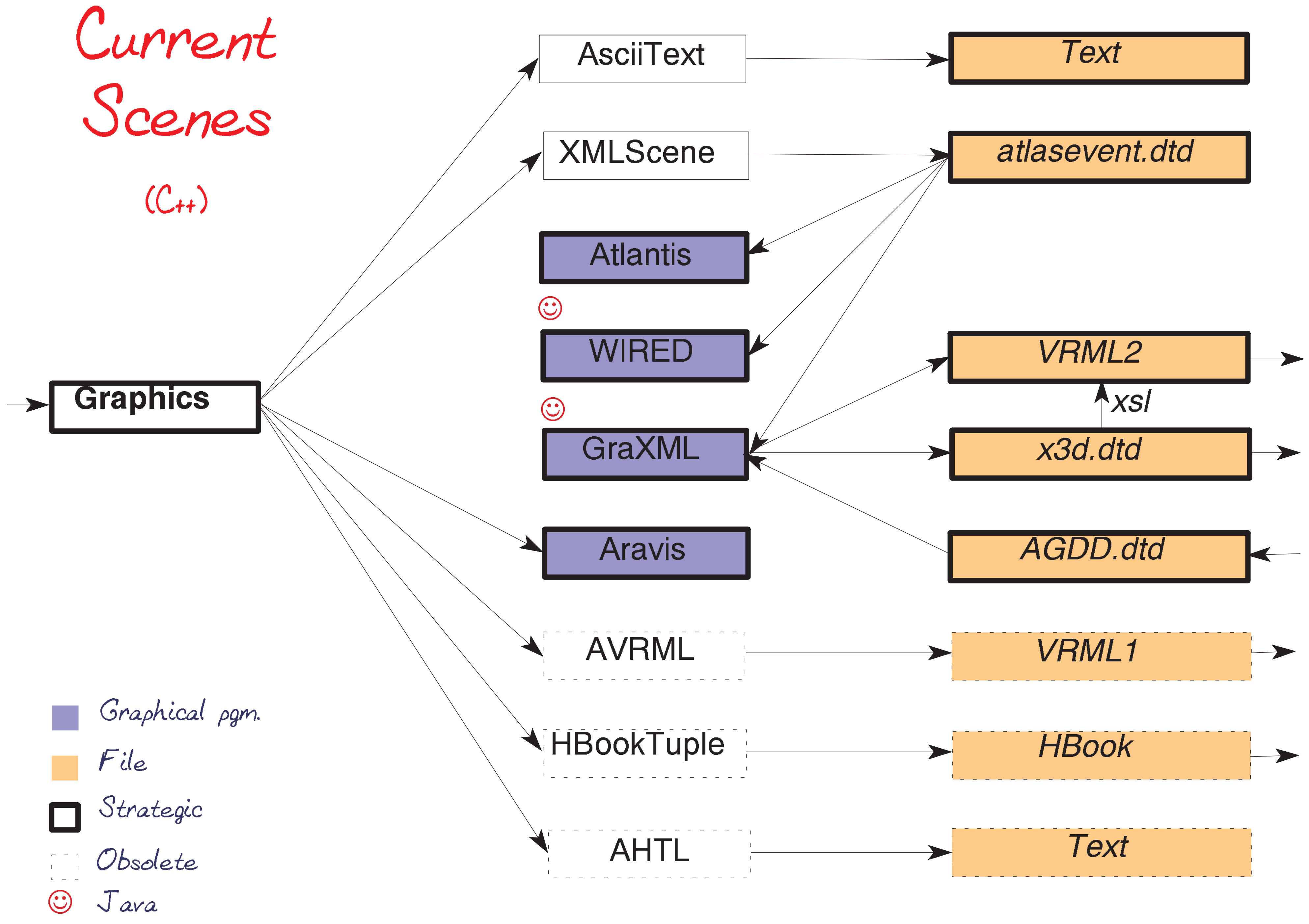
Graphics Status

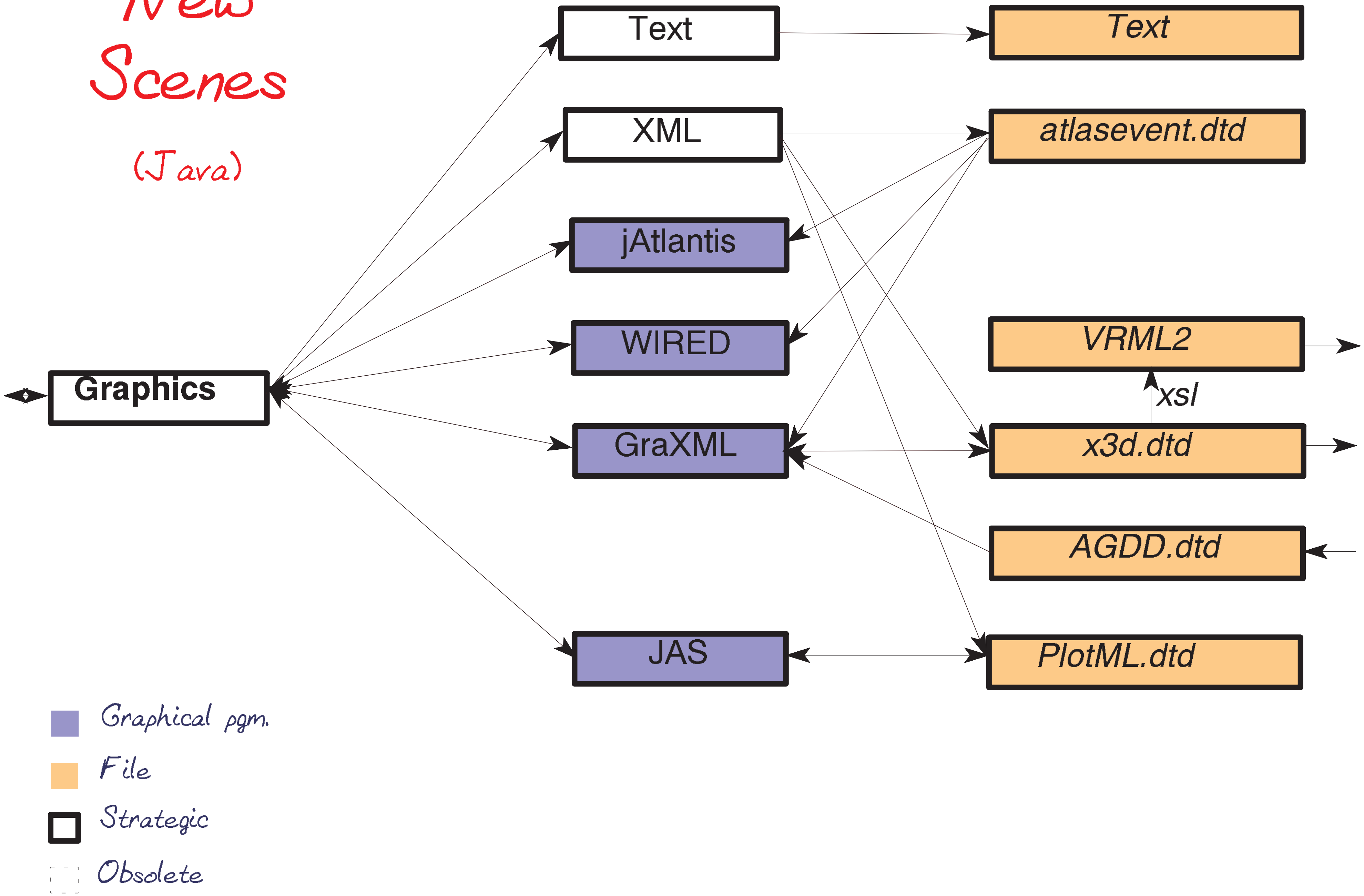
- Decomposition
  - Current Scenes
  - New Scenes
- Status
  - Framework
    - C++
    - Java
  - Scenes
  - Data
  - Integration with Athena
  - Java<-->C++
- TimeLine



