).
- 3 If needed, add [Lines / Strains](#) for which the license should be available as well as [Procedures](#) from the drop-down list.
- 4 Click [Save](#). If no sign-off process is required at your facility, the license automatically gets a [Granted](#) status and can be used. If signing off on licenses is mandatory at your facility, the license gets a [Draft](#) status. As a draft, the application can still be modified.

To assign attributes to the application prior to their approval during the sign-off process, Administrators and users responsible for signing off can use the [Comments](#) and [Attributes](#) ► [Guidance and conditions](#) tabs in the [View License](#) window.

Data for the EU Statistical Report

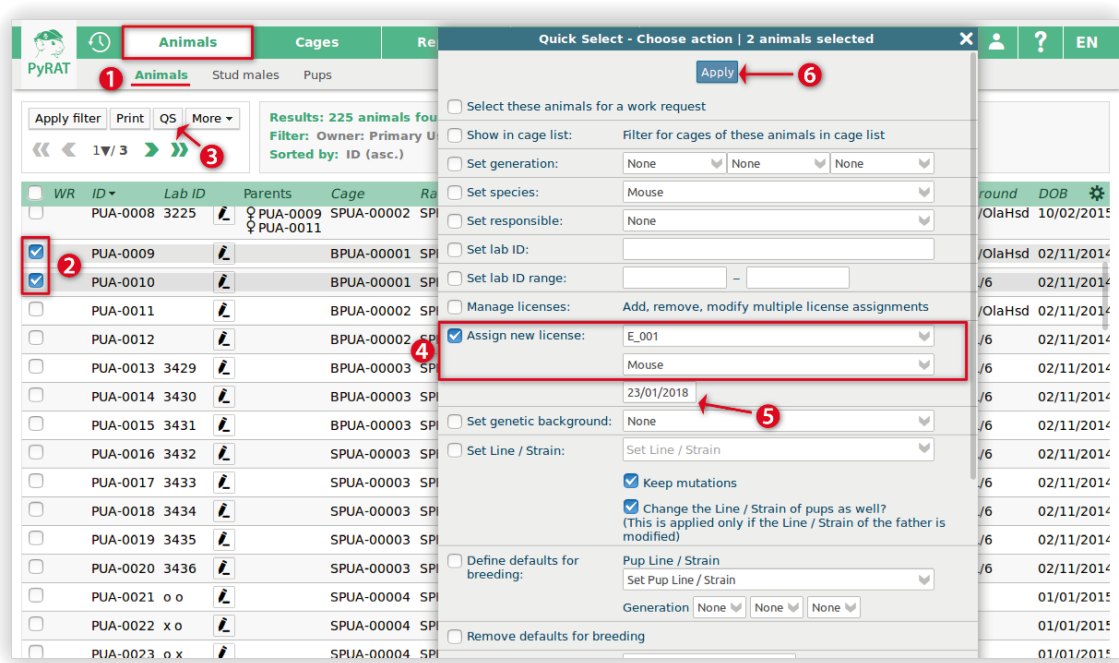
- 1 Specify if it is a breeding license. Animals in breeding licenses are not classified as reused in a subsequent license.
- 2 Choose whether the license should be a part of the EU report and which part of the law applies to it.
- 3 Select whether a new genetic line will be created.
- 4 Choose the purpose of the license. “Regulator use” can only be selected if a new line is not being created (see step 3).
- 5 If a “Regulator use” has been chosen, “Testing by legislation” can then be selected.

Assigning a License to an Animal

To assign a license to one or more animals, use [QS](#).

- 1 Go to the animal list. If needed, filter the list for animals without licenses.
- 2 To assign a license to specific animals, select them from the list.
- 3 To open the [Quick Select](#) window, click [QS](#).
- 4 In this window, check the [Assign new license](#) box. Select a license from the upper drop-down list and a classification from the lower drop-down list.
- 5 If necessary, select the date when the animals went into the experiment, breeding, etc.
- 6 Click [Apply](#). The new license is inserted into the license history of all the selected animals.

