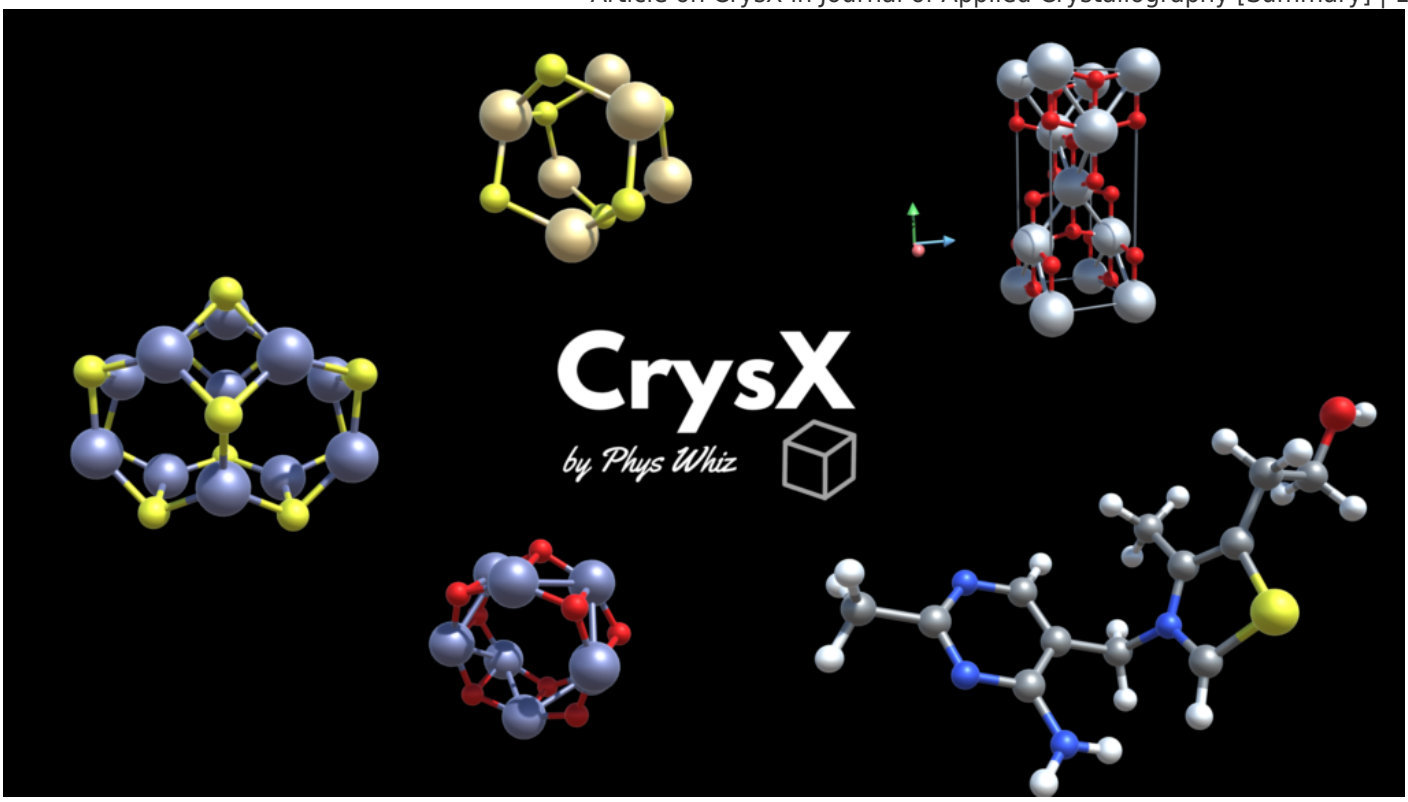

Back in 2019, I published an article on *CrysX* [1], an application I developed that brings crystallography right to your Android device. As a pre-PhD researcher in the Department of Physics and Astrophysics at the University of Delhi, under the supervision of Dr. Debabrata Mishra, I created *CrysX* to provide crystallographers and enthusiasts with a powerful set of tools for computational modeling, molecular structure manipulation, and crystal structure determination.

CrysX consists of three Android apps: the parent app called *CrysX – Crystallographic Tools*, *CrysX – 3D Viewer*, and *CrysX – AR*. The parent app is packed with essential features like a powder X-ray diffraction (XRD) simulator, programs for peak identification and equation of state fitting, and other useful tools. With the *3D Viewer*, you can visualize and model molecular and crystallographic structures, while the AR app takes crystal and molecule visualization to the next level with augmented reality technology.