Current Scenes
(C++)
Graphics
AsciiText
XMLScene
Atlantis
WIRED
GraXML
Aravis
AVRML
HBookTuple
AHTL
Text
atlasevent.dtd
VRML2
xsl
x3d.dtd
AGDD.dtd
VRML1
HBook
Text
Graphical pgm.
File
Strategic
Obsolete
Java

New Scenes

(Java)



Status - Framework - C++

- Functional
- Stable
- No major upgraded planed

Status - Framework - Java

- Core Framework exists
  - incl. basic Scenes
  - incl. Test
- The same Architecture as C++ Framework
- Cleaner
- More functional
- Easier to use
- Easier to interface

Scenes - Text

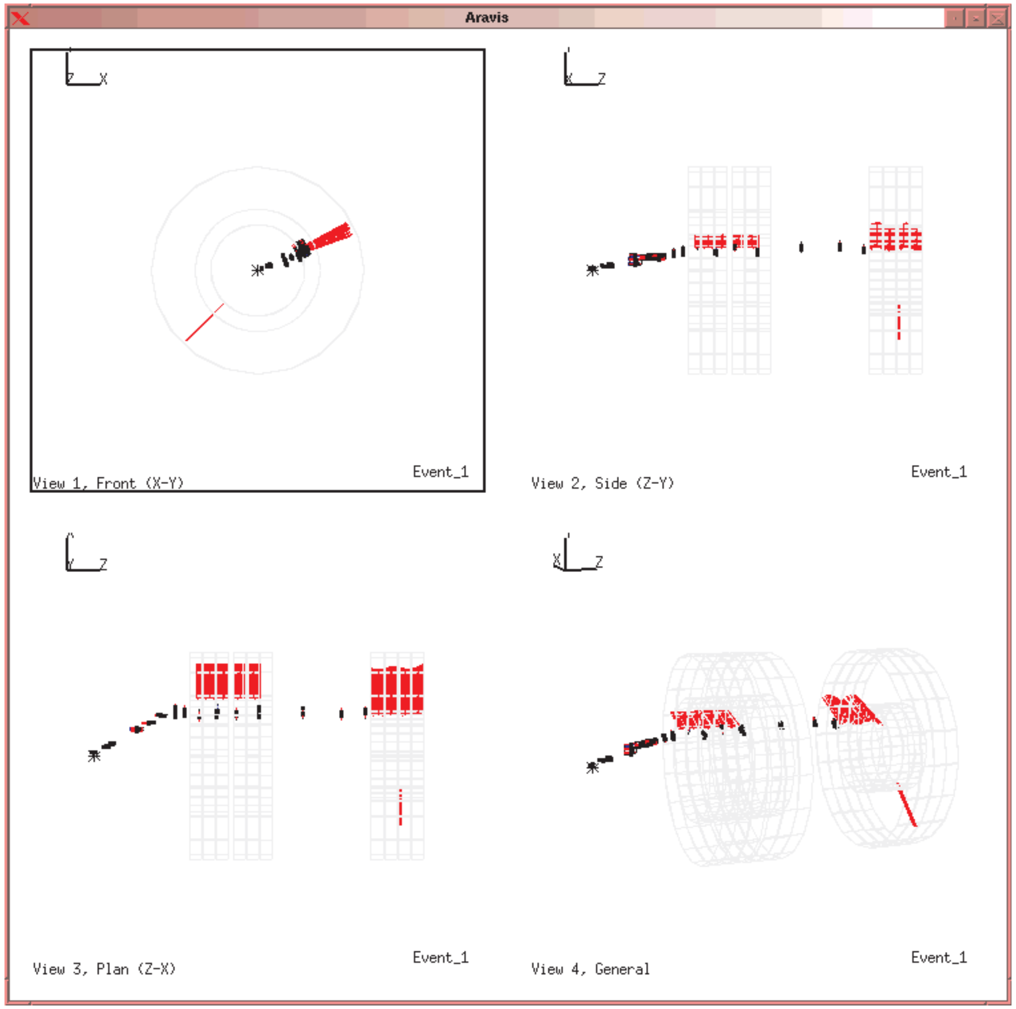
- Fully implemented
- Default Rep exists

