



# GUI Status and Development

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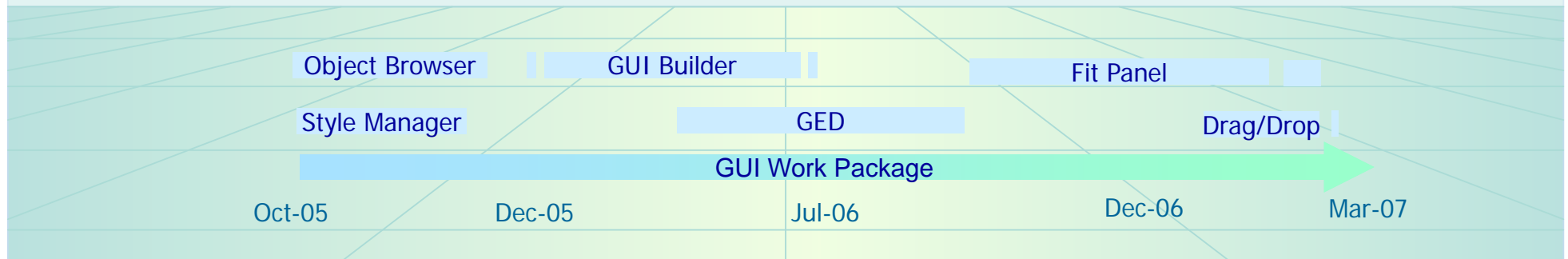
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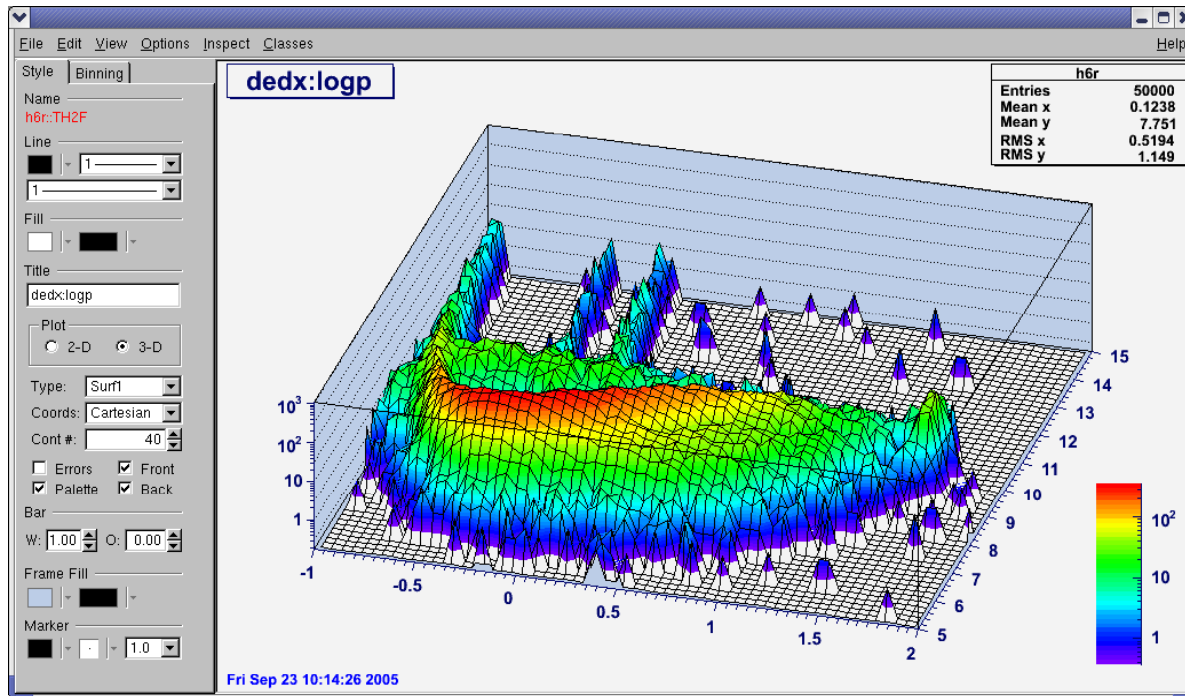


- Status
- GUI Classes
- Object Browser
- Graphics Editor
- New Fit Panel
- Future Plans





# Status 1



ROOT Object Browser

Contents of "/home/onuchin/root/tutorials"

- hksimple.rb
- hlabels1.C
- hlabels2.C
- hprod.C
- hserv.C
- hserv2.C
- hsimple.C
- hsimple.py
- hsimple.rb

334 Objects, 1 selected. hadd.C

ROOT Session Viewer

Sessions: Local, Proof cluster, Query 1, Query 2, Bertrand 1

Status: Results, Edit Query

Submit, Stop, Abort

Events processed per Store

PROOF cluster: "lxb0130.cern.ch" - 16 worker nodes  
20 files, 20000 events, starting event 0

73%

Estimated time left: 3.4 sec (14680 events of 0 processed)  
Processing Rate: 1579.0 events/sec

Query Result Ready for session-0-lxb0130-11 PROOF Cluster Proof cluster ready 00:01:23

Color Selector

Color Wheel Basic Colors

Red: 153, Green: 204, Blue: 255

Hue: 148, Sat: 255, Lum: 204

New: kAzure-9

OK Cancel Preview

Color Selector

Color Wheel Basic Colors

Red: 153, Green: 204, Blue: 255

Hue: 148, Sat: 255, Lum: 204

New: kAzure-9

OK Cancel Preview

Object Browser Tree Selections GLCanvas

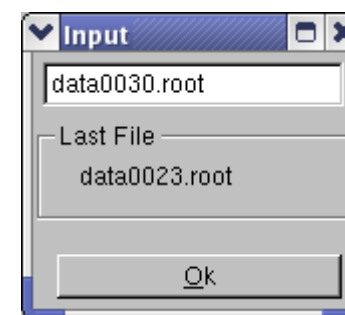
- Geometry
  - Origin marker
  - PHOS
  - ITV
  - TPC
  - TRD VDF
  - empriso
- Event 0
  - TPC slice 1
  - TPC slice 2
  - ESD Tracks
    - ESDTrack 6564
    - ESDTrack 6177
    - ESDTrack 1509
    - ESDTrack 9429
    - ESDTrack 9112
    - ESDTrack 4762
    - ESDTrack 4870
    - ESDTrack 9410
    - ESDTrack 4395
    - ESDTrack 5398
    - ESDTrack 9308
    - ESDTrack 5374

Style: Name: ESD Tracks-Rev: TrackList  
RenderElement: RndSelf RndChildren  
TrackList: MaxBox: 4500, MaxDex: 3500, MaxOrbits: 0.5, MinAngle: 45.0, Delta: 0.100, PLRange: 0.00 5.00  
Render tracks: 1  
Render markers: 1  
Marker: 0.0

