

Hi All

I am trying to look through eve, all the events in the run simultaneously rather than look at them one by one which the current gui lets me to do.

Is there a way for me to do it for example in the rutherford example in fairroot.

```
FairEventManager *fMan    = new FairEventManager ();  
FairMCTracks     *Track   = new FairMCTracks     ("Monte-Carlo Tracks");  
FairMCPointDraw  *RutherfordPoints = new FairMCPointDraw  
("FairRutherfordPoint",kBlue , kFullSquare);
```

```
fMan->AddTask(Track);  
fMan->AddTask(RutherfordPoints);
```

```
fMan->Init();
```

this is the section of eventDisplay.C which lets me to look at stuff. should i put FairEventManager in some sort of event loop.

something like this:

```
// ----- Reconstruction run -----  
FairRunAna *fRun= new FairRunAna();  
  
std::string inFile = "data/test.mc.root";  
TFile* f = new TFile(inFile.c_str());  
TTree *t = (TTree *) f->Get("cbmsim");  
fRun->SetInputFile(inFile);  
  
fRun->SetOutputFile("data/test.root");  
  
// ----- Parameter database -----  
FairRuntimeDb* rtdb = fRun->GetRuntimeDb();  
  
FairParRootFileIo* parlo1 = new FairParRootFileIo();  
parlo1->open("data/params.root");  
rtdb->setFirstInput(parlo1);  
// -----  
  
FairEventManager *fMan    = new FairEventManager ();  
  
for (int i = 0; i<t->GetEntriesFast(); i++) {  
    t->GetEntry(i);  
  
    FairMCTracks     *Track   = new FairMCTracks     ("Monte-Carlo Tracks");  
    FairMCPointDraw  *RutherfordPoints = new FairMCPointDraw
```

```
("FairRutherfordPoint",kBlue , kFullSquare);
```

```
    fMan->AddTask(Track);
```

```
    fMan->AddTask(RutherfordPoints);
```

```
}
```

```
fMan->Init();
```

Thanks a lot

Raghav