One of the remarkable aspects of *CrysX-3D Viewer* is its exceptional graphics quality. The *CrysX – Crystallographic Tools* is developed using Java and Android Studio, the official integrated development environment from Google, while the *CrysX – 3D Viewer* and *CrysX – AR* are developed using the Unity gaming engine. Whether you're a researcher performing multidisciplinary work or an educator teaching crystallography, *CrysX* provides the tools you need in a user-friendly package.

You can easily download *CrysX* from my website or the Google Play Store. It's a valuable resource for researchers and educators alike, offering an array of features to support your crystallographic endeavors.

Links:

Article webpage: (IUCr) CrysX: crystallographic tools for the Android platform (wiley.com)

Article PDF: CrysX: crystallographic tools for the Android platform (wiley.com)

CrysX download links: CrysX – BragitOff.com

References

[1] M. Sharma and D. Mishra, *CrysX: Crystallographic Tools for the Android Platform*, Journal of Applied Crystallography 52, 1449 (2019).

Manas Sharma

I’m a physicist specializing in computational material science with a PhD in Physics from Friedrich-Schiller University Jena, Germany. I write efficient codes for simulating light-matter interactions at atomic scales. I like to develop Physics, DFT, and Machine Learning related apps and software from time to time. Can code in most of the popular languages. I like to share my knowledge in Physics and applications using this Blog and a YouTube channel.

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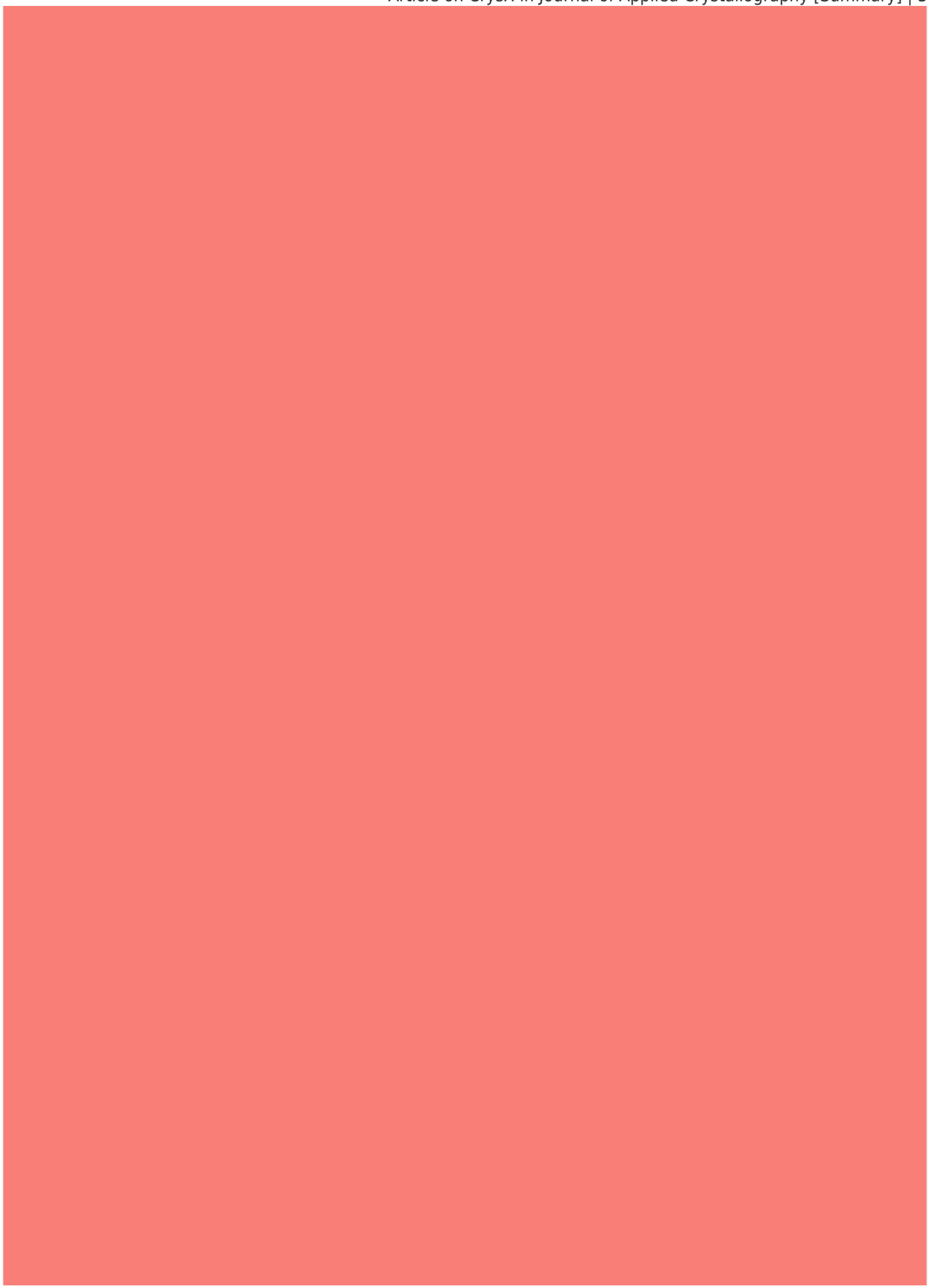

