
Subject: Event display discussion 20th December 10:00-12:00
Posted by [Johan Messchendorp](#) on Wed, 05 Dec 2007 00:43:20 GMT
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Dear PandaRooters,

As announced recently, we are considering to have a video meeting between the Panda and CBM collaboration on a somewhat regular basis. During our last PandaRoot meeting, it became evident that most of us stated that if we introduce such a meeting, it should be really with a well-defined topic with a common denominator beneficial for the CBM AND PANDA computing activities (to avoid yet another extra meeting). I discussed these wishes with Volker Friese from CBM and he certainly sees this point. Having this in mind, we would like to setup a first meeting on Thursday the 20th of December 10-12 (EVO) with as topic "event displays" in CBMroot. On the agenda, there will be two presentations by students from the CBM collaboration who both have already started working on an event display, one on the basis of ROOT, the other using Qt4. I am sure that these activities are of interest for the Panda'ers as well. More detailed information for the meeting will follow soon,

Johan.

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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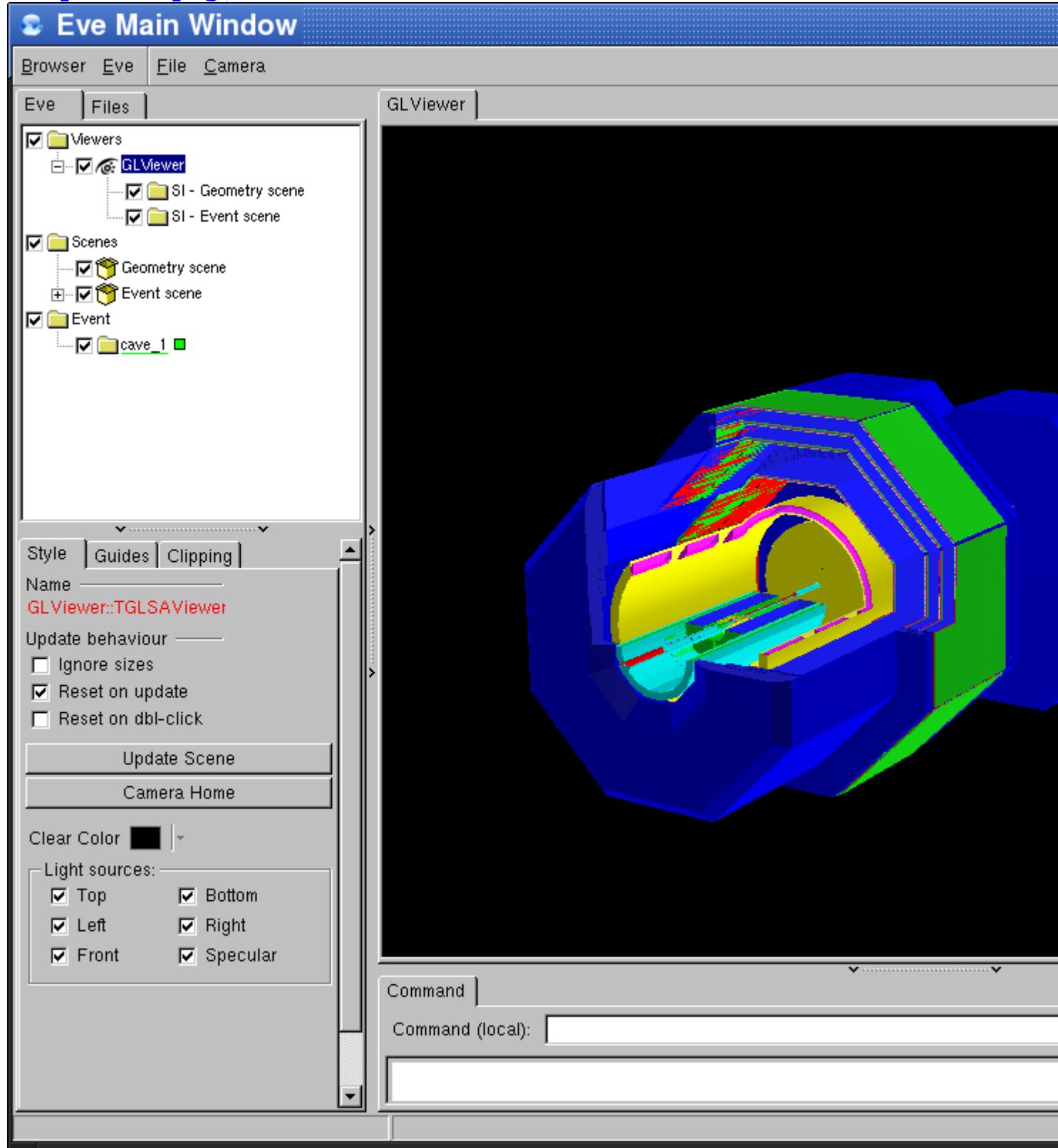
Hallo,

