Subject: Re: Event display discussion 20th December 10:00-12:00
Posted by Mohammad Al-Turany on Wed, 05 Dec 2007 09:47:21 GMT
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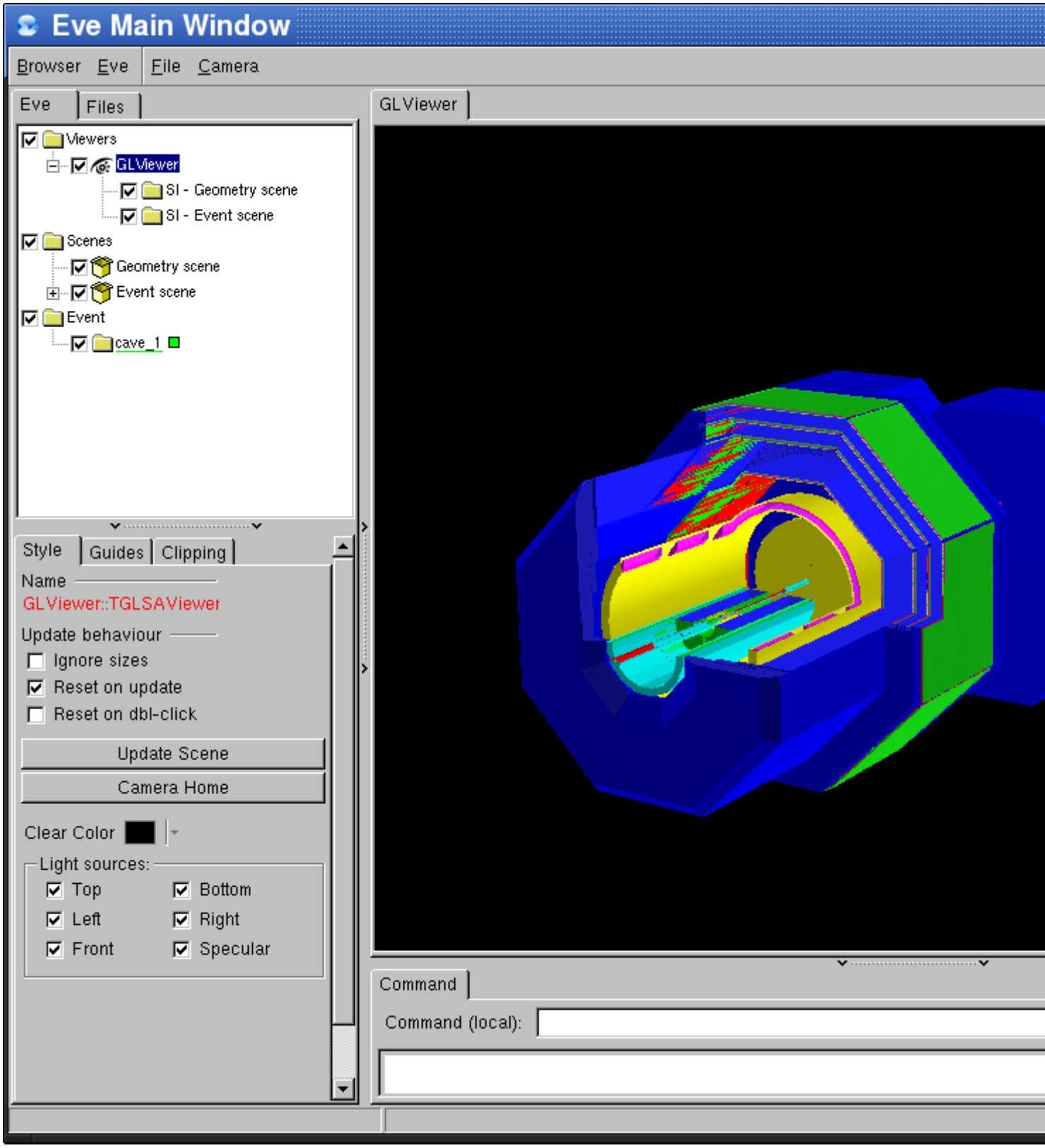
Hallo,

Maybe we should find another topic to discuss, for me personly I have seen the work of these students already and I think they have done a good job, but unfortunately they reinvent the wheel! what I mean is simply look at the last release notes of ROOT http://root.cern.ch/root/Version517.news.html and tell me if anybody would like to reinvent all this stuff, which was developed over years in ALICE by an expert (Matevz Tadel) who knows very well how to work with graphics! I started already to use this for panda the geometry is already done and I will make the interface for tracks, hits, digits, clusters and so on. In fact these structures exist already in the new event display of ROOT we have only to fill them with information from our output files.

