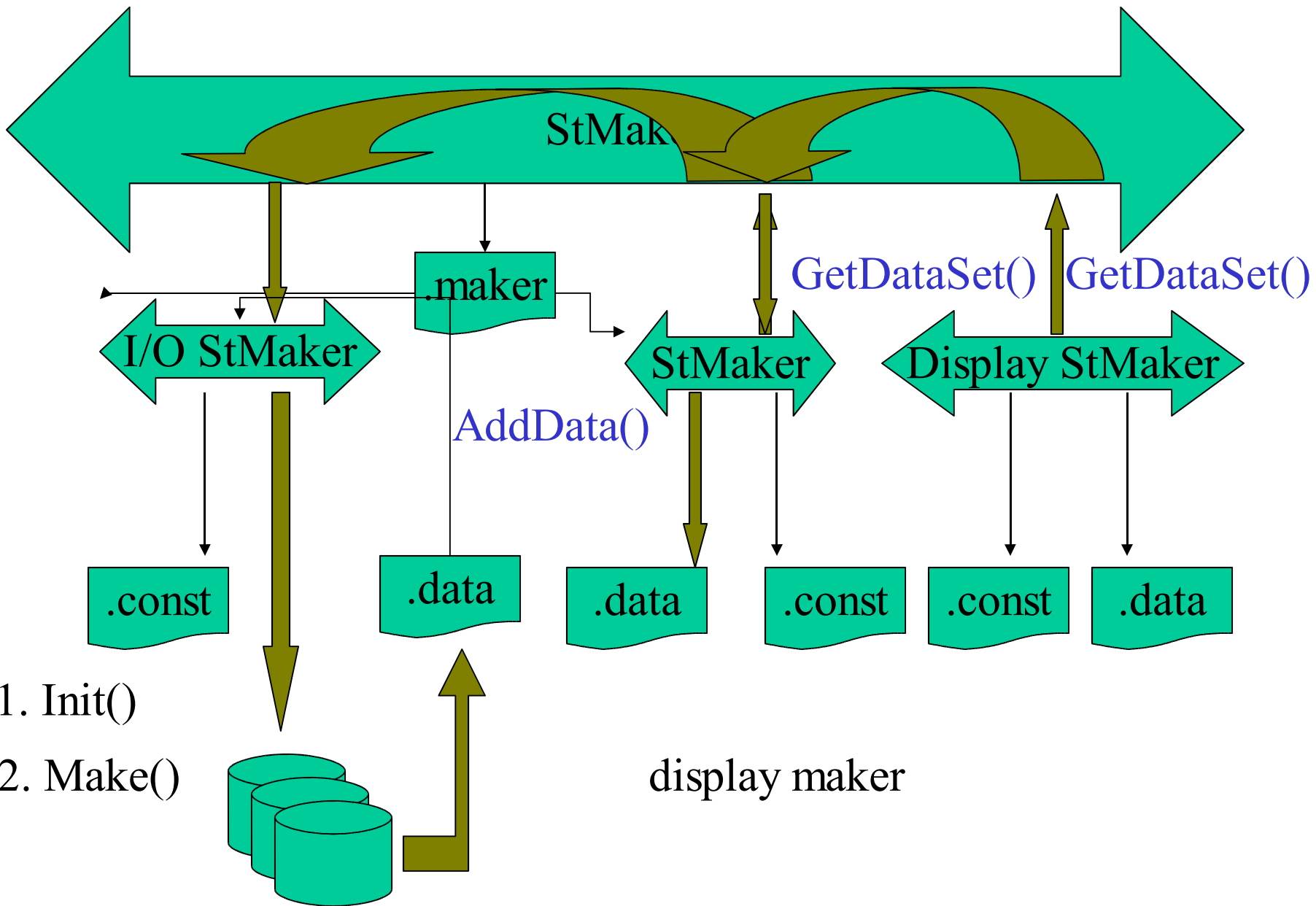


The STAR EventDisplay maker

V. Fine



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STAR Regional Workshop (Dubna,
2003)



OO model of STAR geometry

- **“Detector” geometry supplied by
St_geant_Maker (GEANT 3.21)**
- **“Event” geometry supplied by “bfc.C”
Makers of the reconstruction chain.**



StEventDisplayMaker

“Detector” geometry
TVolume / TVolumeView
(St_geant_Maker/StDBMaker)

“Event” geometry
StEvent / TTable’s
(“bfc” Makers)