4 FROM BREEDING TO SACRIFICE: A WALKTHROUGH



Assigning a License

To modify the license for a group of animals with the same license history, go to the [QS](#) window, check the [Manage licenses](#) box, and click [Apply](#). Enter your changes in the [Set License](#) window. To save them, click [Apply](#).

4.9 Reserving Animals for an Experiment

With a reservation work request, users can reserve specific animals for an experiment. A reservation work request is created in a similar way as a breeding work request. To select the animals and to open the [Enter new request](#) window, follow steps 1-4 as described in the paragraph above [Creating a Work Request for a Breeding](#). Then do the following:

The screenshot displays the PyRAT software interface. The 'Animals' tab is active, showing a table of animals with columns: WR, ID, Lab ID, Parents, Cage, Background, and DOB. A modal window titled 'Enter new request' is open. It contains the following fields and options:

- Request Type:** A dropdown menu set to 'Reservation' (indicated by arrow 1).
- Due date:** A date field set to '10/01/2018' (indicated by arrow 2).
- Animals:** A list of animal IDs, including PUA-0011 through PUA-0039.
- Cages:** A section labeled 'No cages selected'.
- Pertains to:** A dropdown menu set to 'Primary User A'.
- Comments:** A text area for additional notes.
- Additional request information:** A section containing:
 - Location:** A text field with the value 'Building 2 / Haus 2 > 4th Floor / 4.0G > 4.236 > 4.236/02' (indicated by arrow 3).
 - License:** A dropdown menu set to 'E_001'.
 - Classification:** A dropdown menu set to 'Group B'.
- Buttons:** 'Cancel' and 'Submit' buttons at the bottom (indicated by arrow 4).

Reservation Work Request

- 1 In the [Enter new request](#) window, select “Reservation” as the [Request Type](#).
- 2 If necessary, change the [Due date](#) or the [Pertains to](#) field.
- 3 Enter a [Location](#) and select a [License](#) and its [Classification](#) for the reserved animals.
- 4 Click [Submit](#).

If specific animals (IDs) are required for an experiment, a reservation work request should be used to reserve them. In the case that non-specific animals with certain criteria (weight, line, age, etc.) are required, they should be reserved by using an internal order (see [the following section](#)).

4.10 Ordering Animals

Animals can be ordered either internally from the facility’s own breeding pool or externally from outside the facility. Go to [Requests](#) ► [Order requests](#) to see all active order requests. Click [Apply Filter](#) and change the [Status](#) to see inactive order requests. Entries in the list are colored differently according to their priority. Click an entry in the order request list to see its details.

To create a new order use the following steps:

Ordering an Animal

- 1 Go to: [Requests](#) ► [Order requests](#). Click [New order](#).
- 2 Select the [Origin](#) of the animals to be ordered - "Born in house" for internal orders or the name of another facility for external orders.
- 3 Select a [Due date](#) and the future [Owner](#) of the animals.
- 4 Select a [Species](#) and a corresponding [Line / Strain](#).
- 5 Enter the number of animals according to their sex, as well as their [Age \(weeks\)](#) **or** their [Weight \(g\)](#). Both can be set as range, too. If necessary, change the animal per cage ratio. It is also possible to order pregnant animals or mothers with their litter. For internal order this option is unavailable, but it is possible to order animals with unspecified sex.
- 6 Click [Submit](#). The order is added to the order request list with the Status "Open." After the order is approved, an Administrator or an Animal Facility Staff Member can carry it out.

One of the PyRAT Administrators at your facility enters the names of external facilities.

The [Responsible](#) is usually the initiator of the order request. The [Responsible Staff](#) is preselected based on how your facility set up the request system.

