Subject: Event display discussion 20th December 10:00-12:00 Posted by Johan Messchendorp on Wed, 05 Dec 2007 00:43:20 GMT View Forum Message <> Reply to Message

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 benefitial 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 View Forum Message <> Reply to Message

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 884 times

| 😒 Eve Main Window | |
|--|--------------------------|
| <u>B</u> rowser <u>E</u> ve <u>F</u> ile <u>C</u> amera | |
| Eve Files | GLViewer |
| ✓ Olewers ✓ Olewers ✓ SI - Geometry scene ✓ SI - Event scene ✓ Geometry scene ✓ Geometry scene ✓ Event scene ✓ Cave_1 | |
| Style Guides Clipping 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 Front Specular | Command Command (local): |

2) panda4.png, downloaded 854 times

