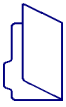



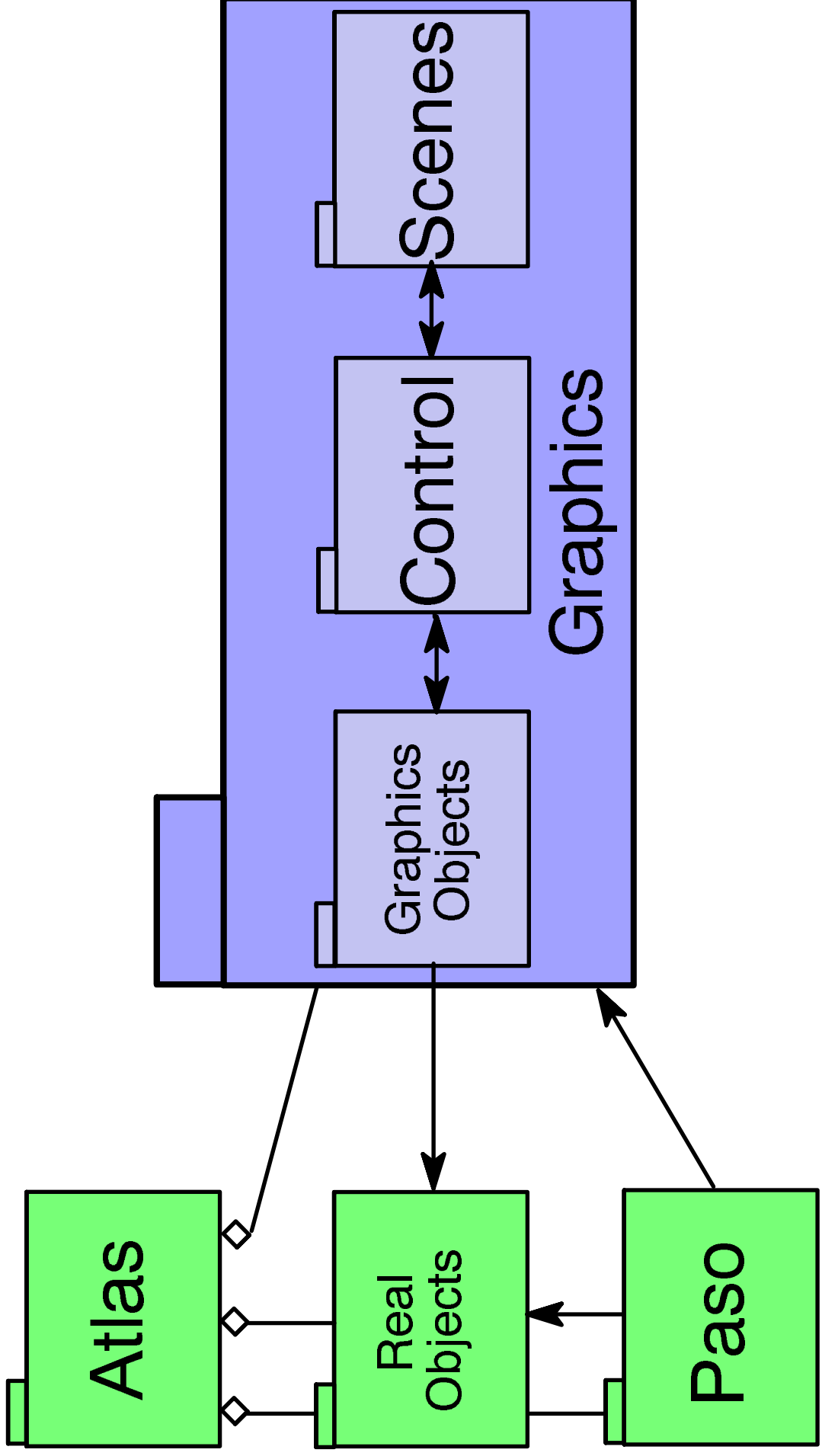


Graphics Status & Plans

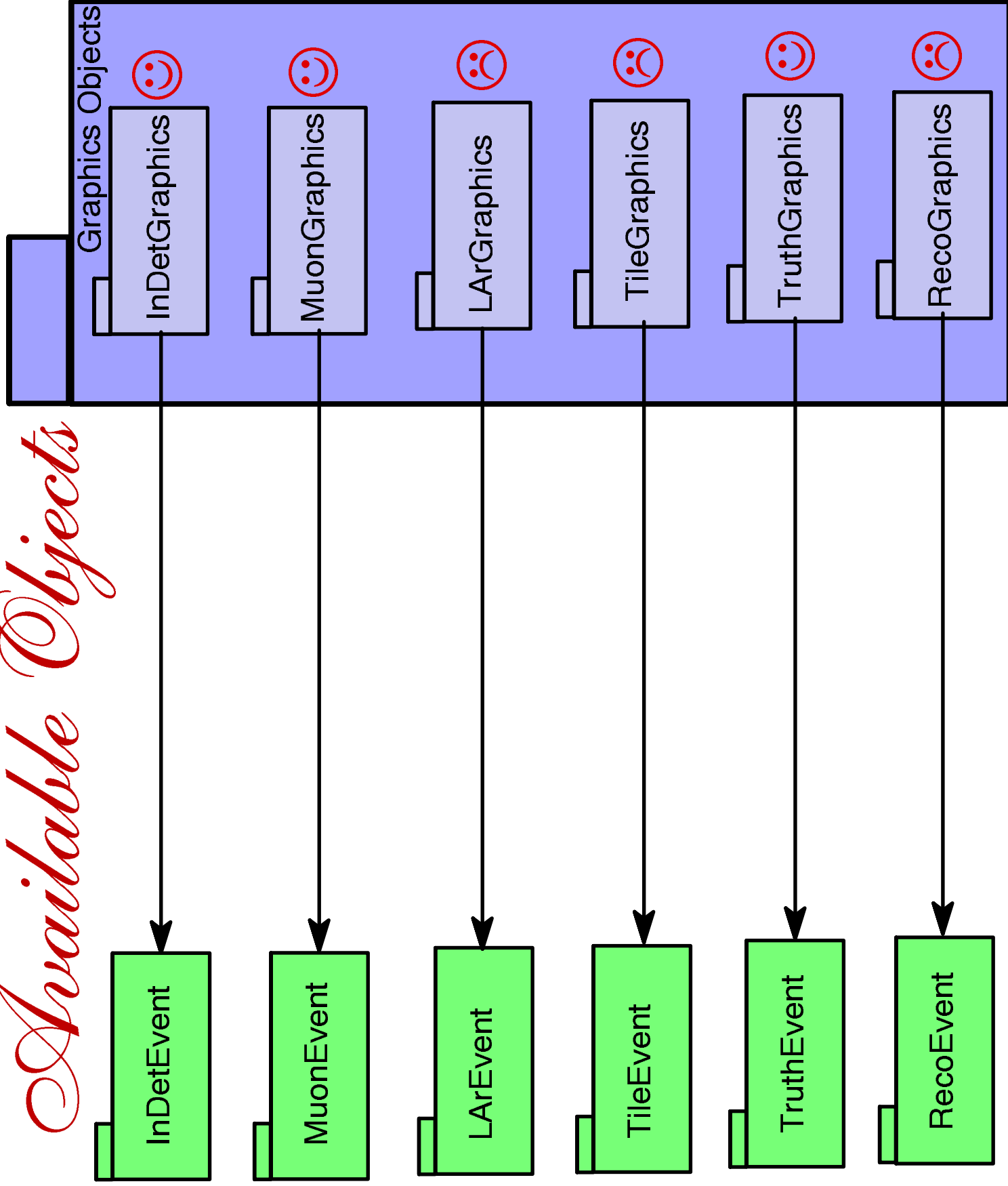
J. Hirvonen, Atlas SW, Feb 00

-  *Graphics in Atlas SW*
-  *Objects and Scenes in Paso*
-  *Strategy, Plan, TimeScale*
-  *Risks*

