

# Coot Tutorial

Coot Workshop PSI June 2018

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# 1 Mousing

First, how do we move around and select things?

Left-mouse Drag	Rotate view
Ctrl Left-Mouse Drag	Translates view
Shift Left-Mouse	Label Atom
Right-Mouse Drag	Zoom in and out
Middle-mouse	Centre on atom
Scroll-wheel Forward	Increase map contour level
Scroll-wheel Backward	Decrease map contour level

# 2 Getting Started

In this tutorial, we will learn how to do the following:

1. Start Coot
2. Display coordinates
3. Display a map
4. Zoom in and out
5. Recentre on Different Atoms
6. Change the Clipping (Slab)
7. Recontour the Map
8. Change the Map Colour
9. Display rotamers and refine residue

## 2.1 Load tutorial data

To use `coot`, in a terminal window, type:

```
$ coot
```

When you first start `coot`, it should look something like Figure 1.

So let's read in the coordinates and data (and thus generate a map)

To load the files on which we will be working:

From Coot's main menu bar, select Extensions → Load tutorial model and data

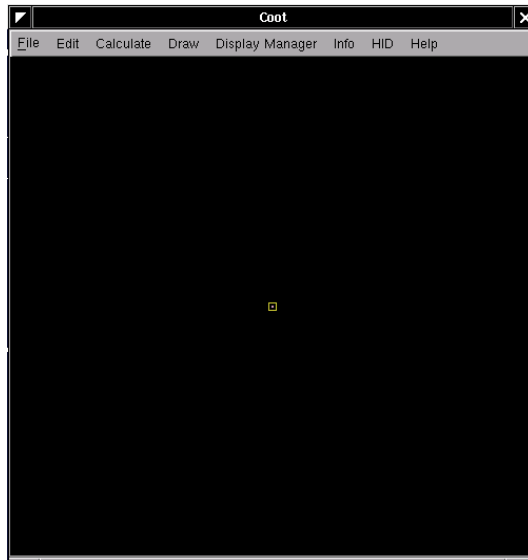


Figure 1: Coot at Startup

Not much to see at present... Actually, after this, coot screenshots will be displayed with a white background, whereas you will see a black one

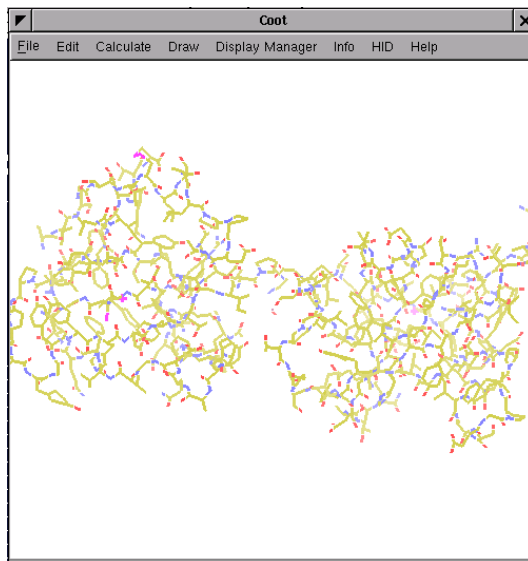


Figure 2: Coot After Loading Coordinates

## 2.2 Adjust Virtual Trackball

By default, Coot has a “virtual trackball” to relate the motion of the molecule to the motion of the mouse. Many people don’t like this.

So you might like to try the following. In the Coot main menu-bar:

Edit → Preferences...

*[Coot displays a Preferences window]*

On the left toolbar select **General** and then on the right top notebook tab **HID**. Select “Flat” to change the mouse motion.

(Use the “Spherical Surface” option to turn it back to how it is by default).

What is the difference? “Flat” mode is like the mode used by “O”. In both modes, dragging the mouse near the centre of the screen causes the view to rotate about the X- or Y- axis. However in spherical mode you can also rotate about the z-axis by dragging the mouse along an edge of the window.

## 2.3 Display maps

We are at the stage where we are looking at the results of the refinement. The refinement programs stores its data (labelled lists of structure factor amplitudes and phases) in an “MTZ” file. Let’s take a look...