GUI created

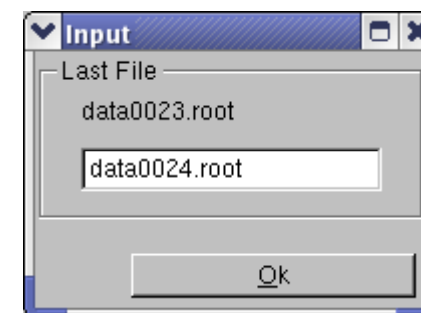


- Fast GUI prototyping via the CINT - embedded C++ interpreter
  - CINT supports from simple sequence of statements to complex class and method definitions
  - No need for special preprocessors or compilation
  - Macro can be edited and then re-executed via the CINT
  - Compiling macros help for fixing C++ errors

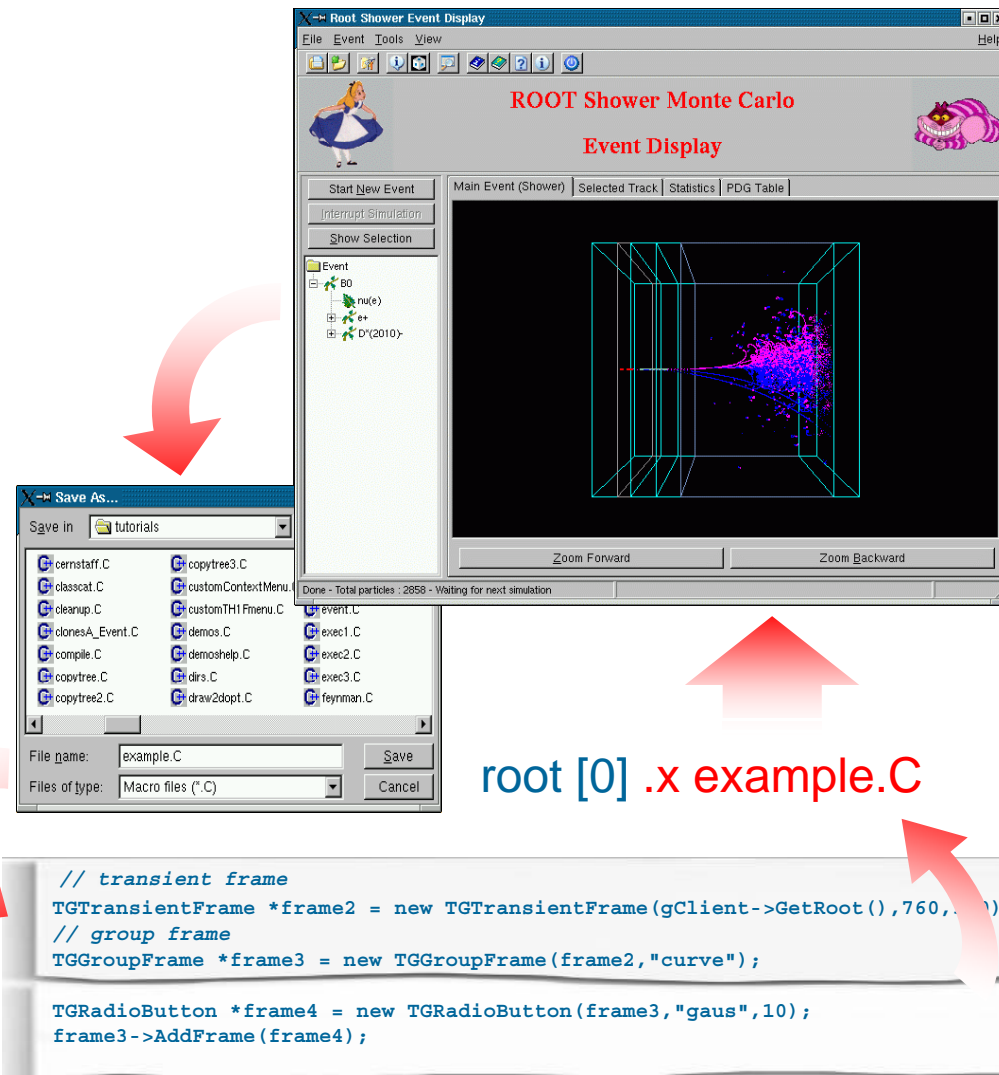


```
root [0] .x myDialog.C
root [1] .x myDialog.C
```

```
// fText = new TGTextEntry(fMain, new TGTextBuffer(100));
// fText->SetToolTipText("Enter the label and hit Enter key");
// fText->Connect("ReturnPressed()", "MyDialog", this, "DoSetlabel()");
// fMain->AddFrame(fText, new TGLayoutHints(kLHintsTop | kLHintsLeft, 5, 5, 5, 5));
fGframe = new TGGroupFrame(fMain, "Last File");
fLabel = new TGLLabel(fGframe, "No Intut ");
fGframe->AddFrame(fLabel, new TGLLayoutHints(kLHintsTop | kLHintsLeft, 5, 5, 5, 5));
fText = new TGTextEntry(fGframe, new TGTextBuffer(100));
fText->SetToolTipText("Enter the label and hit Enter key");
fText->Connect("ReturnPressed()", "MyDialog", this, "DoSetlabel()");
fText->Resize(150, fText->GetDefaultHeight());
fGframe->AddFrame(fText, new TGLLayoutHints(kLHintsTop | kLHintsLeft, 5, 5, 5, 5));
fMain->AddFrame(fGframe, new TGLLayoutHints(kLHintsExpandX, 2, 2, 1, 1));
```



- Using *ctrl+S* any GUI can be **saved as a C++ macro file** thanks to the *SavePrimitive* methods implemented in all GUI classes. The generated macro can be edited and then executed via the CINT
- Executing the macro restores the complete original GUI as well as all created signal/slot connections in a global way
- Macros can be stored in ROOT files with the data.
- Running extracted macros from ROOT files restores the application to perform data analysis with the stored data.