Scenes - XML

- Fully implemented
- Default Rep exists
- Supported DTDs:
  - atlasevent.dtd - for Atlantis, WIRED, GraXML
  - x3d.dtd - for 3D browsers, GraXML; not complete
  - PlotML.dtd - for JAS; not complete

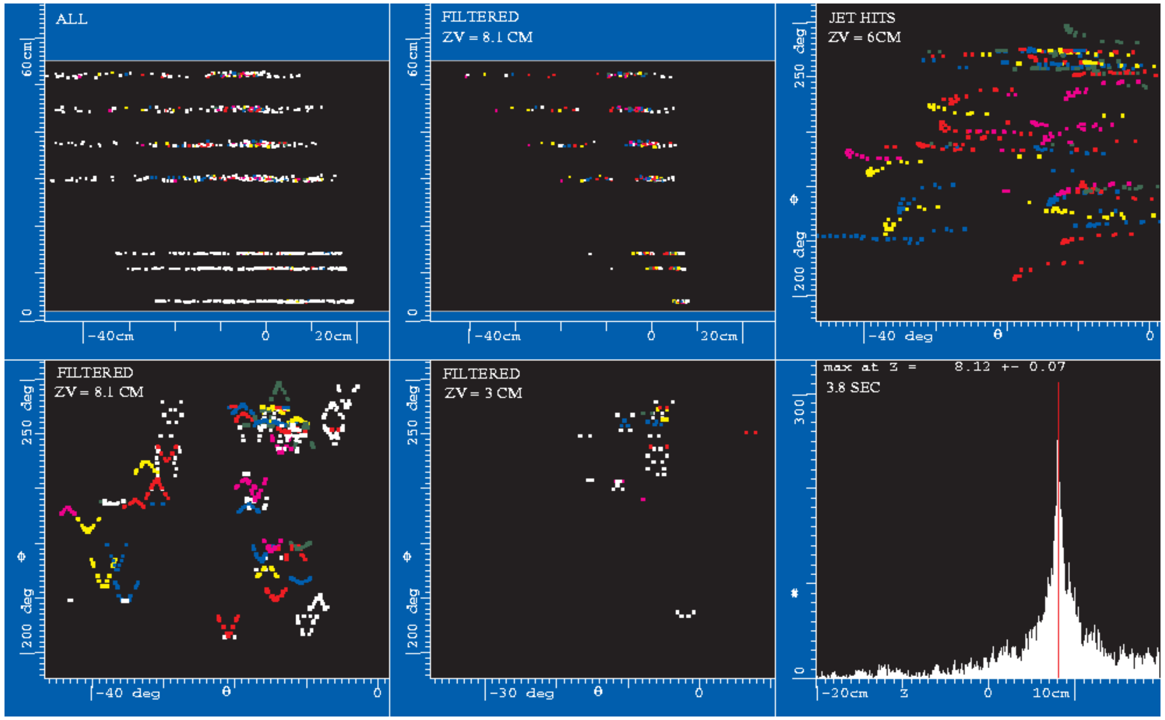
Scenes - Aravis

- By R.&D.Candlins
- No change since last meeting
- New Reps
- Plan:
  - PS driver
  - more interactivity
  - migration to Qt



Simple "Single Track and Detector" display for debugging reconstruction. Tightly integrated with the C++ framework to allow fast feedback.