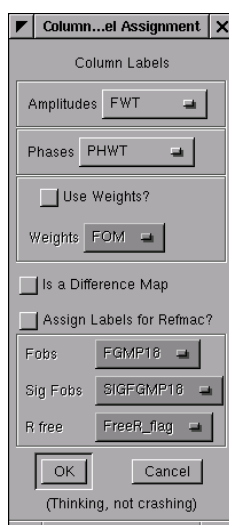


Figure 3: Coot MTZ Column Label Selection Window

## 2.4 Zoom in and out

To zoom in, click Right-mouse and drag it left-to-right<sup>1</sup>. To zoom out again, move the mouse the opposite way.

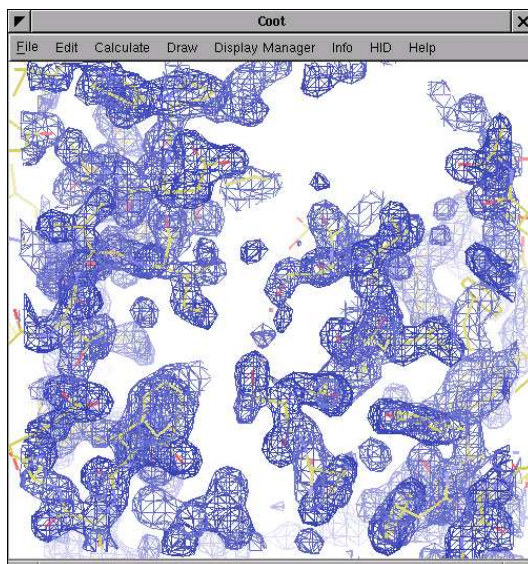


Figure 4: Coot after reading an MTZ file and zoomed in.

## 2.5 Recentre on Different Atoms

- Select “Draw” from the Coot menu-bar
- Select “Go To Atom. . .”  
*[Coot displays the Go To Atom window]*
- Expand the tree for the “A” chain
- Select 1 ASP in the residue list
- Click “Apply” in the Go To Atom window
- At your leisure, use “Next Residue” and “Previous Residue” (or “Space” and “Shift” “Space” in the graphics window) to move along the chain.
- Click Middle-mouse over an atom in the graphics window  
*[Coot recentres on that atom]*

---

<sup>1</sup>or up-to-down, if you prefer that

- Ctrl Left-mouse & Drag moves the view around. If this is a too slow and jerky:
  - Select Edit → Preferences... from Coot's menu-bar
  - Select the "Maps" toolbutton on the left
  - Select the "Dragged Map" notebook tab.
  - Select "No" in the "Active Map on Dragging" window
  - Click "OK" in the "Preferences" window

Now the map is recontoured at the end of the drag, not at each step<sup>2</sup>.

Another, additional way to make the movements faster is to change the number of steps for the "Smooth Recentering". Again you find this in the "Preferences" (Preferences → General → Smooth Recentering). Change the "Number of Steps" (the default is 40) to something smaller, e.g. 20.

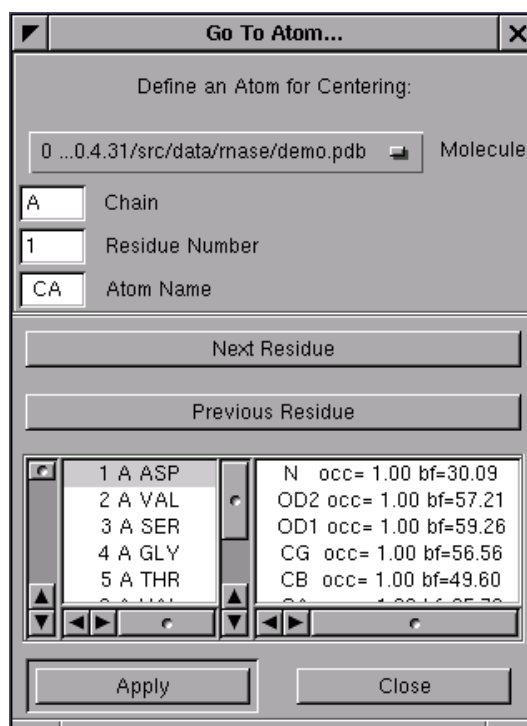


Figure 5: Coot's Go To Atom Window (it doesn't look *exactly* like this any more).