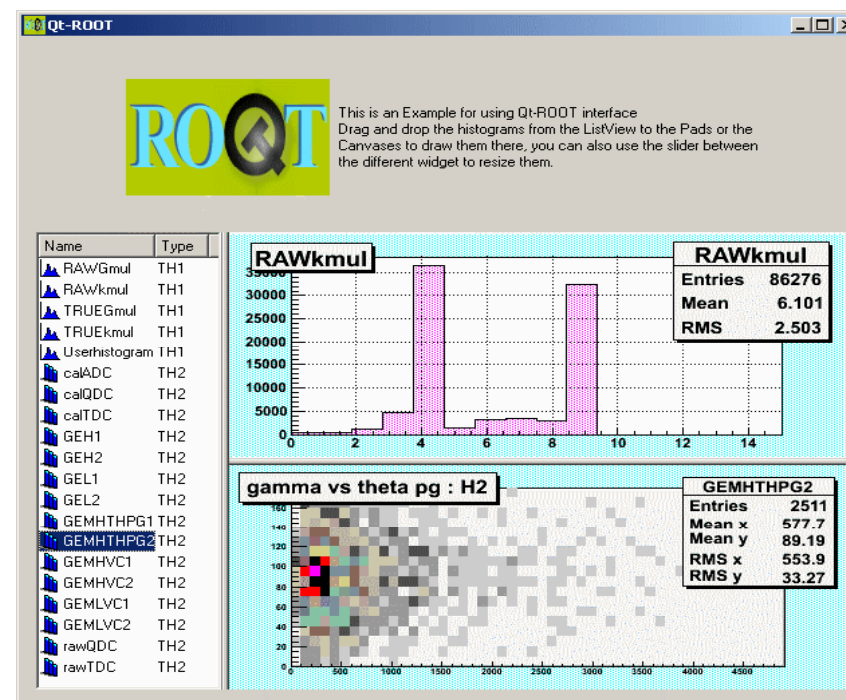


root [0] .x example.C

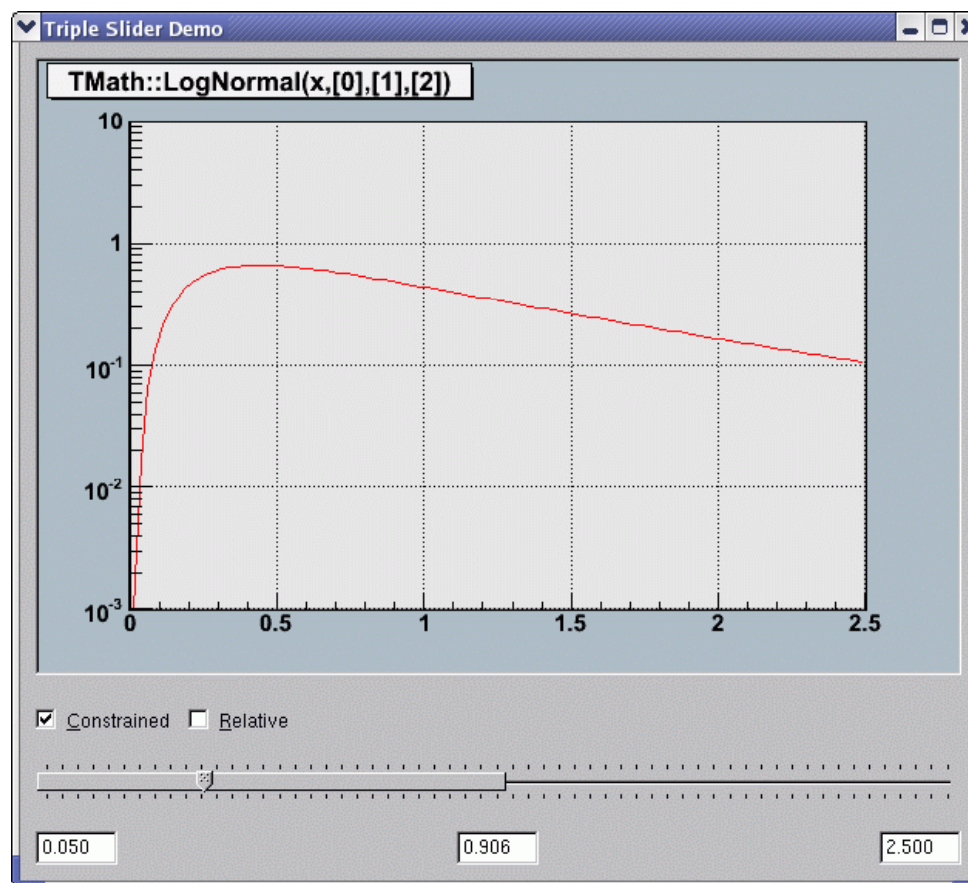
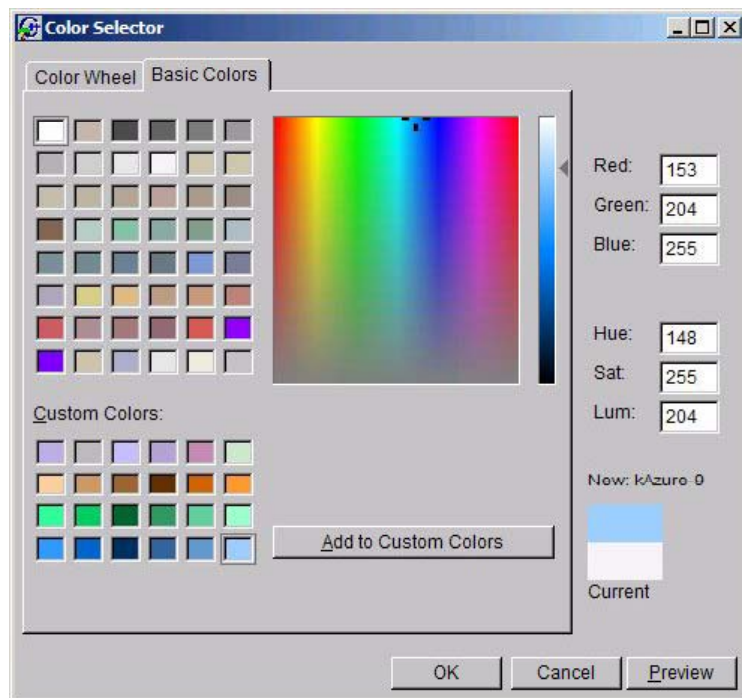
```
// transient frame
TGTransientFrame *frame2 = new TGTransientFrame(gClient->GetRoot(), 760, 100);
// group frame
TGGroupFrame *frame3 = new TGGroupFrame(frame2, "curve");

TGRadioButton *frame4 = new TGRadioButton(frame3, "gaus", 10);
frame3->AddFrame(frame4);
```