4.11 Creating a Work Request for a Sacrifice

To select the animals and to open the [Enter new request](#) window, follow steps 1-4 as described in the paragraph [Creating a Work Request for a Breeding](#). Then proceed do the following:

The screenshot shows the PyRAT software interface. The 'Animals' tab is selected. A table of animals is visible in the background. Overlaid on this is the 'Enter new request' dialog box. The dialog has the following fields and options:

- Request Type:** Sacrifice (indicated by arrow 1)
- Due date:** 10/01/2018 (indicated by arrow 2)
- Animals:** A list of animal IDs (PUA-0003, PUA-0004, PUA-0011, PUA-0012, PUA-0013, PUA-0014, PUA-0015, PUA-0016, PUA-0017, PUA-0018, PUA-0037, PUA-0038, PUA-0039) (indicated by arrow 3)
- Cages:** No cages selected
- Pertains to:** Primary User A
- Comments:** Please Kill (indicated by arrow 4)
- Additional request information:** Sacrifice reason: Old age/no use / Keine Verwendung (indicated by arrow 5)
- Buttons:** Cancel and Submit (indicated by arrow 6)

Creating a Work Request for a Sacrifice

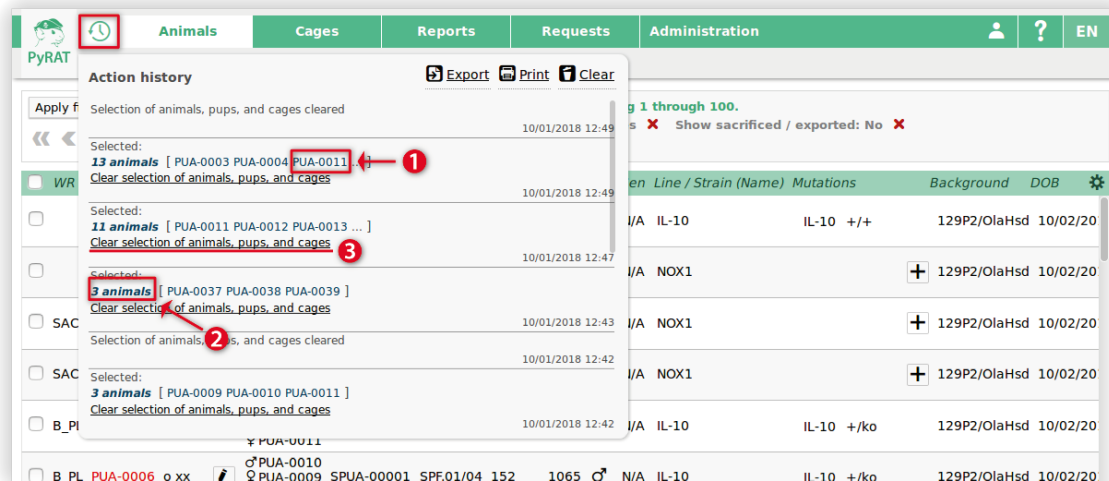
- 1 In the [Enter new request](#) window, select “Sacrifice” as the [Request Type](#).
- 2 Select the date for when the work request should be carried out.
- 3 If desired, enter comments and notes for the animal caretaker.
- 4 Make sure to select the [Sacrifice reason](#).
- 5 Click [Submit](#). An Animal Caretaker will carry out the work request.

Dead animals in a work request are displayed with crossed out IDs in the request details.

5 The Action History

[Action history](#) is a useful feature that shows up to 1000 previous actions along with the IDs of the pups, animals, cages, and work requests involved. Click on the time symbol in the top-left of the screen to open the action history.

- 1 To open the corresponding detail window, click an ID.
- 2 To automatically filter the corresponding list and show the relevant entries, click a number of animals, pups, cages, etc.
- 3 To unselect animals, pups, and cages that were selected for a work request, click [Clear selection of animals, pups, and cages](#). This is only possible as long as the work request has not yet been submitted.