- You can display the contacts too, as you do this:

<sup>2</sup>which looks less good on faster computers.

- Select “Measures” from the Coot menu-bar
  - Select “Environment Distances. . .”
  - Click on the “Show Residue Environment?” check-button
    - \* Also Click “Label Atom?” if you wish the C $\alpha$  atoms of the residues to be labelled.
  - Click “OK” in the Environment Distances window
  - Click “Apply” in the Go To Atom window
- [You can't change the colour of the Environment distances]*

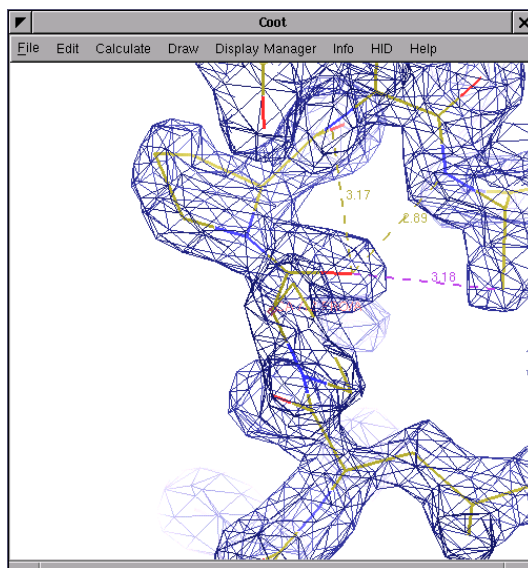


Figure 6: Coot showing Atom Label and environment distances.

You can turn off the Environment distances if you like.

## 2.6 Change the Clipping (Slab)

- Select “Draw” from the Coot menu-bar
- Select “Clipping. . .” from the sub-menu
  - [Coot displays a Clipping window]*
- Adjust the slider to the clipping of your choice
- Click “OK” in the Clipping window

Alternatively, you can use “D” and “F”<sup>3</sup> on the keyboard, or Control Right-mouse up/down (Control Right-mouse left/right does z-translation).

## 2.7 Recontour the Map

- Scroll your scroll-wheel forwards one click<sup>4</sup>  
*[Coot recontours the map using a 0.05electron/Å<sup>3</sup> higher contour level]*
- Scroll your scroll-wheel forwards and backwards more notches and see the contour level changing.
- If you don’t have a wheel on your mouse you can use “+” and “-” on the keyboard.
- Note that the “Scroll” button in the Display Manager allows you to select which map is affected by this<sup>5</sup>.

## 2.8 Change the Map Colour

- Select “Edit” from the Coot menu-bar
- Select “Map Colour” in the sub-menu
- Select “1 xxx FWT PHWT” in the sub-menu  
*[Coot displays a Map Colour Selection window]*
- Choose a new colour by clicking on the colour widgets  
*[Coot changes the map colour to match the selection ]*
- Click “OK” in the Map Colour Selection window

## 2.9 Select a Map

Select a map for model building. We prefer you to use the modelling toolbar icon buttons (here “Map”) displayed on the right side of the Coot window. Note: If you are not sure which icon corresponds to which function look at the displayed tips when over the button with the mouse. Or change the display style of the buttons by clicking on the bottom arrow and select another style to get only or additionally text displayed.

Right Toolbar: “Map” from the Modelling Toolbar  
click OK (you want to select the map with “...FWT PHWT”)

Alternatively you can use the Model/Fit/Refine window:

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<sup>3</sup>think: Depth of Field.

<sup>4</sup>don’t click it *down*.

<sup>5</sup>by default it is the last map, which is not necessarily the map that you want.



Menubar: Calculate → Model/Fit/Refine...

*[Coot displays the Model/Fit/Refine window]*

Select "Select Map..." from the Model/Fit/Refine window

click OK (you want to select the map with "...FWT PHWT")

Note: Most options found in the Model/Fit/Refine window are available in the Modelling Toolbar too. You can change this with Preferences.

### 3 Model Building

"So what's wrong with this structure?" you might ask.

There are several ways to analyse structural problems and some of them are available in Coot.

Validate → Density Fit Analysis → tutorial-modern.pdb

*[Coot displays a bar graph]*

Look at the graph. The bigger and redder the bar the worse the geometry. There are 2 area of outstanding badness in the A chain, around 41A and 89A.

Let's look at 89A first - click on the block for 89A.

*[Coot moves the view so that 89A CA is at the centre of the screen ]*

#### 3.1 Rotamers

- Examine the situation... *[ The sidechain is pointing the wrong way. Let's Fix it...]*
- Modelling Toolbar: Select the "Rotamers" button
- Alternatively:
  - Menubar: Calculate → Model/Fit/Refine...
  - [Coot displays the Model/Fit/Refine window]*
  - Select "Rotamers" from the Model/Fit/Refine window.
- In the graphics window, (left-mouse) click on an atom of residue 89A (the C $\gamma$ , say)
  - [Coot displays the "Select Rotamer" window]*
- Choose the Rotamer that most closely puts the atoms into the side-chain density
- Click "Accept" in the "Select Rotamer" window
  - [Coot updates the coordinates to the selected rotamer]*

- Click “Real Space Refine Zone” in the Model/Fit/Refine window<sup>6</sup>.
- In the graphics window, click on an atom of residue 89A. Click it again.  
*[Coot displays the refined coordinates in white in the graphics and a new “Accept Refinement” window]*
- Click “Accept” in the “Accept Refinement” window.  
*[Coot updates the coordinates to the refined coordinates. 89A now fits the density nicely.]*

OK. That’s good.

Now, how about if we just use Real Space Refinement only?

- Click “Undo” twice  
*[Coot puts the sidechain back to the original position]*
- Click “Real Space Refine Zone” in the Modelling Toolbar<sup>7</sup>.
- In the graphics window, click on an atom of residue 89A. Click it again.  
*[Coot displays the refined coordinates in white in the graphics and a new “Accept Refinement” window]*
- Now using left-mouse, click and drag on the intermediate (white) CZ atom of the PHE (if you mis-click the atom, the view will rotate).
- Can you pull the atom around so that the side-chain fits the density?  
*[Yes, you can]*

### 3.2 More Real Space Refinement

Now let’s have a look at the other region of outstanding badness:

- Click on the graph block for 41 A  
*[Coot moves the view so that 41A CA is at the centre of the screen]*
- Examine the situation. . .
- Residue 41 is in a mess and not fitting to the density. Can you fix it?  
*[Yes, you can]*
- The trick is Real Space Refine that zone. So. . .
- You can either Real Space Refine a few residues (40, 41 and 42) or just 41. Take your pick.

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<sup>6</sup>...or use the modelling toolbar button

<sup>7</sup>...or in the Model/Fit/Refine window

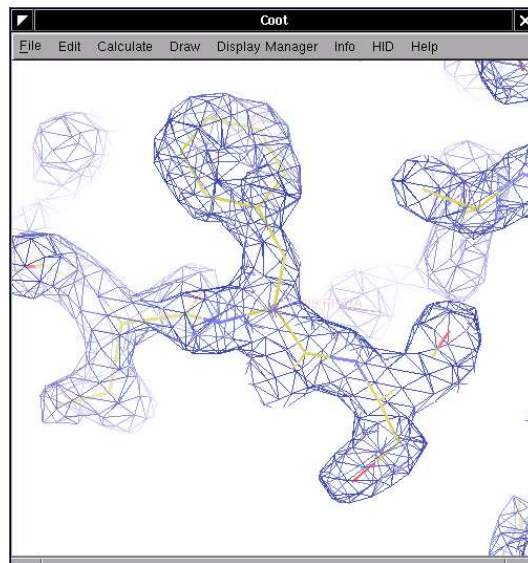


Figure 7: 89A now fits the density nicely.