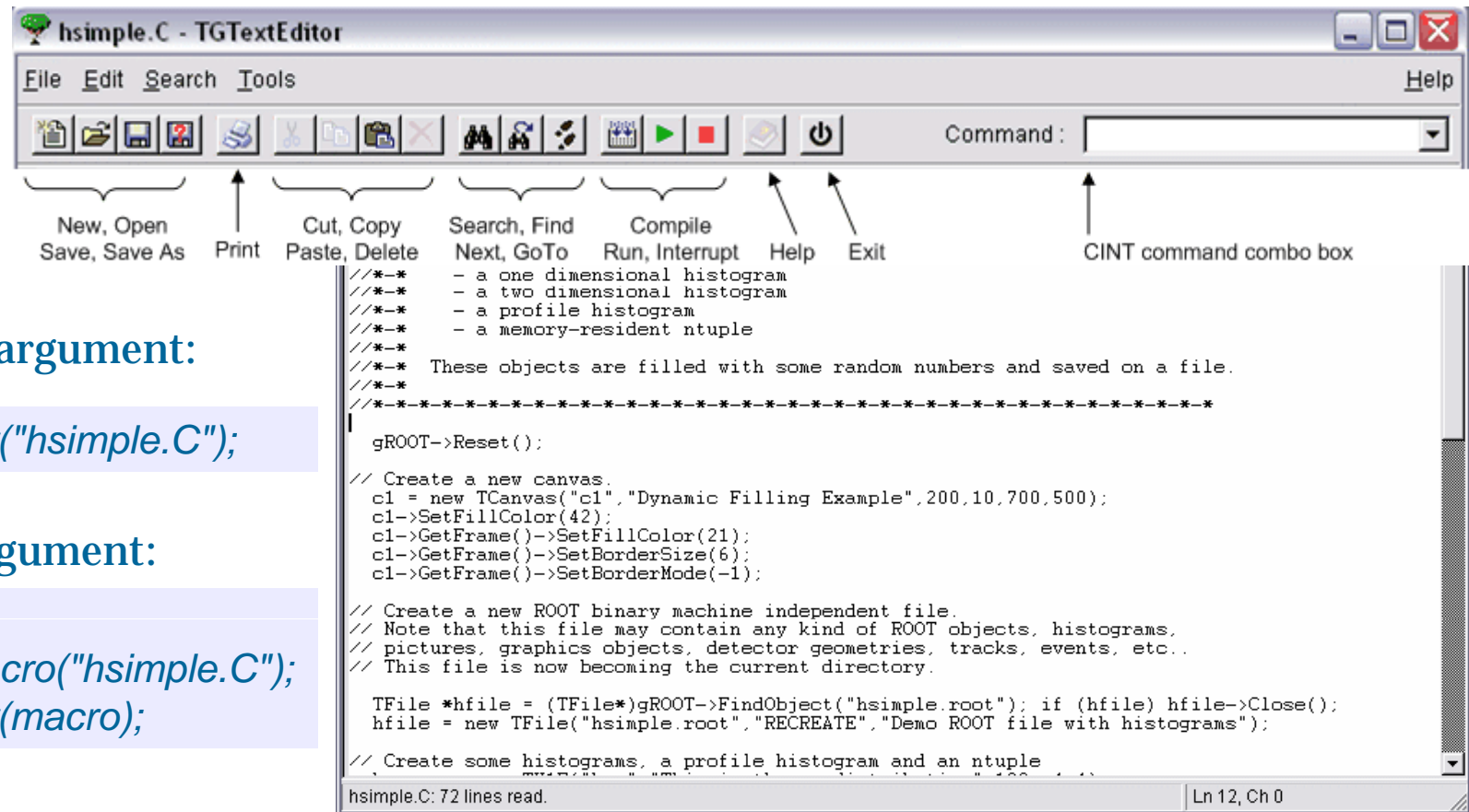
- Qt BNL (in ROOT CVS since 2004)
  - Uses Qt as a render engine for all ROOT graphics (GUI and canvas) via TGQt
  - ROOT Canvases can be embedded in Qt widgets (*talk by Valeri Fine*)
- Qt GSI (works since many years on Linux, Windows port made in 2006)
  - Lightweight interface that uses the Qt event loop to drive Qt widgets and the ROOT event loop to handle all ROOT events: GUI, timers, signals, etc.
  - Qt widgets are rendered via Qt, ROOT widgets are rendered either via TGX11 or TGWin32GDK
  - ROOT canvases can be embedded in Qt widgets
- Another way... (*talk by Bertrand Bellenot*)



- Triple slider widget allows an easy selection of a sub-range and a pointer value in a defined range of values.
- Color selection dialog



- TGTextEditor provides all basic editor functionalities and most important is that it allows to compile and execute macros



File name as the argument:

```
new TGTextEditor("hsimple.C");
```

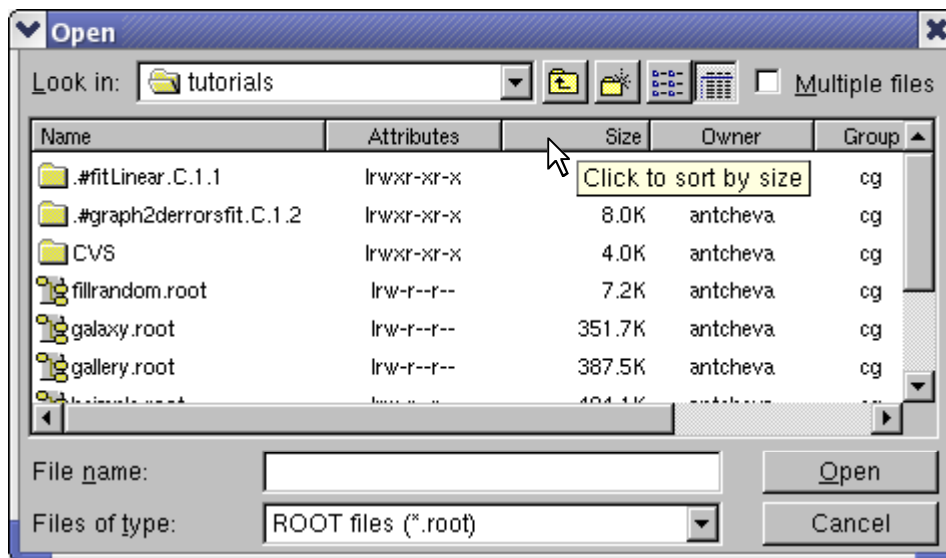
TMacro as the argument:

```
TMacro *macro;  
macro = new TMacro("hsimple.C");  
new TGTextEditor(macro);
```



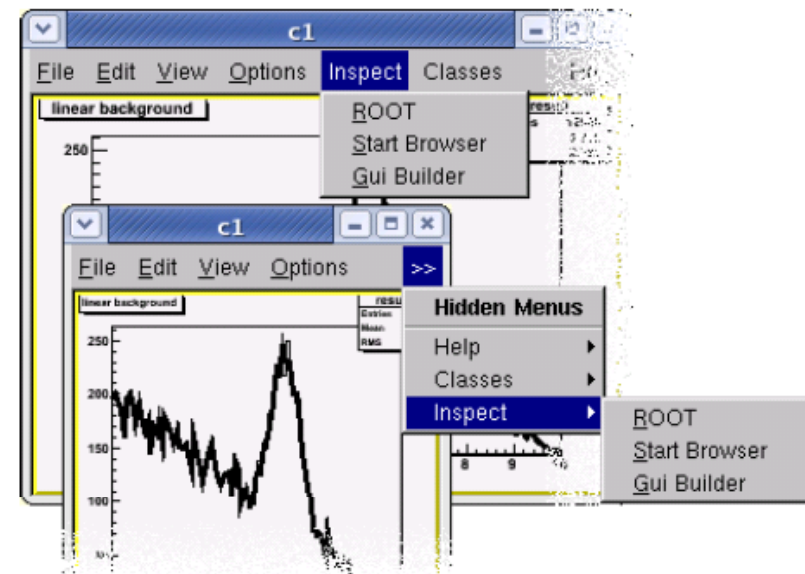
## TGListView

- Space taken by each column can be resized
- Sorting columns by different criteria



## TGMenuBar

- Chevron button – handles all menu titles when they cannot fit the menu bar area