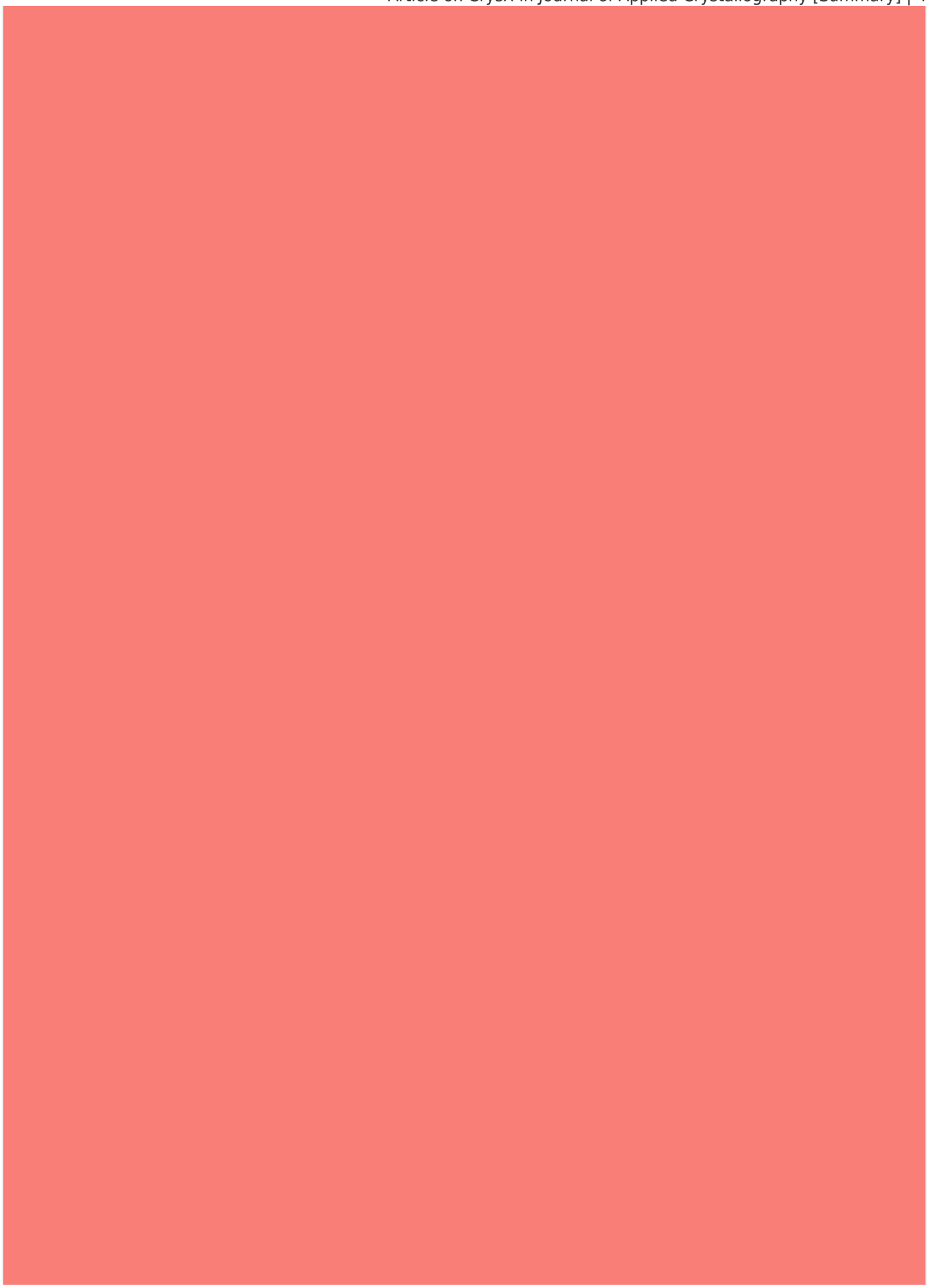

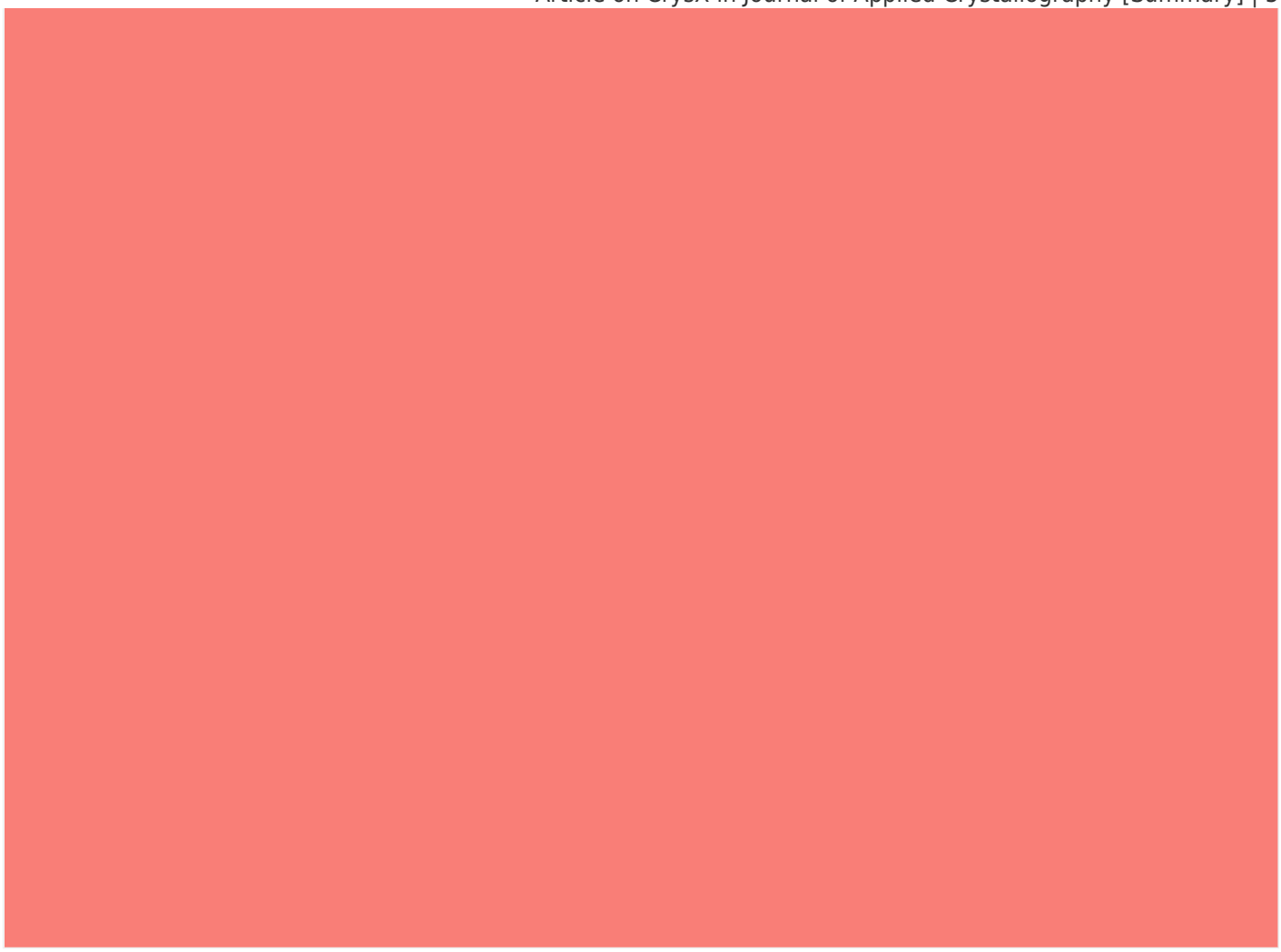

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