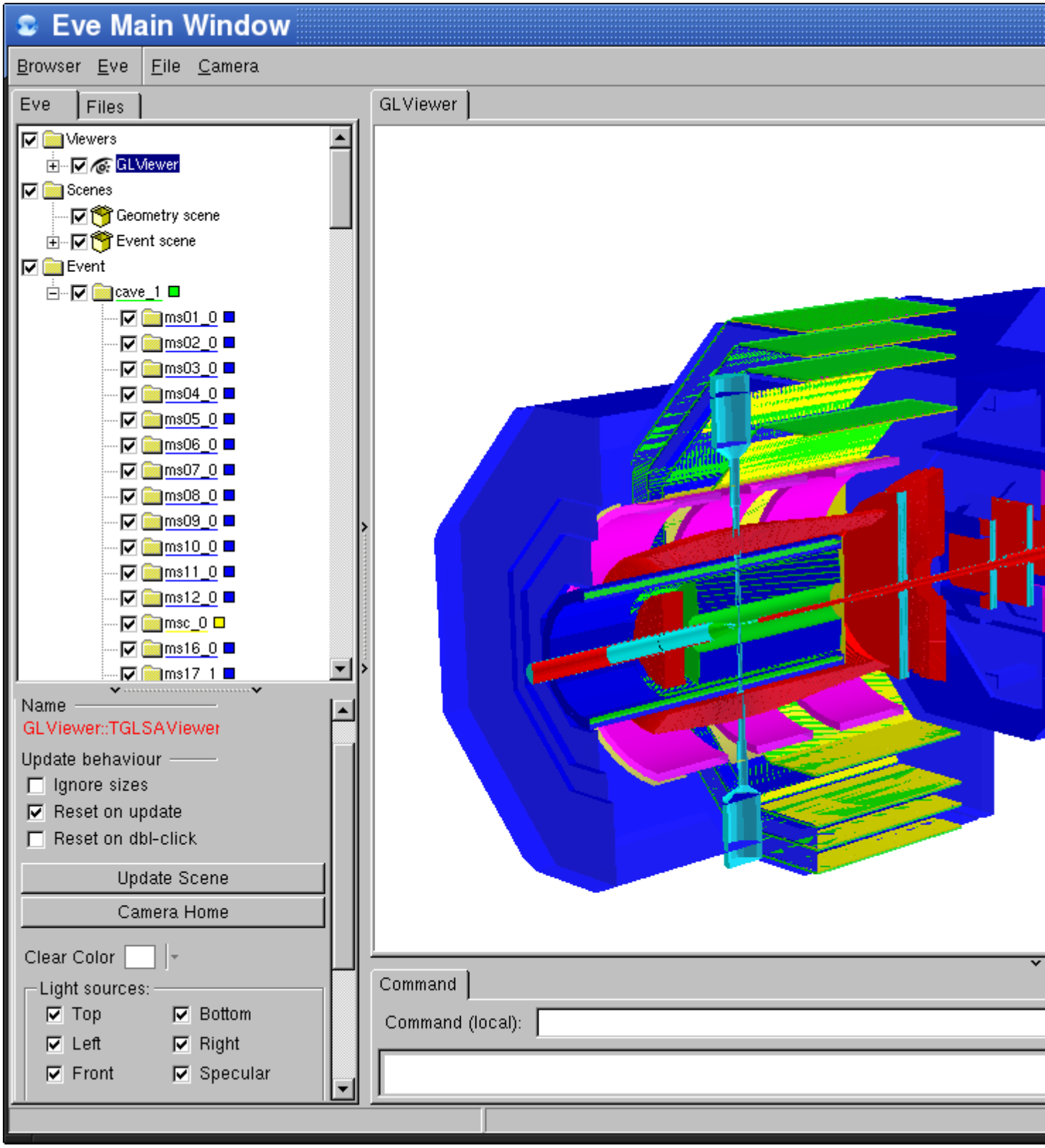
So I think you can imagine if you do this your self what does it mean in terms of maintenance and implimenting functionality. In CBM they already started doing this job on there own and now the question are you going to do the same? or is there a need to discuss about Qt4.

File Attachments

1) panda3.png, downloaded 1485 times



2) panda4.png, downloaded 1477 times


Eve Main Window
Browser
Eve
File
Camera
Eve
Files
GLViewer
Viewers
GLViewer
Scenes
Geometry scene
Event scene
Event
cave_1
ms01_0
ms02_0
ms03_0
ms04_0
ms05_0
ms06_0
ms07_0
ms08_0
ms09_0
ms10_0
ms11_0
ms12_0
msc_0
ms16_0
ms17_1
Name
GLViewer::TGLSAViewer
Update behaviour
Ignore sizes
Reset on update
Reset on dbl-click
Update Scene
Camera Home
Clear Color
Light sources:
Top
Bottom
Left
Right
Front
Specular
Command
Command (local):