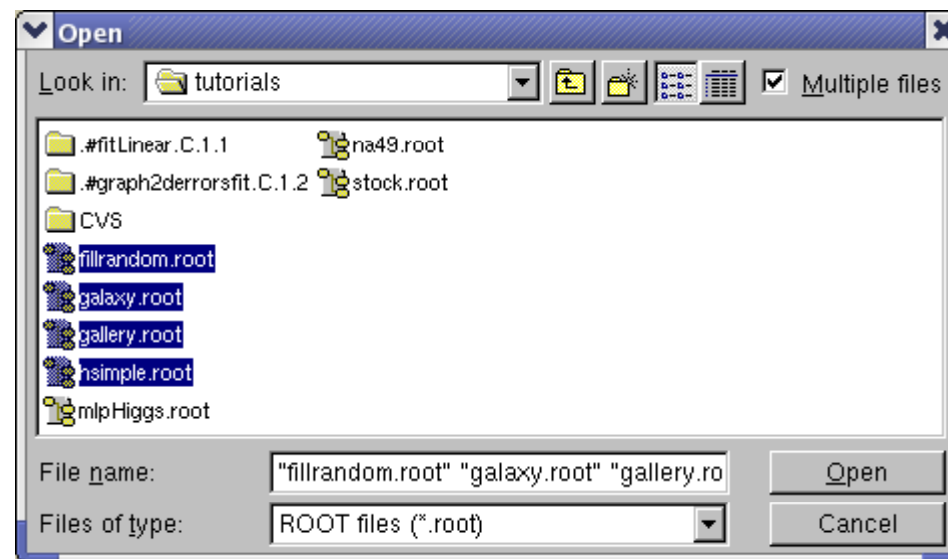
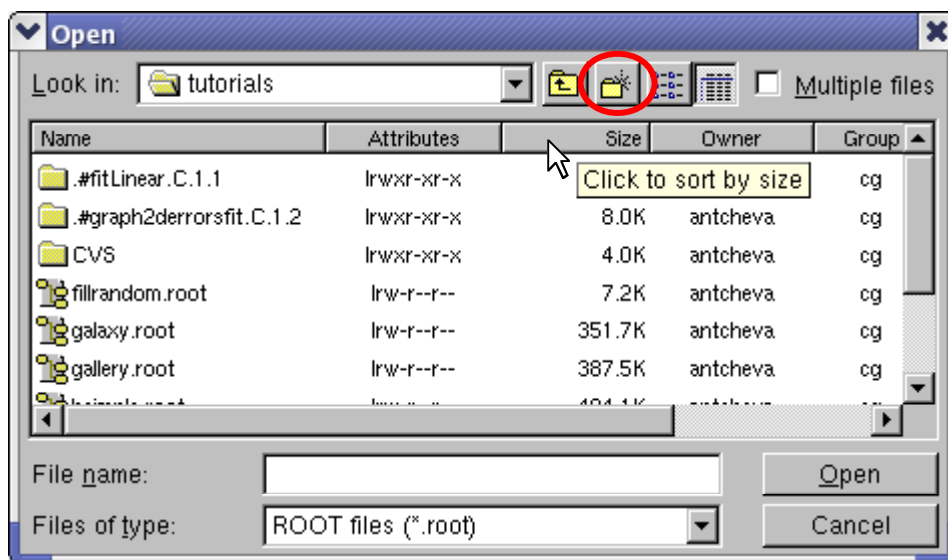


## TGFileDialog

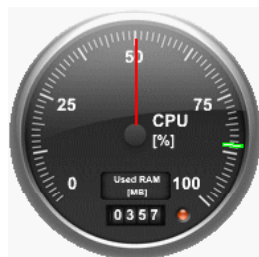
- Creating new directory
- Sorting files by clicking on column header

- Multiple ROOT files selection

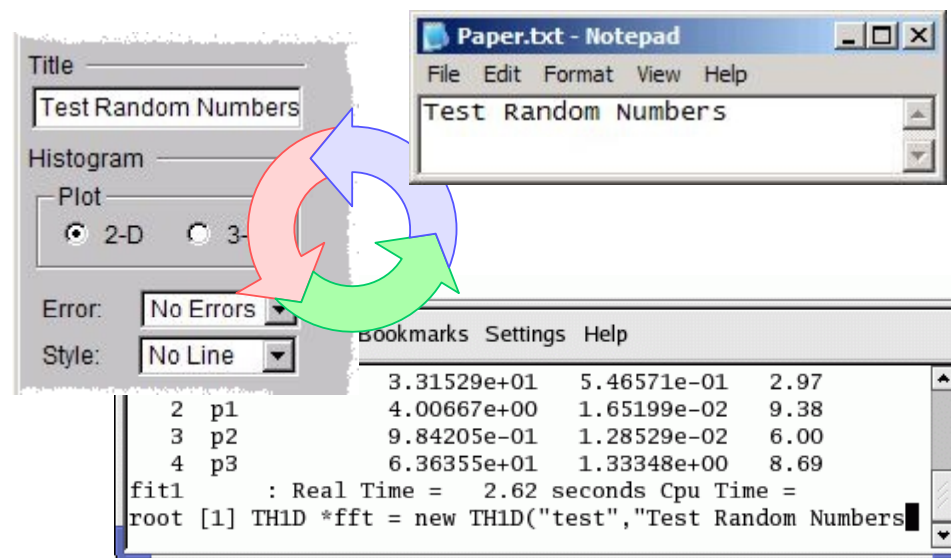
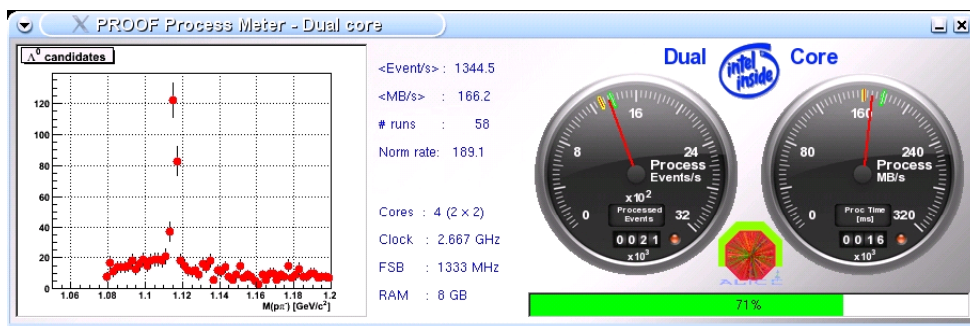
```
TGFileInfo fi;
new TGFileDialog(fClient->GetDefaultRoot(), this, kFDOpen,&fi);
if (fi.fMultipleSelection && fi.fFileNamesList) {
    TObjString *el;
    TIter next(fi.fFileNamesList);
    while ((el= (TObjString *) next())) {
        new TFile(el->GetString(), "update");
    }
} else if (fi.fFilename) {
    new TFile(fi.fFilename, "update");
}
```



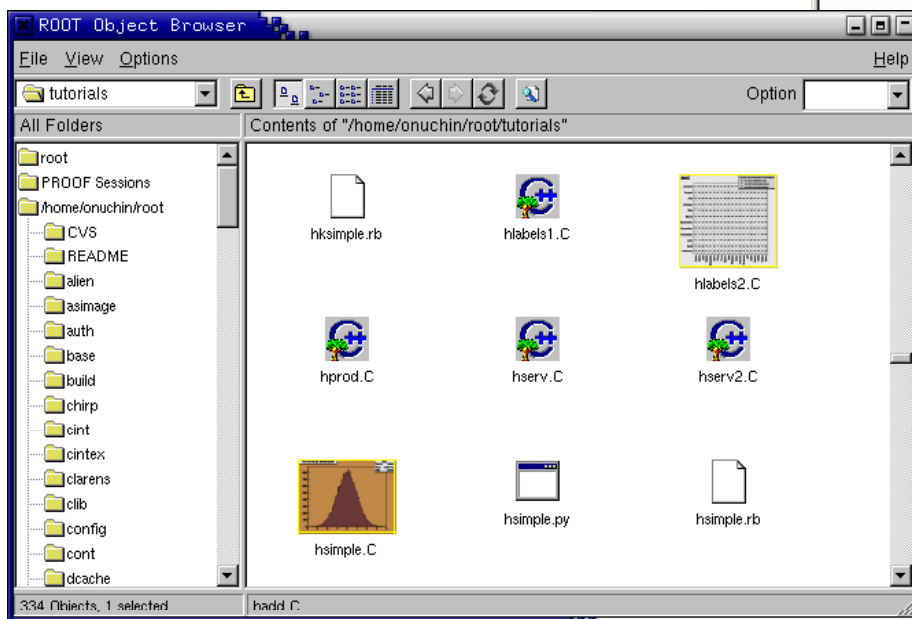
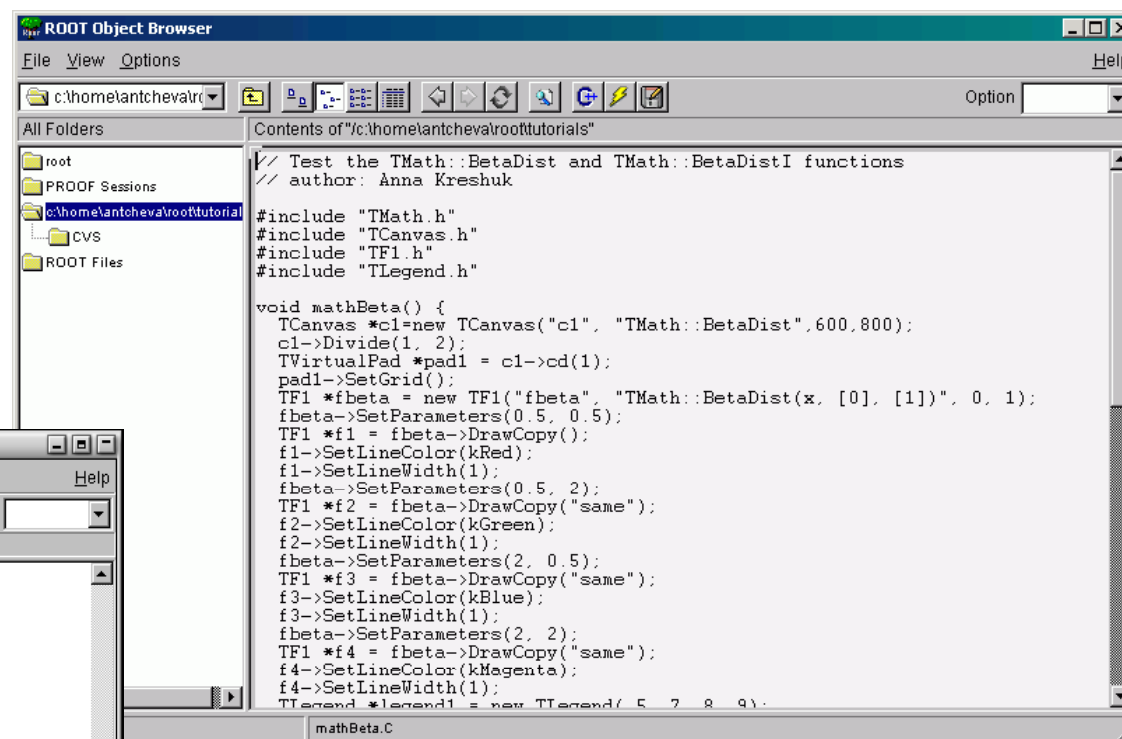
- TGSpeedo - has a shape of speedometer; can keep track of the highest displayed value



- Many improvements in keyboard navigation (menu, buttons, ROOT dialogs)
- Copy/Paste text between ROOT GUI widgets and other application windows



- Executes browsed macros
- Edits/Saves macros
- Dynamic icon generation
- Invokes Search dialog

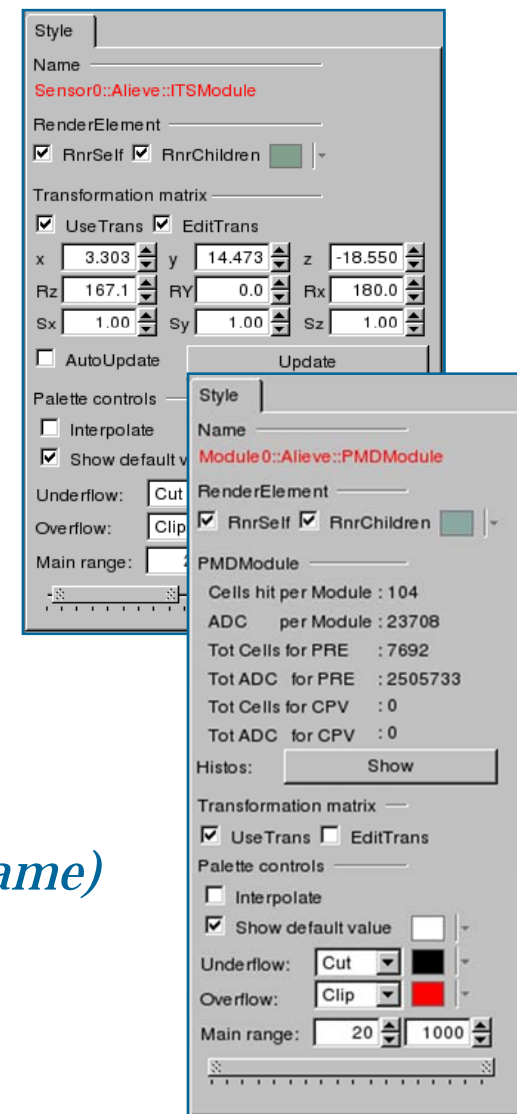


- Changed creation of object editors
  - TClass::New() for instantiation
  - Store it in a local TMap; inactive object editors are cached in memory for later reuse
- Handle visibility/order of class-editors by priority
- Full control over base-class editors' appearance by the virtual method:

*TGedFrame::ActivateBaseClassEditors(TClass \*cl)*

- Handle the use of several tabs when needed by  
*TGedFrame:: CreateEditorTabSubFrame(const Text\_t \*name)*

*Needed by ALICE experiment*



## New Editors:

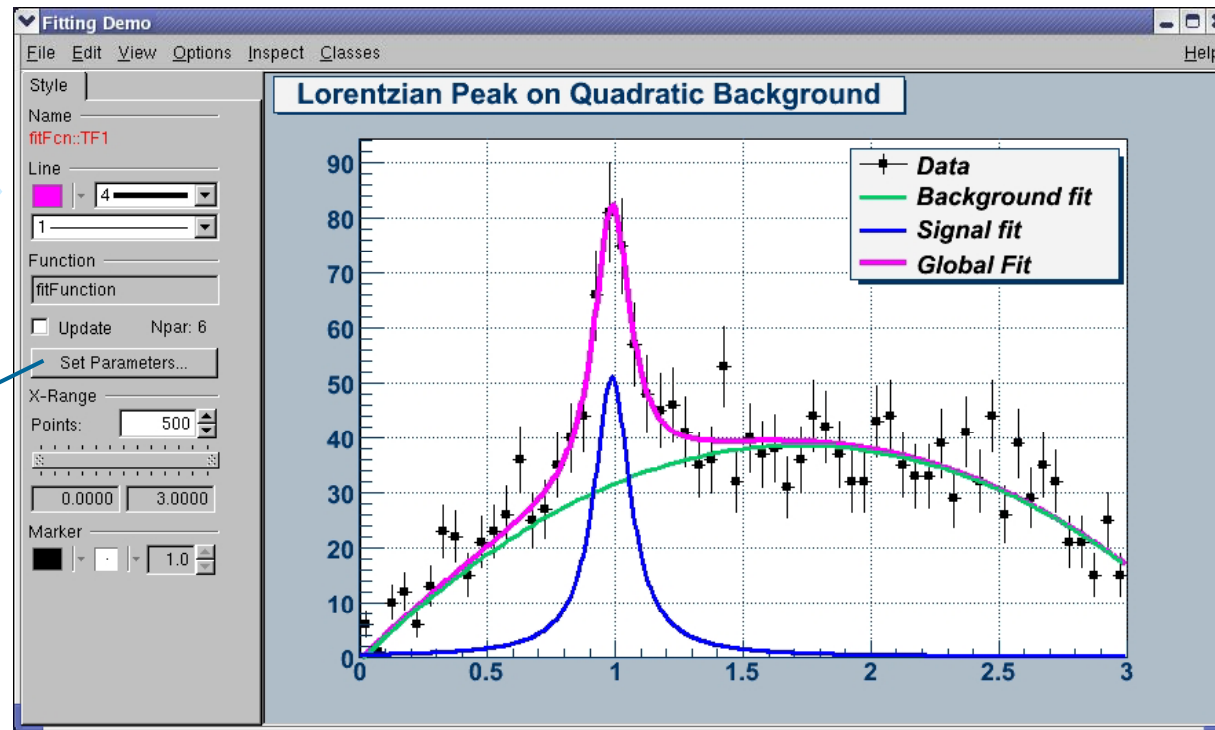
- TF1Editor and its Set Parameters dialog
- TLineEditor

Set Parameters of fitFunction

Name	Fix	Value	Min	Set Range	Max
p0	<input type="checkbox"/>	-0.86464	-3.53997		1.81069
p1	<input type="checkbox"/>	45.8432	37.9177		53.7687
p2	<input type="checkbox"/>	-13.3213	-16.2516		-10.3909
p3	<input type="checkbox"/>	13.6074	7.27786		20.3369
p4	<input type="checkbox"/>	0.172308	0.0648781		0.279737
p5	<input type="checkbox"/>	0.987281	0.953476		1.02109

Immediate preview

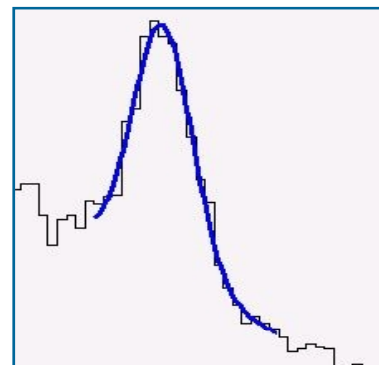
Reset Apply OK Cancel



- TGeo editors use the same mechanism  
(poster by Mihaela Gheata)

## General tab

- Replaces the old Fit Panel interface
- When activated, users can select objects drawn in ROOT canvas for fitting in the usual way (left mouse click)



Name	Fix	Bound	Value	Min	Set Range	Max	Step	Errors
p0	<input type="checkbox"/>	<input type="checkbox"/>	285.158	-855.474		855.474	85.5474	11.8594
p1	<input type="checkbox"/>	<input type="checkbox"/>	3392.47	-10177.4		10177.4	1017.74	4.24036
p2	<input type="checkbox"/>	<input type="checkbox"/>	-98.2206	-294.662		294.662	29.4662	4.22357
p3	<input type="checkbox"/>	<input type="checkbox"/>	-0.184565	-0.553694		0.553694	0.0553694	0.00145611
p4	<input type="checkbox"/>	<input type="checkbox"/>	921.91	-2765.73		2765.73	276.573	6.74159

Immediate preview

Reset Apply OK Cancel

- Status bar displays information about the current minimization settings

## Minimization tab

- Interactive library selection
- Choice of minimization method
- Users can specify values for:
  - Error definition
  - Maximum tolerance
  - Maximum number of iterations
- Print Options:
  - Default
  - Verbose
  - Quite

```

c:\ ROOT session
covariance matrix:
MnUserCovariance:

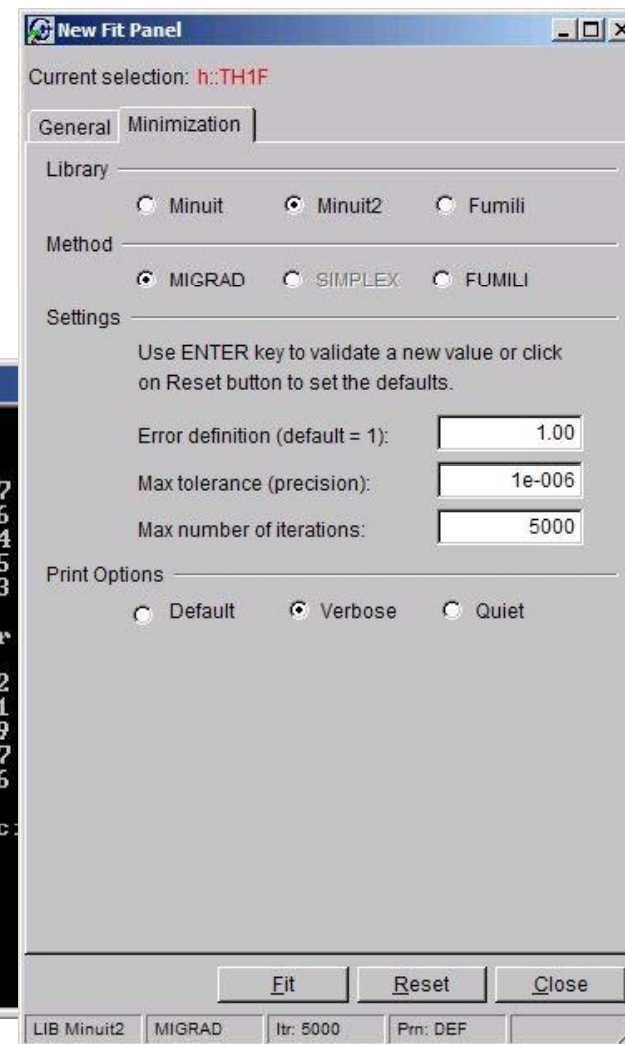
    140.645    -0.168617
   -0.168617    17.9806
     27.451     0.922084
    0.00149329 -0.000219975
    -7.37698     1.0033

MnUserCovariance Parameter

    1    -0.00335302
   -0.00335302    1
    0.548044    0.0514859
    0.0864739   -0.0356267
   -0.0922685    0.0350966

global correlation coeffic:
MnGlobalCorrelationCoeff:

    0.601718
    0.0668252
    0.631934
    0.989966
    0.990149
    
```







