
Subject: Looking at all the events simultaneously in Event display
Posted by [Raghav Kunnawalkam](#) on Mon, 17 Sep 2012 16:17:55 GMT
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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