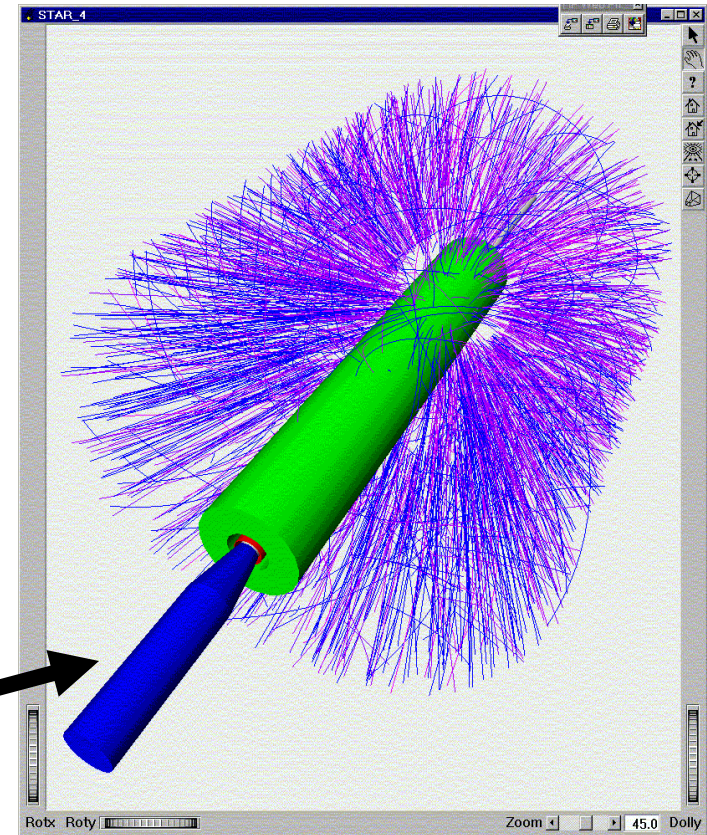
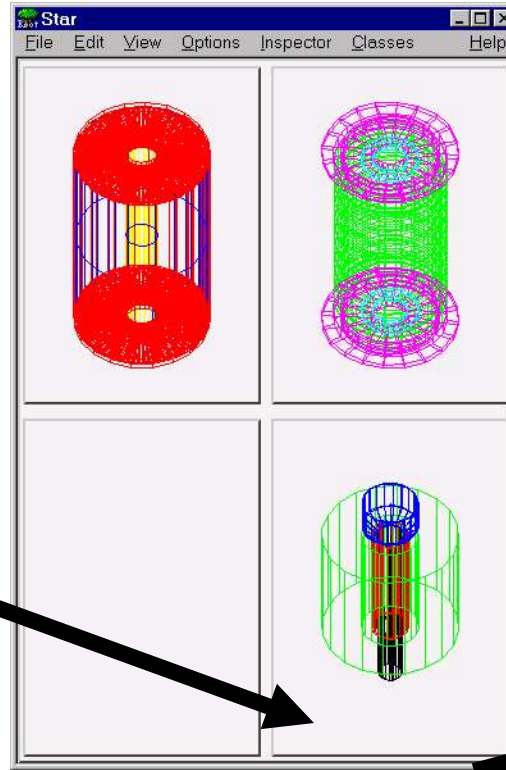
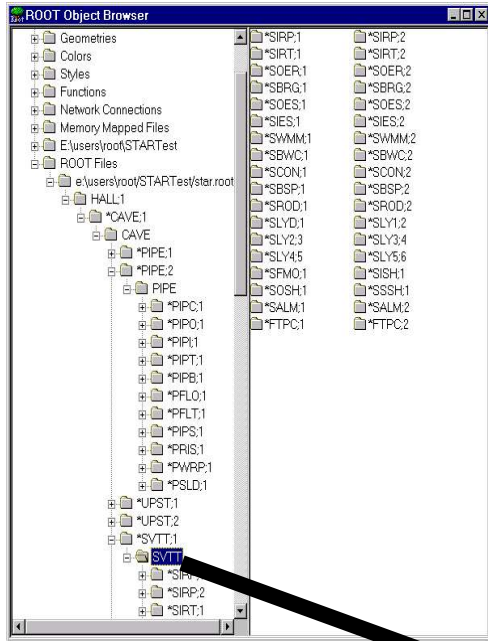
StEventDisplayMaker

StVirtualEventFilter

3D “Viewers”:
TBrowser TPad X3D OpenGL



Open Inventor viewer to render ROOT 3D objects



Up-to-date information

- `cvs co StRoot/StEventDisplayMaker/doc`
`netscape StRoot/StEventDisplayMaker/doc`
- `netscape $STAR/dev/StEventDisplayMaker/doc`
- `netscape http://www.rhic.bnl.gov/~fine/EventDisplay`

Graphical User Interface of StEventDisplayMaker consists of:

- [Main window](#) – Event and Detector picture
- ["Event Control Panel"](#) to control the event and optional filter selections
- The ["Filter panel"](#) to check and change the parameters of the event filter. It is possible to apply [many different filters](#) in row.
- The informational widget ["Info"](#) to represent the "maker" status information
- Via [MainWindow View->OpenGL view](#) one can get the [OpenGL view](#) of the MainWindow also This veiwier based on [QGLVeiwier class](#) Ine can find there the [mouse behaviour](#) and the [keyboard shorcuts](#) as well.

New [StEventDisplayMaker](#) has been included into [doEvents.C](#) and [bfc.C](#) STAR macros

Since the maker uses the [Qt-layer of ROOT GUI](#) to turn it **ON** one needs a custom [.rootrc](#) ROOT resource file in his/her working (or home) directory:

1. Copy the the custom version of [".rootrc"](#) file into your working directory

```
Gui.Backend: qt
Gui.Factory: qtgui
Plugin.TGuiFactory: qtgui TQeGUIFactory QeGui
```