Scenes - Atlantis



- See H.Drevermann

Event Display with operations suitable for detailed study of full Events.

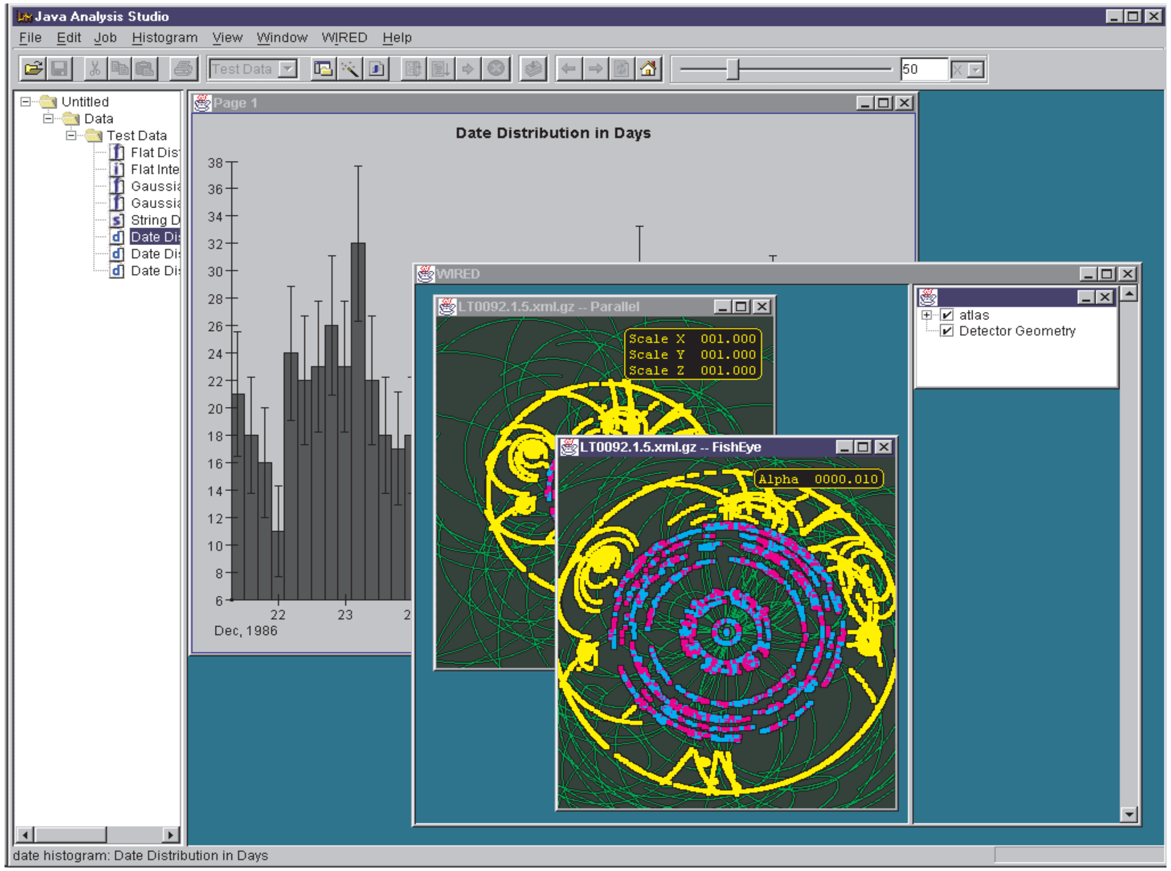
Scenes - jAtlantis

- By G.Taylor
- Benchmarking
- Prototypes

Atlantis re-written in Java with the same functionality and more (thanks to Java).