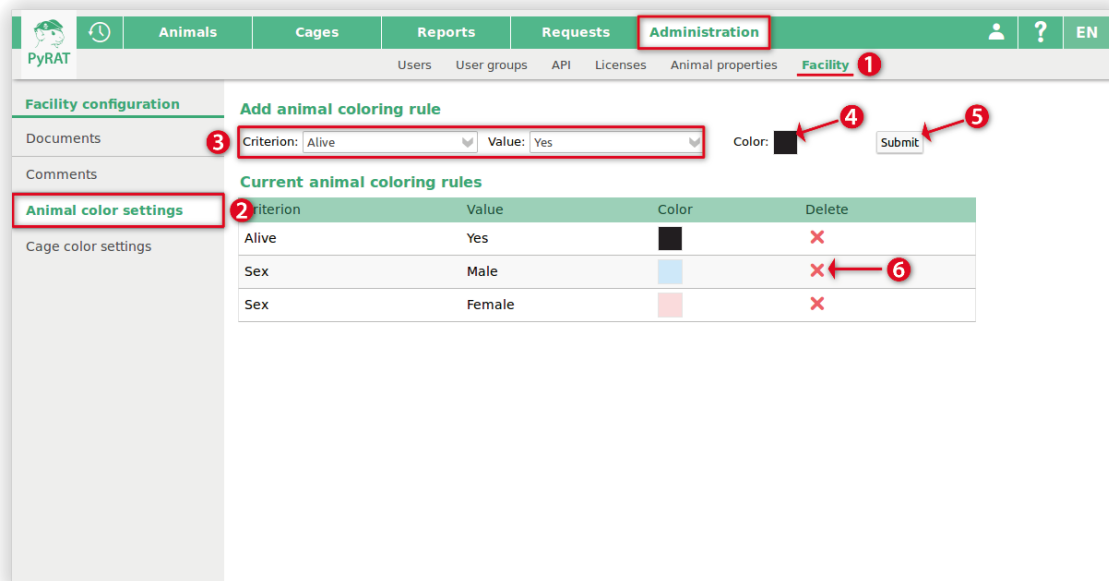


The Action Log

In the top-left corner of every animal or cage detail window, you can find the [Mark in Log](#) button. For quick access in the future, click on this button to note the respective animal or cage in the action history.

6 Color Configurations

To make the animal and cage lists more informative, coloring rules can be defined for an assortment of criteria.



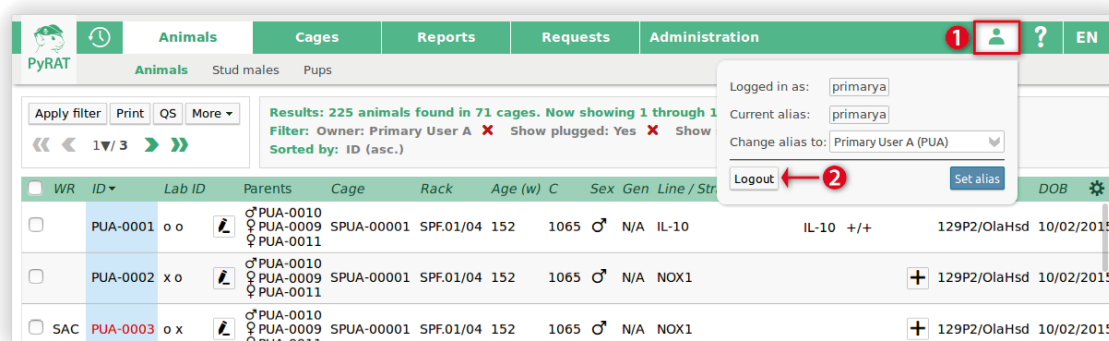
Animal Color Configurations

- 1 Go to: [Administration](#) ► [Facility](#).
- 2 Click [Animal color settings](#).
- 3 Select a [Criterion](#), e.g., “sex,” and a [Value](#), e.g., “male.”
- 4 Select a [Color](#), e.g., “blue.”
- 5 Click [Submit](#). In the animal list, male animals are now shown with a blue background.
- 6 The new animal coloring rule is shown in the table below. To remove a rule from the list, click the red [x](#).

To add coloring rules to cages, click [Cage color settings](#). Fill out the information the same way.

7 Logging Out

For security reasons, be sure to log out after each PyRAT session.



Logging Out

- 1 Click the user symbol in the top-right corner of the screen.
- 2 To finish the PyRAT session, click [Logout](#).

After a period of inactivity, PyRAT will log out automatically. The amount of time before PyRAT logs out automatically can be customized at your facility.

For additional information, please contact our product manager:

Dr. Geraldine Lapeyrade

E-Mail: lapeyrade@scionics.com

Phone: + 49 / 351 / 202 707 05

www.scionics.com/pyrat



a product realized by:

