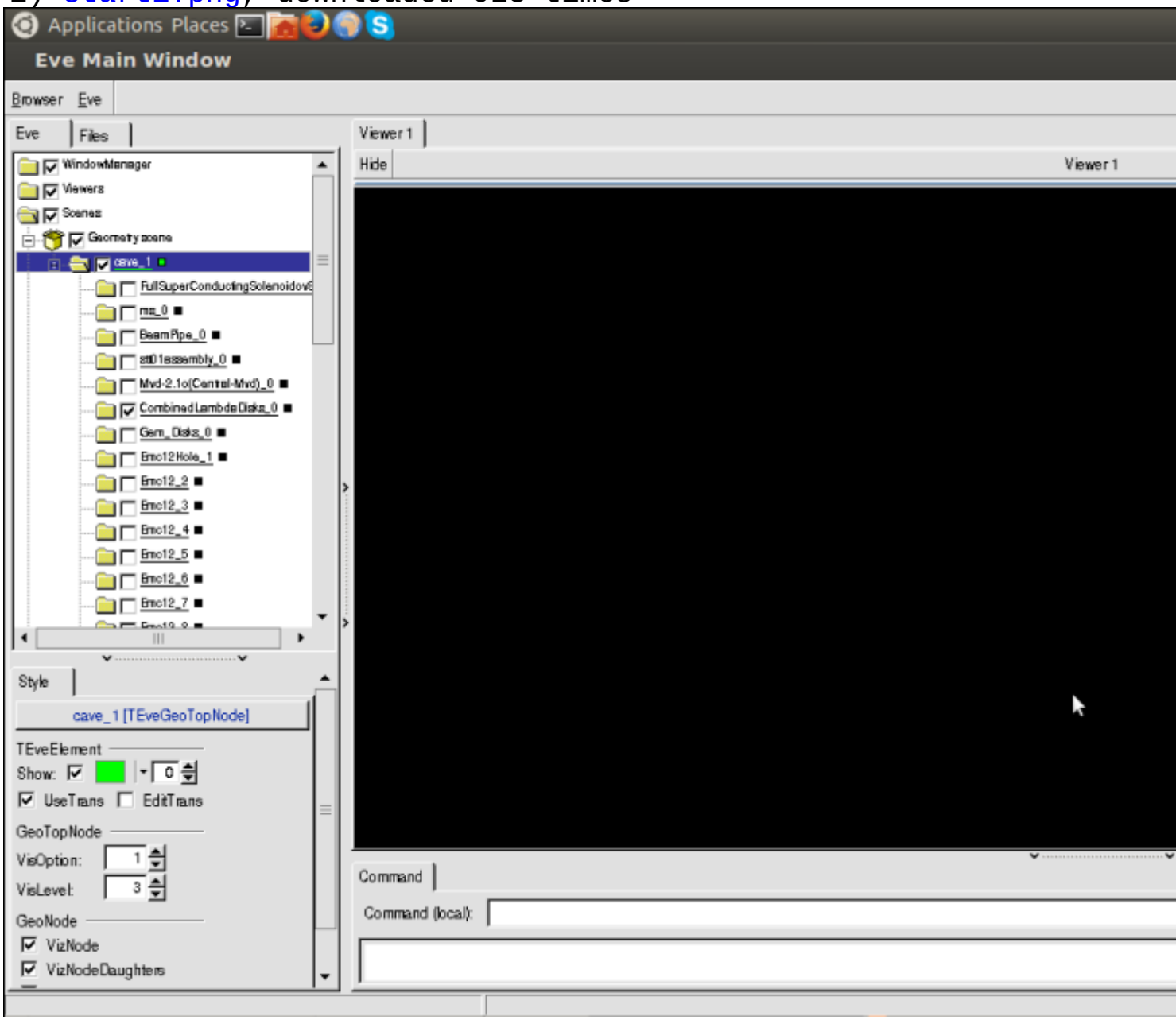
Subject: Re: RICH and TOF geometry in simulation
Posted by Shyam Kumar on Tue, 25 Feb 2014 02:40:34 GMT
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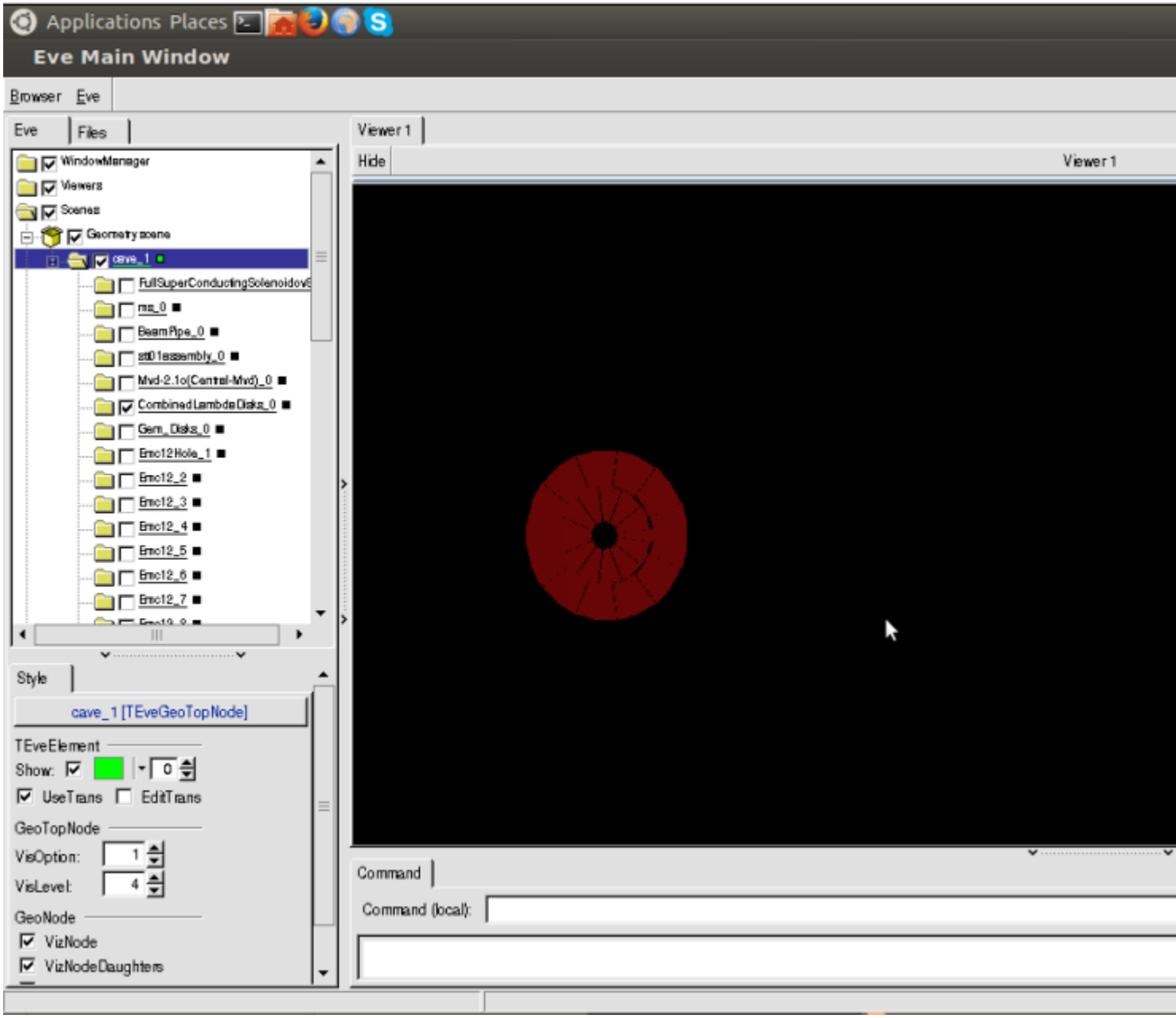
Hi,
I have faced the similar problem in the case of start detector to visualizing the geometry in event diaplay. I have changed the vislevel from 3 to 4 in event manager window. This option you will get when you click sin sequence(Scene=>Geometry scene=> Cave volume). I am attaching the images in my case I have changed the vislevel. However geometry vsiulisation in detail I have done for sensors and support by using Geomanager.

File Attachments

1) start1.png, downloaded 923 times



2) start2.png, downloaded 909 times


Applications Places
Eve Main Window
Browser Eve
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Viewers
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Geometry scene
cave_1
FullSuperConductingSolenoidov5
rns_0
BeamPipe_0
st01assembly_0
Mvd-2.1o(Central-Mvd)_0
CombinedLambdaDisks_0
Gem_Disks_0
Emc12Hole_1
Emc12_2
Emc12_3
Emc12_4
Emc12_5
Emc12_6
Emc12_7
Style
cave_1 [TEveGeoTopNode]
TEveElement
Show:
UseTrans
EditTrans
GeoTopNode
VisOption:
VisLevel:
GeoNode
VizNode
VizNodeDaughters
Viewer 1
Hide
Viewer 1
Command
Command (local):