Scenes - WIRED

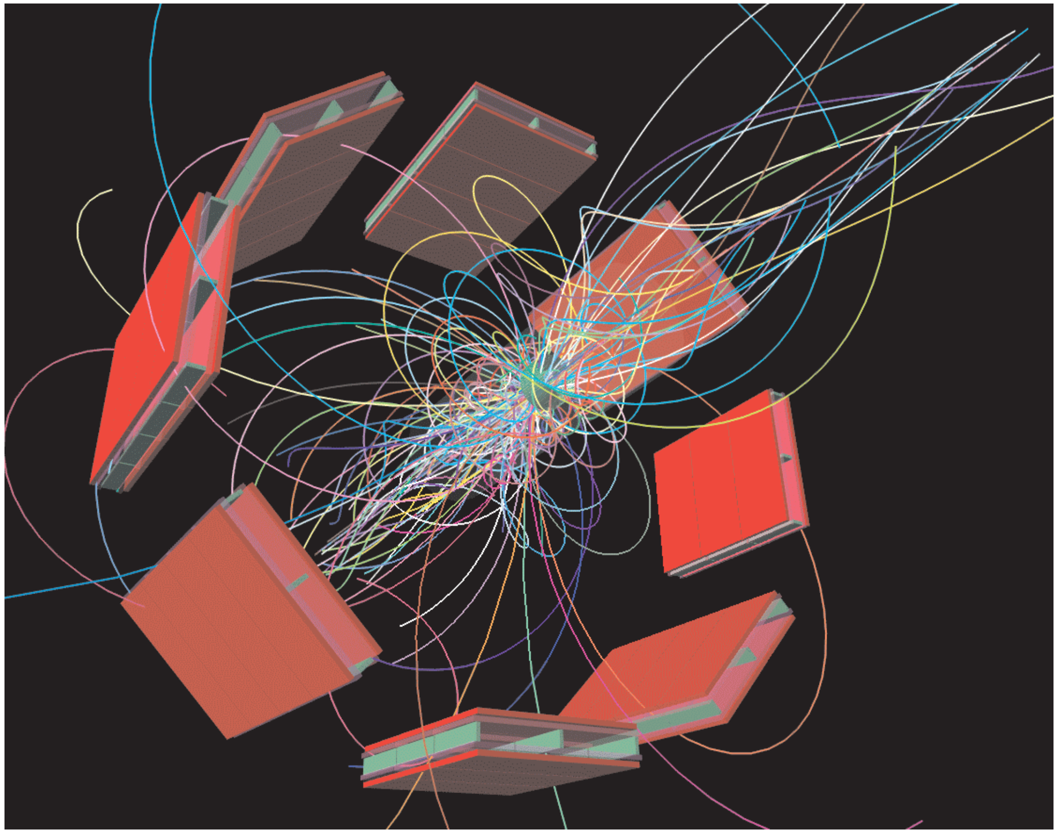
- By M.Donszelmann
- Integration with JAS
- New Atlas detectors



Framework for building Event Displays.

