Event Display
Top Level Design

- Design Principles
- Subdomains
- Control Domain
- Operations
- Example Implementations
  - AsciiText Scene
  - VRWeb Scene

Top Level Design

Design Principles

- modularity
- extentionability
- variability
- precesily defined interface
  - to ARVE
  - to graphical client
- interactivity

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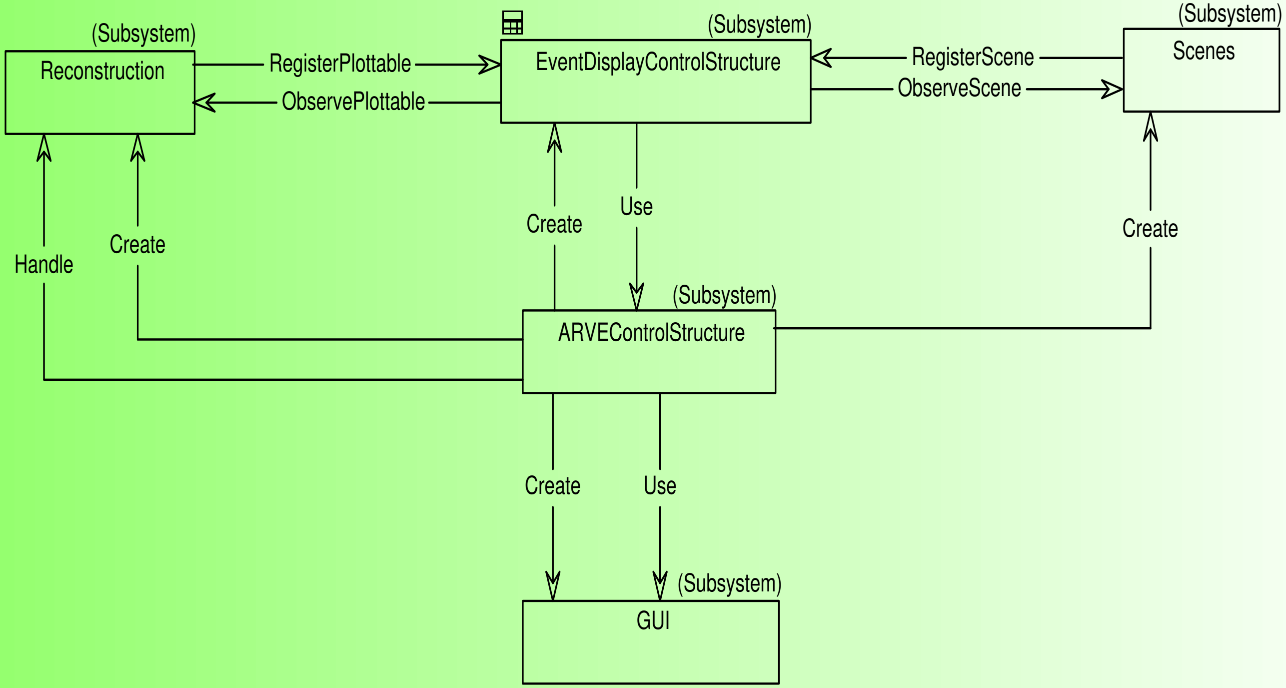
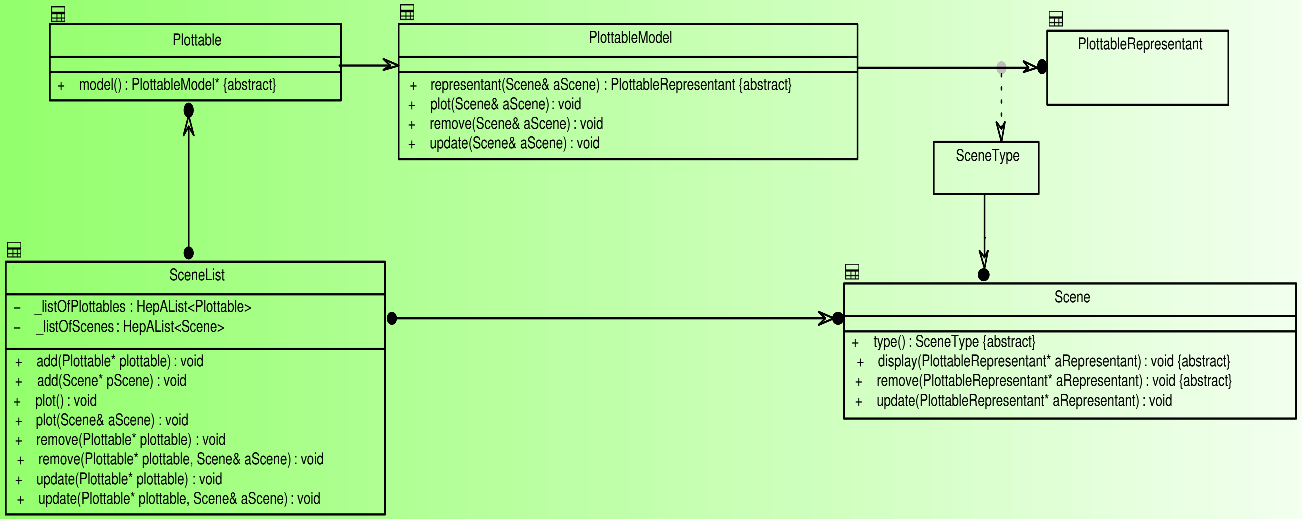
Subdomains



Top Level Design
Control Domain



Top Level Design
Operations

- register potentionaly Plottable objects and Scene objects
- (from GUI) create initial SceneList objects
- display SceneList objects
- behave (via GUI or ED):
  - add | remove | update (Plottable* | Scene&)
  - notify (Plottable*)

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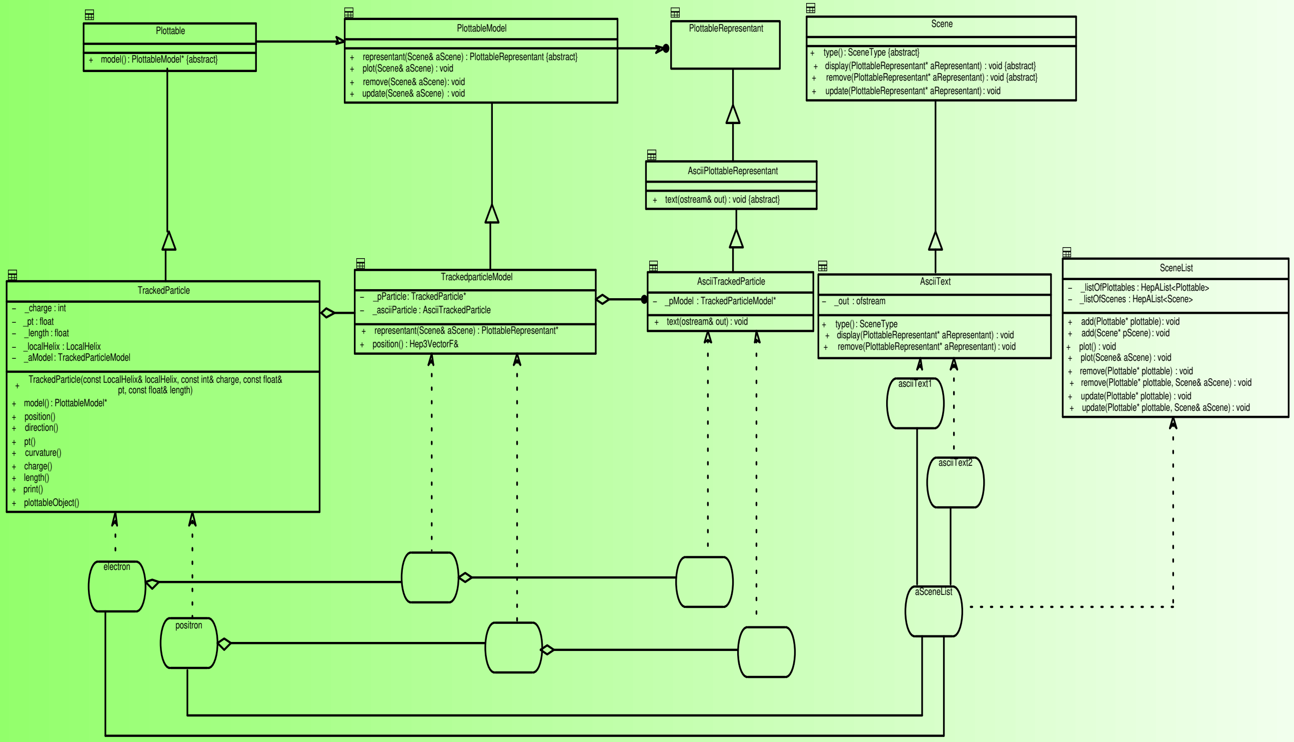
AsciiText Scene



Top Level Design
VRWeb Scene

- same as **AsciiText**
- uses interface object to access graphical client
- see later

Top Level Design

Plans

- design notification schema
- create Control Structure as library
- interface to ARVE
- use VRWeb graphical client
- create set of PlottableModel classes (with PlottableRepresentant classes)
- submit URD and Design for review

Top Level Design
Needed Help

- comments, ideas
- PlottableModel and PlottableRepresentant classes
- other clients (HEP-Inventor, Iris Explorer,…)
- how to use threads
- GUI interface