- Click on “Real Space Refine Zone” in the Modelling Toolbar (Model/Fit/Refine window)
- Select a range by clicking on atoms in the graphics window (either atoms in 40 then 42 or an atom in 41 twice)  
*[Coot displays intermediate (white) atoms]*
- Click and drag on some atoms until the atoms fit nicely in the density.  
 If you want to move a *single atom* then *Ctrl Left-mouse* to pick and move (just) that intermediate atom.  
*[Note: Selecting and moving just the Carbonyl Oxygen is a good idea - use Ctrl Left-mouse to move just one atom.]*

## 4 Blobology

### 4.1 Waters

Fit waters to the structure

- “Find Waters...” in the Other Modelling Tools dialog <sup>8</sup>, then OK (using the defaults)

<sup>8</sup>In older versions of Coot, the Find Waters button can be found in the Model/Fit/Refine dialog or the water drop in the modelling toolbar

*[Waters appear]*

To check the waters:

- Click on “Measures” in the main menubar.
- Click on Environment Distances
- Click on the “Show Residue Environment?” check-button
- Change the distances as you like
- Use the Go To Atom widget to go to the first water (probably towards the end of the list of residues in Chain “W”)
- Use the Spacebar to navigate to the next residue (and Shift Spacebar to go backwards)
- If you don’t like the fast sliding<sup>9</sup> you can turn it off (if you haven’t done so already):
  - Click Edit → Preferences. . . in the main menubar
  - Click General → “Smooth Recentering...”
  - Click “No”

## 4.2 Find Blobs

To be found under Validate (called “Unmodelled Blobs”).

You can use the defaults in the subsequent pop-up. Press “Find Blobs” and wait a short while.

You will get a new window that tell you that it has found unexplained blobs. Time to find out what they are.

### 4.2.1 Blob 3

Let’s start from Blob 3 (the blobs are ordered biggest to smallest - Blobs 3 and 4 (if you have it) are the smallest).

- Click on “Blob 3”  
*[Coot centres the screen on a blob]*
- Examine the situation. . .  
*[We need something tetrahedral there. . .]*
- “Place Atom At Pointer” on the Modelling Toolbar <sup>10</sup>  
*[Coot shows a Pointer Atom Type window]*

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<sup>9</sup>it’s not very good for water checking

<sup>10</sup>also available in Model/Fit/Refine window

- “SO4” in the new window...
- In the “Pointer Atom Added to Molecule:” frame, change “New Molecule” to “tutorial-modern.pdb”
- Click OK.
- Examine the situation...
- the orientation is not quite right.
- Let’s Real Space Refine it (you should know what to do by now...)
- (“Real Space Refine Zone” then click an atom in the SO<sub>4</sub> twice. Accept)  
[The SO<sub>4</sub> fits better now].

Blob 4 is like Blob 3 (isn’t it?)

#### 4.2.2 Blob 2

Click on the button “Blob 2” and examine the density. Something is missing from the model. What?

This protein and has been co-crystallized with its ligand substrate, 3’ guanosine monophosphate.

How do we add that?

- File → Search Monomer library...
- Type *guanosine* in the box.
- Find the box for 3GP and press return...  
[3GP appears]

It is often easier to work without hydrogens, so let’s delete them for now

- “Delete...” from the Modelling Toolbar<sup>11</sup>
- “Hydrogens in Residue”
- click on an atom in 3GP  
[Hydrogens disappear]

The 3GP is displaced from where we want it to be.

- “Rotate/Translate Zone” from the Modelling Toolbar<sup>12</sup>
- click on an atom in 3GP twice  
[Intermediate (white) atoms appear]

<sup>11</sup>Found in the Model/Fit/Refine window too

<sup>12</sup>Exists in the Model/Fit/Refine window too

- Drag it or use the sliders to move the intermediate fragment to the approximately the right place.
- Click “OK” in the slider window
- Now optimize the fit using “Real Space Refine Zone” like we did before.  
Now merge this ligand into the protein:
- Calculate → Merge Molecules. . .
- Click (activate) “3GP\_from\_dict”
- into Molecule:  
tutorial-modern.pdb
- Merge

#### 4.2.3 Blob 1

- Click on “Blob 1”
- Examine the situation. . . What is this density?  
*[We need to add residues to the C-terminus of the A chain.]*  
The missing residues are GLN, THR, CYS (QTC).
- Calculate → Fit Loop. . . Fit Loop by Rama Search. . .  
*[Coot pops-ups a Fit Loop dialog]*  
Add residue number 94 to 96 in the A chain.  
The single letter codes of the extra residues are QTC
- Make sure that you can see the unmodelled density well, then click “Fit Loop”
- Watch. . . (fun eh?)
- Examine the density fit.  
*[It should be fine, except at the C-terminus. We need to add an OXT atom to the residue]*
- Calculate → Other Modelling Tools. . .
- Add OXT to Residue. . .
- Add it

---

This is as far as I expect you to get.

