

load molecule

By PDB code:

Asymmetric Unit Biological Assembly

From Proteopedia uploaded file:

*(To load from an uploaded file, first **upload** the file to Proteopedia)*

Add both hydrogens and multiple bonding while loading the structure.

1a

load scene

Page name

A Proteopedia page name.

Scene name Version number

1b

SAT workflow

- 1: load molecule or scene
- 2: select atoms
- 3: draw, color, label
- 4: check scene
- 5: save scene
- 6: insert green link

Select Atoms ALL NONE

Show Selected with Halos ON OFF

<-Undo Redo->

Use Simplified Rendering While Moving

Advanced: or enter below JSmol commands

Available under Jmol window

build your selection

groups:

protein

- all protein
- alpha carbon
- backbone/mainchain
- helix
- sheet
- sidechain
- turn

non-protein

Hold ctrl to select multiple groups

limit to chains: e.g. A,C,D

limit to residue types: e.g. PHE,ALA,GLY

limit to residue numbers: e.g. 18,23-25,32

limit to elements: e.g. Fe,2H,31P

sites:

2

invert and center

select within distance

Select atoms within Å of current selection.

Expand selection to include entire residues containing any selected atoms.

mouse click selects

nothing center atom element residue/ligand chain

mouse click selects nothing atom

label selected atoms

text:

atom name element 3-letter residue code

residue # chain

labels are set to each atom in a selection

color label size... font...

pointer off

Label position: x offset y offset

3c

set selection representation

ball and stick stick/wireframe 90

spacefill 100% dots 100% backbone 90

trace 90 ribbon cartoon

strands rocket meshribbon 2.5

surface halos slab / depth 100 0

Leaving the input field to the right of a representation-type blank chooses its default setting. Ball and stick is a combination of wireframe and spacefill.

3a

disulfide and hydrogen bonds [hide]

ssbonds on (backbone) color

hbonds off color

color

selection background isosurface

caption_Background_Color caption_Font_Color

3b

transparency

0 % transparent

Check for

- centering
- spare parts
- in frame
- occlusions
- orientation

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Save current scene

Scene name

e.g. Active_site_gorge
Enter an existing scene name to save as the most recent version (will not overwrite).

Scene description, for your own record

Scene caption for display under JSmol applet

when this scene loads, I want it to

Use Default Rendering While Rotating

Always Reload Structure When Loading this Scene

show scene transition options?

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Scene Link

Scroll-up to the the main edit area of the page, and position the cursor at the place where you would like the green link to appear. Otherwise select, within the main edit area of the page, a portion of text that will become the green link. After that, click on the button to

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