Scenes - GraXML

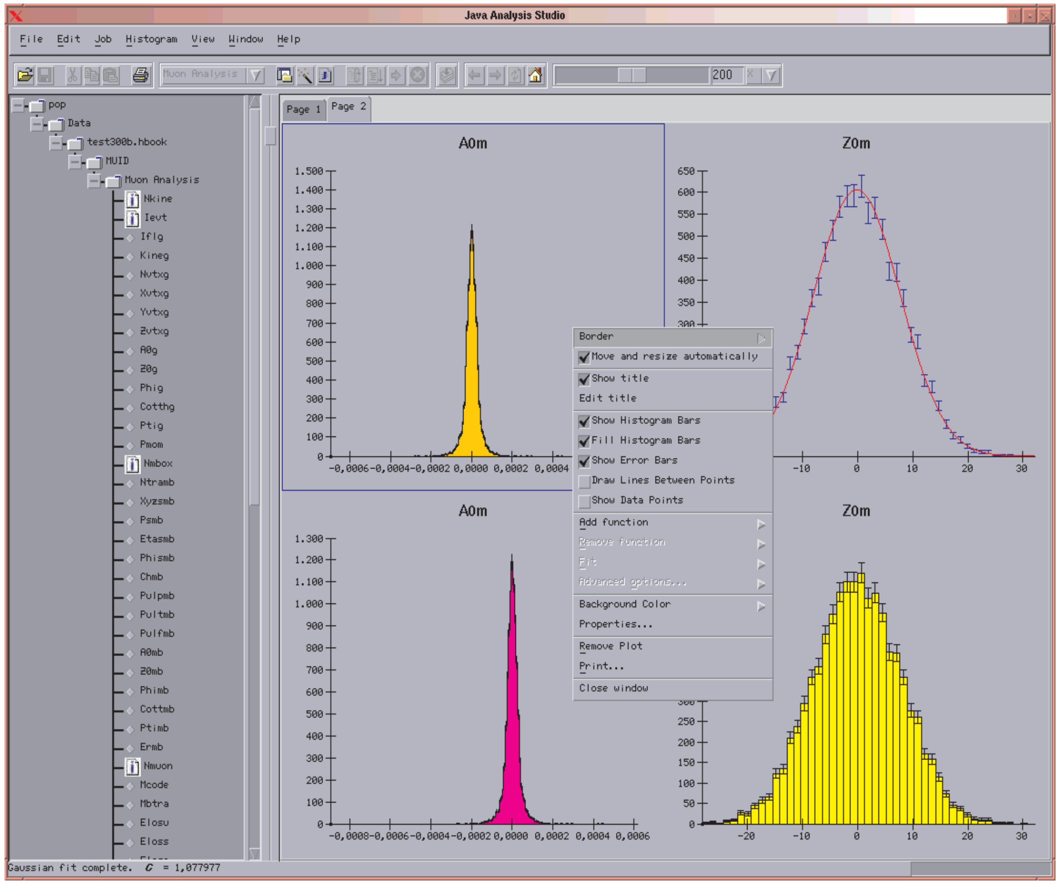
- See J.Hrivnac



"Single Track and Full Detector" 3D Virtual Reality display.

Scenes - JAS

- See T.Johnson
- Proof of existence:
  - C++ data from Paso can be processed by JAS using standard Scene mechanism



Full Analysis Studio.

Data

- ☺ ID (M.Tadel)
  - ☺ Si
  - ☺ TRT
- ☺ Mu (A.Farilla)
  - 😐 MDT
  - 😐 RPC
- 😐 LAr (S.Albrand, D.Benchekroun)
- ☹ Tile
- ☺ Truth (J.Hrivnac)
- ☹ Reco (J.Hrivnac)

Integration with Athena

- Simple example (Pixels) of C++ Framework part of the Berkeley Tutorial (as Gaudi Algorithm)
- It will be implemeted as Gaudi Service and extended to all existing SubSystems
- Graphics will stay independent on Gaudi, it will be just interfaced
- Java Framework will be implemented in the same way

Java<-->C++

- Proof of existence:
  - Paso C++ objects can be sent to Java Scenes
  - Transparent: C++ user doesn't see Java, Java user doesn't see C++
  - Proxy objects generated automaticaly in gmake phase
- Problem with Atlas SRT, which doesn't understand Java, event less Java-C++
- Work is going on, topic should be considered by Arch.Team

TimeLine

- 2000:
  - Maintenance & Bug fixes for C++/Fortran framework
  - Completition of Representations in C++
  - Building of Java framework
    - ✔ May WS:
      - ✔ Control
      - ✔ Text
      - ✔ XML
      - ✔ Demonstration of full chain
    - September WS:
      - Wired
      - JAS
      - ✔ GraXML
      - Access to C++ objects
    - November WS:
      - jAtlantis
    - EOY:
      - Java framework in place
      - All major Representations in C++ in place
- 2001:
  - Migration of Representations into Java
  - Keeping current C++ Framework and Aravis as long as Reconstruction uses C++