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## 5 Extra Fun (if you have time)

### 5.1 Working with NCS

The tutorial data has two-fold NCS. With good data it is interesting to investigate the differences between the NCS copies. This may be done by comparing the NCS related electron density, comparing the NCS related chains, or comparing the Ramachandran plots for related chains:

- Comparing the NCS related electron density.  
Go to Calculate/NCS maps and select the first map and model. Now, if you go to anywhere in the A chain, you will see two sets of electron density - the original density for the A chain, and the density for the B chain transformed to overlap the A chain density. This gives you a visual comparison of any differences.  
Look at the density in the B molecule. Why does the density not agree here? (Hint: the NCS is not a 2-fold rotation in this case, it is improper).
- Comparing the NCS-related chains.  
Go to Draw/NCS ghost control and select Display non-crystallographic ghosts. You will now see a copy of the B chain superimposed on the A chain. The B chain is drawn using thin bonds.  
Look for regions where the models differ. Using the NCS maps tool, check that the differences in the models are supported by the density.
- Compare the NCS-related chains using “NCS jumping”.  
This is an alternative way of examining NCS similarities and differences. Use the Display Manager to undisplay the NCS maps you recently created above.  
Use the “Goto Atom” dialog and press the “Update from Current Position” button.  
*[Coot shifts the centre of the screen to the closest displayed CA atom]*  
Identify the chain that you are looking at (for example, by double-clicking on an atom)  
Now press the “o” key on the keyboard.  
*[Coot shifts the centre of the screen to a NCS-related chain]*  
Identify the chain that you are looking at now.  
Press “o” again.  
What is happening?  
(Note: “o” stands for “Other NCS-related chain”.)

- Comparing the Ramachandran plots for related chains.  
Go to **Validate/Kleywegt** plot. Check the **Use specific chain** options and select chains A and B. You will get a Ramachandran plot with equivalent residues from the A and B chains linked by arrows. Long arrows indicate significant differences. Click on a dot to view the residue concerned.

Another tool for identifying NCS differences is the **Validate/NCS differences** graph. This gives a clickable histogram of differences.

## 5.2 Add Terminal Residue

[To be found on the Modelling Toolbar<sup>13</sup>]

- Use the **Go To Atom** window to go to residue 72 A.
- What do you see?  
*[You see missing atoms (that is, you don't see them). This residue is supposed to be a CYS! Bad things have happened to it. Let's get rid of this residue. ]*  
*[There may also be waters in the side-chain positions too (they have to be removed too).]*
- **Delete...**
- (Make sure "Residue/Monomer" is active)
- Click on an atom of residue 72 A.  
*[Residue 72 A disappears]*
- Lets' put back an ALA.
- **Add Terminal Residue...**  
*[Coot adds intermediate white atoms and pops up a dialog]*
- **Accept the new atoms**  
OK, we now have a ALA. We want a CYS:
- **Mutate & Auto Fit...**
- Click on an atom in the new ALA  
*[Coot pops up a residue type chooser]*
- **Choose residue type CYS**  
*[Coot mutates and fits a CYS]*

---

<sup>13</sup>and in the Model/Fit/Refine window



- Examine the situation.  
[ *There is an extra blob of density on that CYS. What is it?*] It is an alternative conformation.  
Let's model it
- Add Alt Conf. . .  
[*Coot pops up a residue splitter dialog*]
- Choose how you want to split your residue (the Right Way is an unresolved philosophical issue. . .<sup>14</sup>)
- Click on an atom in 72 A  
[*Coot adds intermediate white atoms and pops up a Rotamer Chooser*]
- Choose the correct rotamer - it shouldn't be difficult to tell which is the closest.
- Accept when you are happy with you choice.
- Now optimize the fit of this new residue with Real Space Refinement.  
The refinement of each alternate conformations is independent.
- Real Space Refine Zone
- click on (say) SG,B of 72A
- Press "A" (on the keyboard)  
[*Coot moves the atoms a bit*]
- Accept
- Now do the same with the other conformation.  
[*Ahhh! Much better.*]

### 5.3 Display Symmetry Atoms

To be found on "Draw" → "Cell & Symmetry" menu item in the main menu.

