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Subject: Visualization of trajectories from simulation  
Posted by [Yassid](#) on Thu, 19 Nov 2020 20:03:12 GMT

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Hi

I am trying to figure out how to enable the visualization of trajectories using the event display. For the moment, the only way I found is to go to FairEventManager, click on the particle and click on the Refs tab (on the bottom of the GUI) and then click in any of the PathMarks. When I do that, the trajectory appears. However, I do not understand the trajectory itself. In the screenshot I attach, there is a proton coming out of the target and entering into a gaseous volume I included there to debug. The Hits (blue squares) are correctly visualized but they do not correspond to the trajectory of the particle (red line).

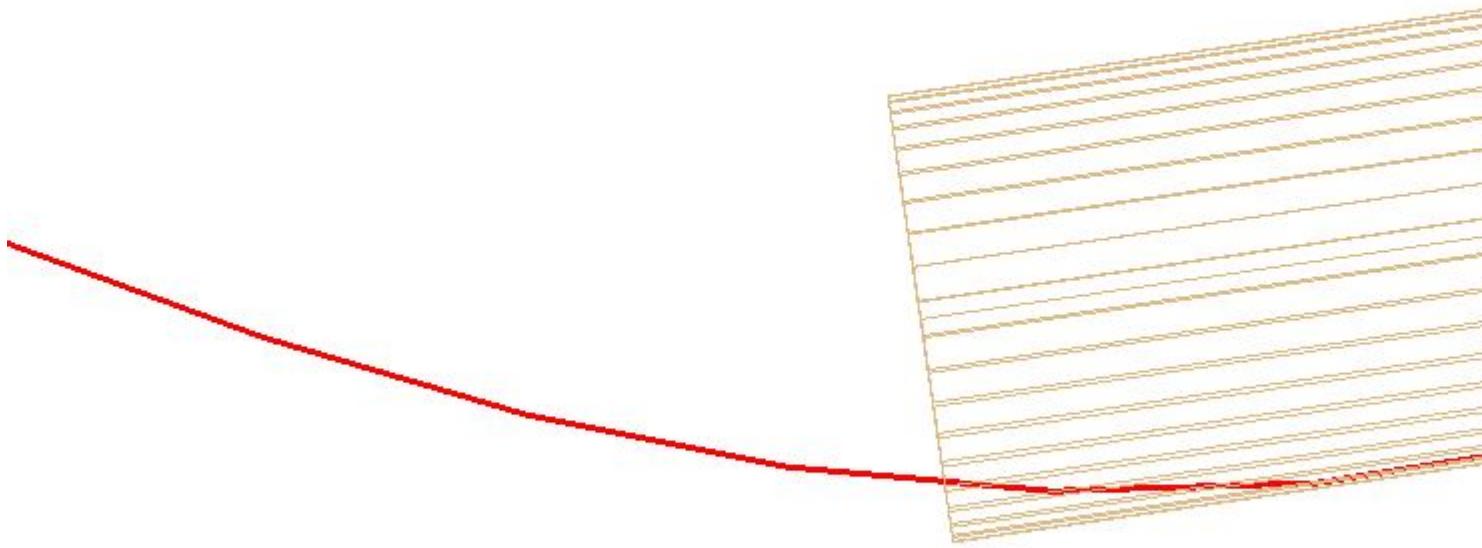
Thanks for your help

Yassid

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#### File Attachments

- 1) [Capture\\_ATTPCROOT\\_2.JPG](#), downloaded 1103 times
-



2) [Capture\\_ATTPCROOT.JPG](#), downloaded 1123 times

# Eve Main Window

Browser Eve

Eve Files

Viewer 1 RPhi View RhoZ View Multi View

Hide

- WindowManager
- Viewers
- Scenes
- FairEventManager
- proton
- XXX
- AtSiArrayPoint
- RhoPhi (0.0)
- RhoZ (0.0)

Style | Refs |

proton [TEveTrackList]

TEveElement

Show:  Self  Children

Marker

1.0

Opacity

Line

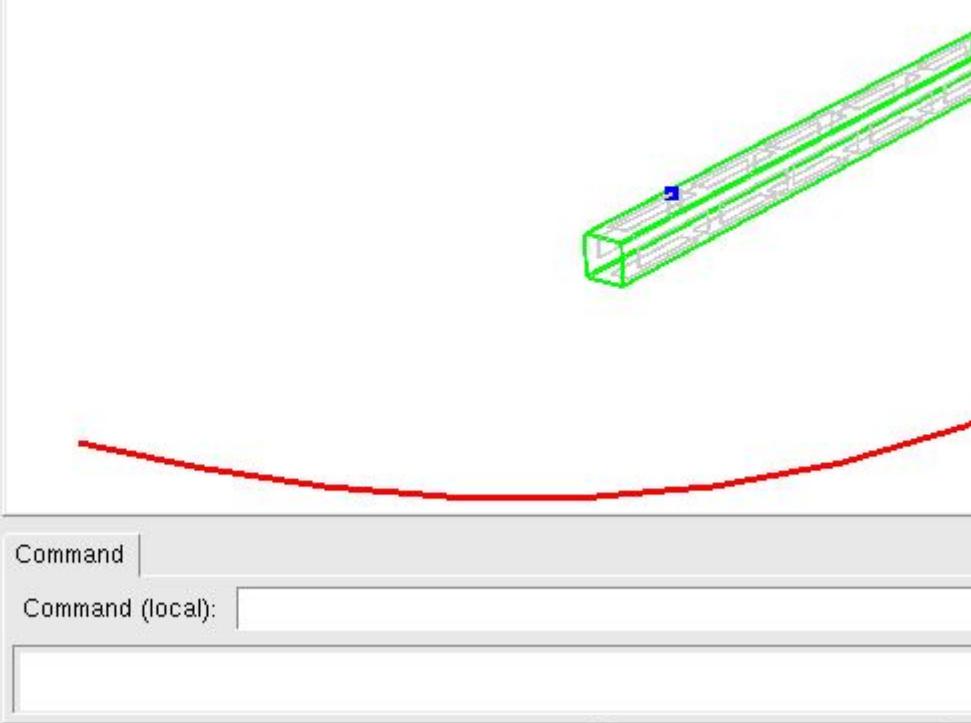
1

Opacity

Draw Marker  Draw Line

Pt rng: 0.00 0.00

P rng: 0.00 0.00



Subject: Re: Visualization of trajectories from simulation  
Posted by [Daniel Wielanek](#) on Fri, 05 Mar 2021 12:00:05 GMT

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Hi,

Are you sure that this is the only particle in simulation? In FairTrajFilter you can try to change the cuts for visualization cuts. Maybe those hits are not from this proton.

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Subject: Re: Visualization of trajectories from simulation  
Posted by [Tobias Stockmanns](#) on Fri, 05 Mar 2021 12:58:39 GMT

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Hi Yassid,

which task do you use to visualize the tracks? FairGeoTrackDraw or something else?  
For PANDA the tracks are plotted directly after one selects on event.

Could it be that your hit points are wrong? It is hard to tell with the plots you uploaded up for me it looks if in the projection along the beam the hits match with the track.

Cheers,

Tobias

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