Atlas Graphics WG
Atlas SW Week
Thursday, 10 December 1998

Graphics Status ✗
Event Display ✔
Atlantis ✔
Wired ✔
Muon Event Display ✔
Aravis ✔
Histograms ✔
HippoDraw ✔
JAS ✔
XML ✔
New Design ✗
A.O.B. ✗

Atlantis

- new UI (4 user levels):
  - menu bar
  - online help
  - command line
  - parameters
- muons
- tracks:
  - helices
  - set of points
  - extrapolation (up, down)
- TRT
- z-vertex
- XML reading
- make it available with usefull data (Julius,...)

Wired

- using Swing
- views, controls, console
- Representables, Projectables, Drawables
- Projections (= functions)
- XML reading
- detector tree
- 8 exper. (not only CERN) = Common Project
- plans:
  - event chooser
  - bean shell
  - infobus
  - Java2D,3D
- manpower ?
- make it available with usefull data (Julius, Marc)

Muon Event Display

- 3D Event Display to debug muons
- vilumes, tracks, hits
- in F90/Higz
- will build C++ interface if necessary

Gravis

- now real AbstractScene
- Design under Review
- Code mostly exists
- keep it simple ...
- complete (3-4 months, Rosemary, David)
- documentation (Rosemary, David)

XML

- interface to J.Clark's parser
- use until real C++ parser appears => into Utilities
- replace existing XML tools (Julius, Dies, Toby)

Histograms (JAS, HippoDraw, Orca)

- two modes:
  - browser
  - full analysis (requires code)
- document paradigm
- looking at:
  - JAS
  - HippoDraw
  - Orca

JAS

- 100% Java
- extensible by Java code with well defined interface
- will support Document Paradigm
- reads tables, hbook,...
- sliding histograms, rebinning
- Wired can be plugined in

HippoDraw

- Java + C
- Document Paradigm
- problematic implementation
- will support dynamicaly loadable fcions

Orca

- *Objects Really Can Analyse*
- C++ interface between Arve and early Hippo

Histograms

- JAS, HippoDraw:
  - make available as applications (Julius)
  - contact authors (Toby)
  - evaluate (Julius,...)
- Orca:
  - current Orca in current Arve (Toby)
  - redesign a'la Aravis
  - componentise as other AbstractScenes

Visualisation Framework

- question of overall visualisation architecture:
  - Plottable-Model-Rep
  - Object Browser
  - Component Networks
  - InfoBus
  - ...
- communicating components/modules/scenes
- interdomain task
- look at it, study background documentation
- prepare basic documentation for discussion (Lassi++)
- meet and prepare architectural design (Feb)