Try:

- Show Symmetry Atoms? → Yes
- Symmetry as Calphas? [on]
- Colour symmetry by molecule [on]
- Symmetry Radius 30Å
- Colour Merge → 0.1

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<sup>14</sup>Actually Jane Richardson may disagree with that statement.

- Show Unit Cell? [on]
- OK
- Zoom out and have a look at how the molecules pack together.

## 5.4 Skeletonization and Baton Building

You can calculate the map skeleton in Coot directly:

Calculate → Map Skeleton... → On.

This can be used to “baton build” a map. You can turn off the coordinates and try it if you like (the Baton Building window can be found by clicking “Ca Baton Mode...” in the Other Modelling Tools dialog<sup>15</sup>).

If you want to do this, I suggest you use Go To Atom and start residue 2 A (this allows you to build the complete A chain in the correct direction (it takes about 15 minutes or so) and you can compare it to the real structure afterwards.

Remember, when you start, you are placing a CA at the baton **tip** and at the start you are placing atom CA 1. This might seem that you are “double-backing” on yourself - which can be confusing the first time.

## 5.5 Refine with Refmac

Refmac is a program that does Maximum Likelihood refinement of the model, and the interface to it can be found on the Model/Fit/Refine dialog. (By default there is no icon on the toolbar for this action - open the window from the calculate menu<sup>16</sup>). Now click on “Run Refmac...” (at the bottom of the Model/Fit/Refine window).

The defaults should be fine...

“Run Refmac” in the new window...

... Wait...

*[The cycle continues...]*

- Use “Validate → Difference Map Peaks” to find interesting features in the newly created map and model.
- Python enabled version only: a dialog with geometric outliers and other interesting things (if they exist) detected by Refmac shows up<sup>17</sup>.

<sup>15</sup>this is quite advanced

<sup>16</sup>or add your own “Run Refmac” button to the toolbar or the main/top toolbar. To add the button to the modelling/side toolbar, open the “Preference” window. Now go to Preferences → General → Refinement Toolbar. In the right hand window scroll down and tick the box besides “Run Refmac...”. A corresponding button will appear on the modelling toolbar. Alternatively you can add your own “Run Refmac...” button to the top toolbar of the Coot window (only in Python versions). Click Right-mouse on the toolbar (besides the “Display Manager” button) and you will see a pop-up menu. Select “Manage Buttons”, tick the box besides “Add Alt Conf” and click “Apply”. A new button named “Add Alt Conf” will appear on the toolbar.

<sup>17</sup>This is an analysis from the Refmac log file and can alternatively be opened from Extensions... → Refine... → Read REFMAC log

## 6 Use the EDS and PDB\_REDO

- Let's validate a structure deposited in the PDB.
- Use a web browser and go to `http://eds.bmc.uu.se/eds/`. Use the keyword search to find the structure of a particular protein/ligand/author.
- File → Fetch PDB & Map Using EDS...
- Get the accession code and paste it into the entry box that pops up.
- Similarly, we can retrieve files from the PDB\_REDO server - this actually refines the deposited structure against the deposited data, which often results in a better map and model.
- Use the validation tools in Coot to examine how good a PDB file this is...
- *[the Difference Map Peaks can be interesting]*

### 6.1 Make a (Pretty?) Picture

(Depends on the appropriate supporting software<sup>18</sup> being available):

- Arrange a nice view
- Press F8
- Wait a few seconds...

## Colophon

This document is written using XEmacs 21.5 in  $\LaTeX$  using AUCT $\TeX$  and is distributed with the Coot source code.

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<sup>18</sup>Ethan Merritt's Raster3D