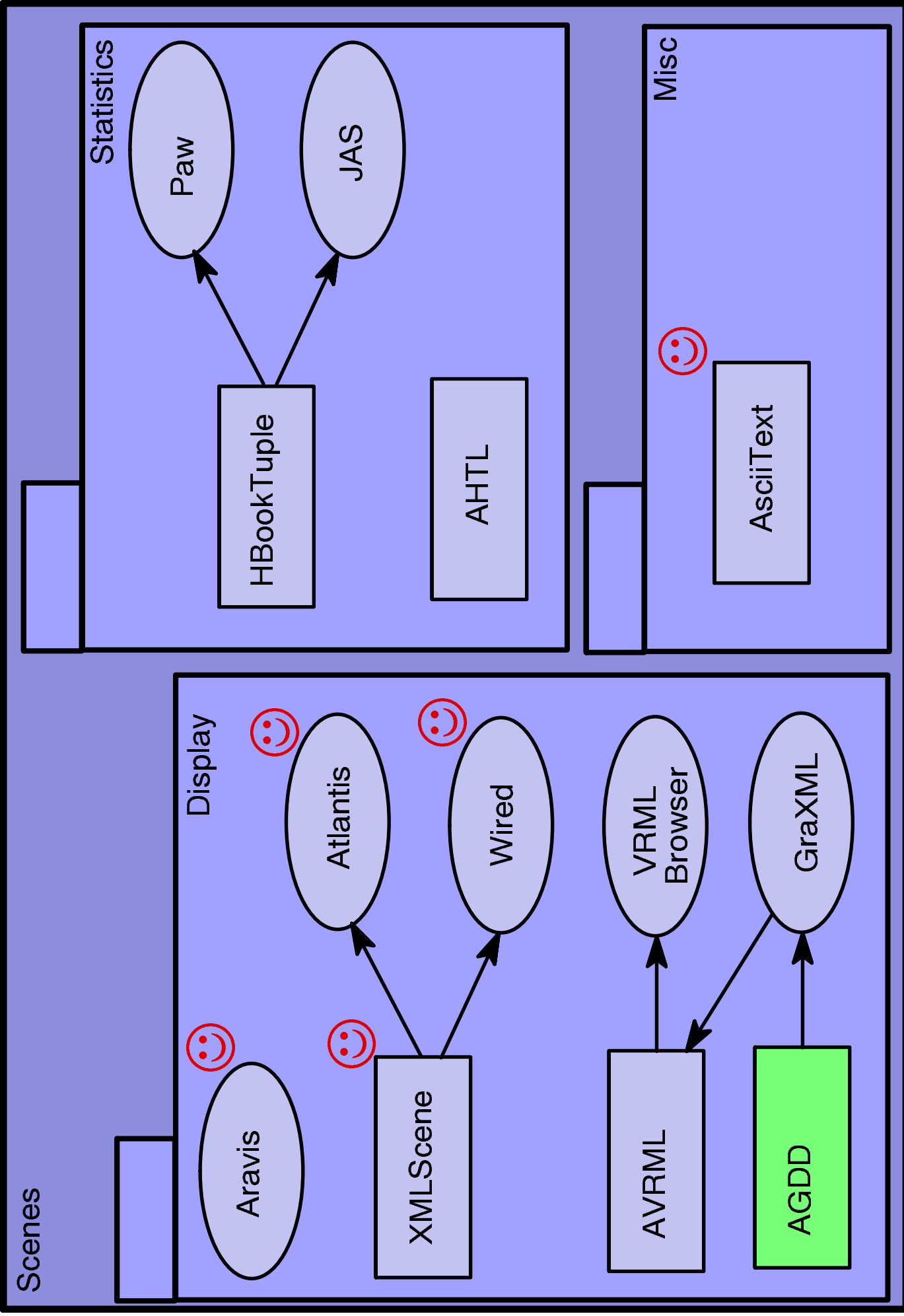
Graphics in Atlas GW



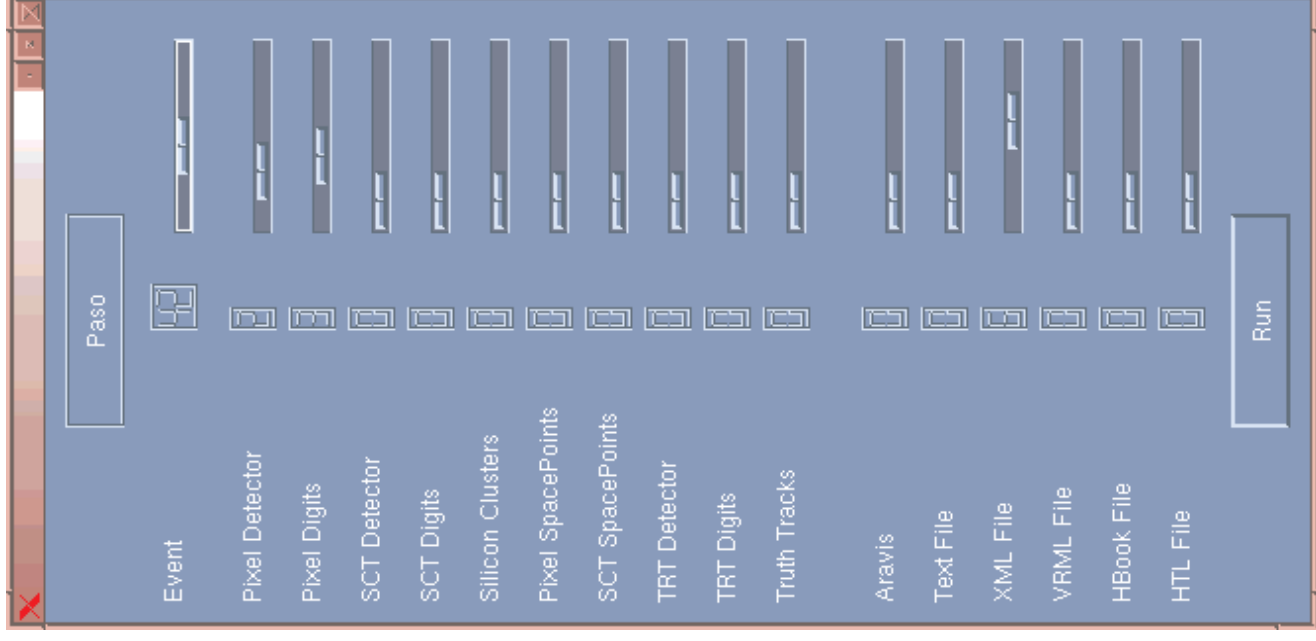
Available Objects



Available Scenes



Paso



GUI

paso -X < atlas.datback

Documentation:

- * *links from Paso documentation*
- * *Paso Tutorial*
- * *links from Graphics Web*

for Atlantis, Wired

Strategy

- *Best* (nearly all) Event Displays are written in *Java* or in some flavor of Fortran (Atlantis, GraXML, PersInt, Wired)
- Also in Statistical packages, the Java is becoming the mainstream (JAS)
- Fortran packages are mostly migrating to Java, rarely to C++
- ➡ We will use mainly Java in Graphics
- ➡ We should *migrate* Graphics from C++ to Java
- ☺ Java is suitable for collaboration, reuse and OpenSW pattern (more than C++)
- ☺ It really works like that in HEP (Wired+JAS+Colt / CERN+SLAC+FN(L))
- We will actively participate in this common effort and make our layer only very small (maybe even to base it on JAS+Wired Framework)
- ☹ As long as Atlas SW uses C++, we will have *interfaces*