Maybe we should find another topic to discuss, for me personally 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 1155 times



2) [panda4.png](#), downloaded 1144 times

Eve Main Window

Browser Eve File Camera

Eve | Files |

- 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 —

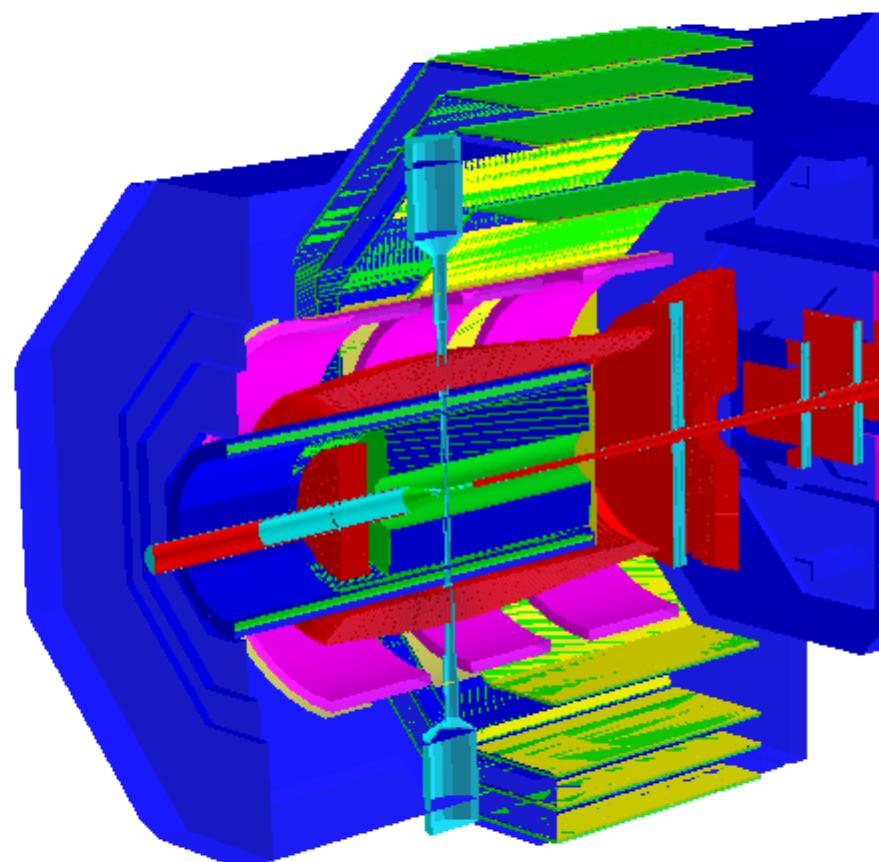
- Ignore sizes
- Reset on update
- Reset on dbl-click

Clear Color

Light sources:

<input checked="" type="checkbox"/> Top	<input checked="" type="checkbox"/> Bottom
<input checked="" type="checkbox"/> Left	<input checked="" type="checkbox"/> Right
<input checked="" type="checkbox"/> Front	<input checked="" type="checkbox"/> Specular

GLViewer |



Command |

Command (local):