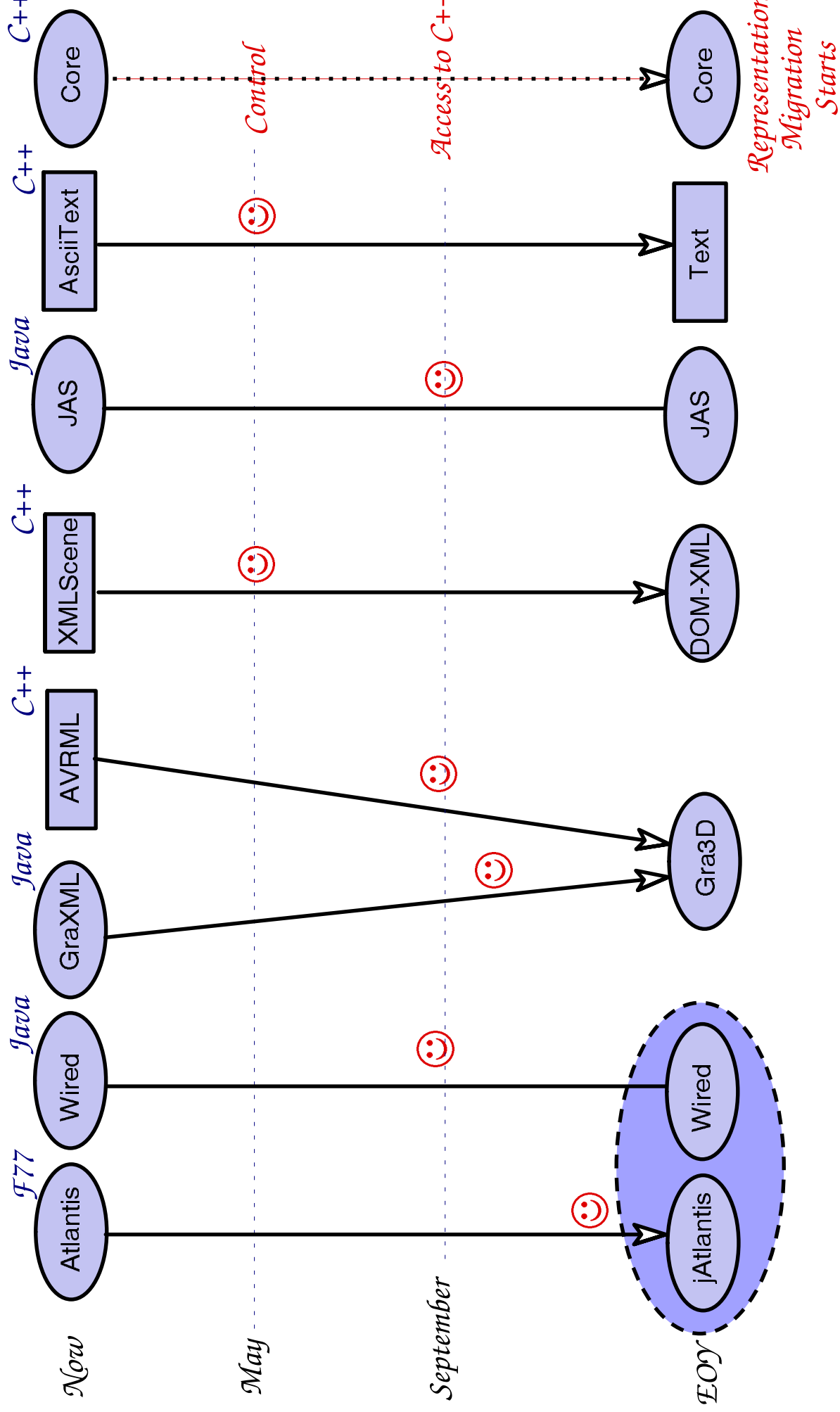
Java Questiones

- Strategic topics:
 - draft proposal (S.F.+J.H.+experts) -> CSG (till May WS)
- Technical topics:
 - draft proposal (S.F.+J.H.) -> Technical Group (soon)
- Architectural topics:
 - Architectural Team (ASAP)

Plan

- 2000:
 - Maintenance & Bug fixes for C++/Fortran framework
 - Completion of Graphical Objects in C++
 - Building of Java framework
- EOY 2000:
 - Java framework in place
 - All major Graphical Objects in C++ in place
- 2001:
 - Migration of Graphical Objects into Java (cca 3 months)

Time Scale



Risks

- *Interface to legacy C++*
 - *Should be attacked by:*
 - *AT*
 - *Technical WG*
 - *QC*
- *Contacts in LArg, Tile, Reco*