## GUI widgets

- Multi-line labels
- TGHtml
- TGTable

## High level GUIs

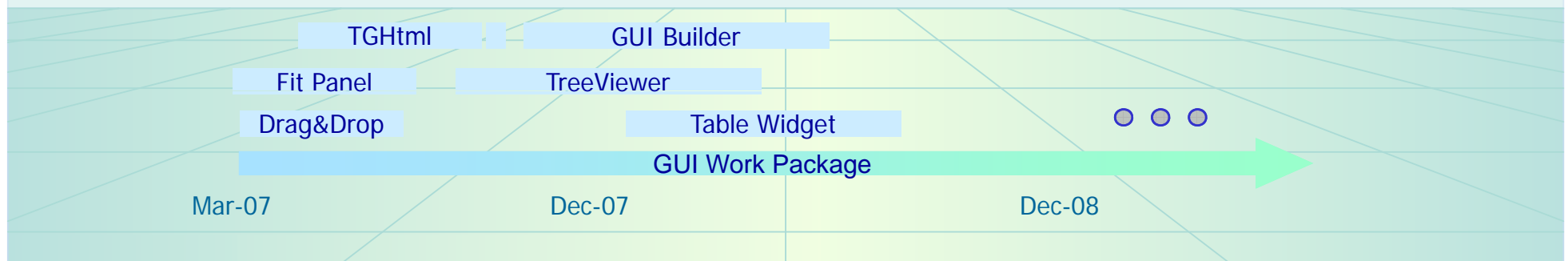
- Fit Panel
- Tree Viewer
- GUI Builder

## Drag/Drop

## Undo/Redo tools

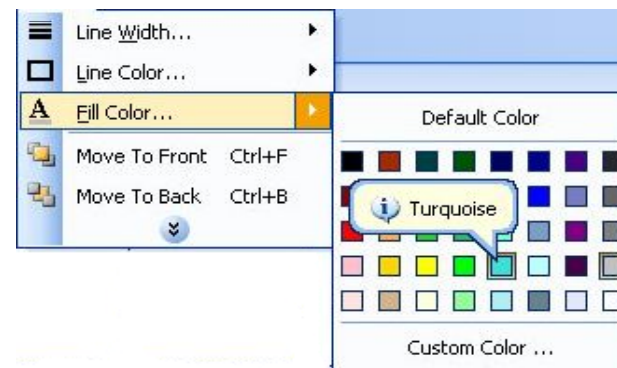
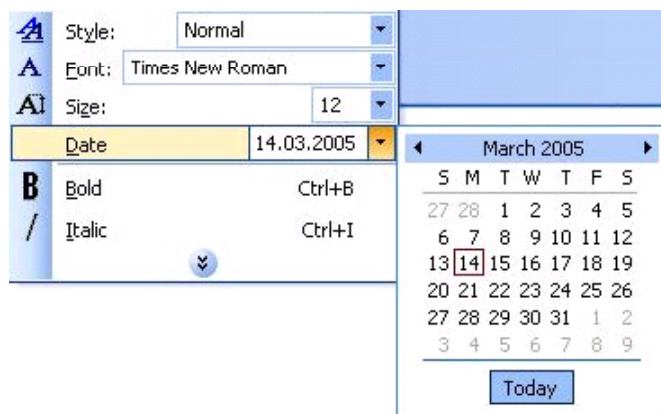
## Documentation

- GUI Tutorials
- On-line help

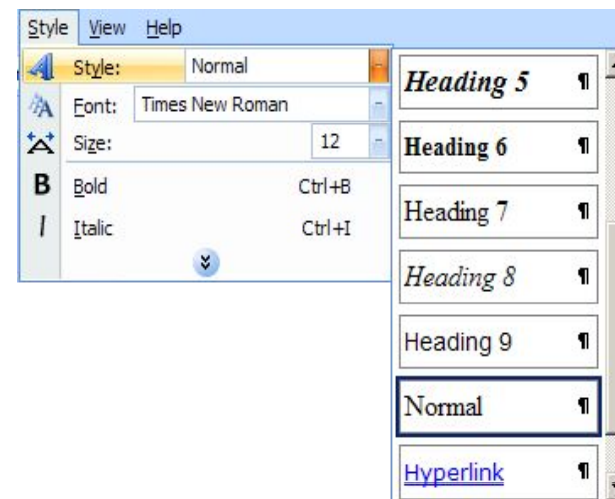
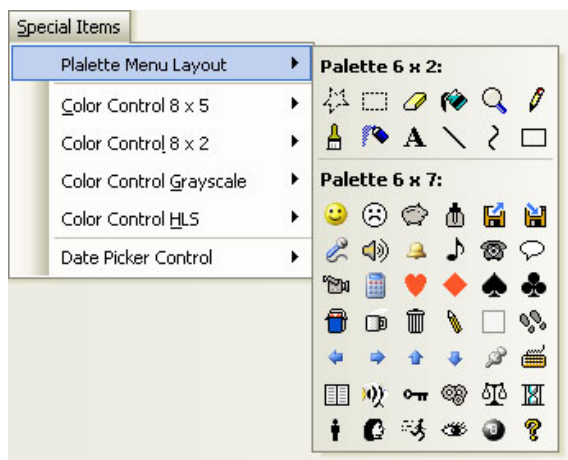




## Complex Menu Entries

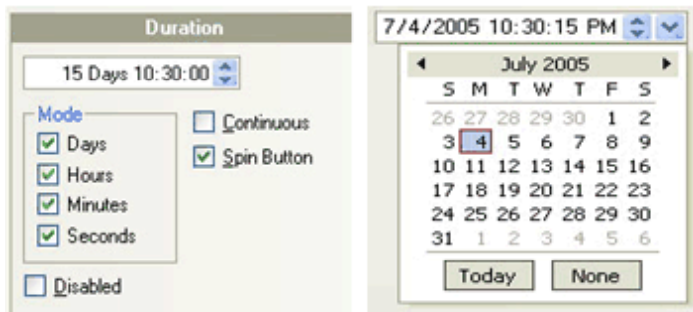


## Palette Menu

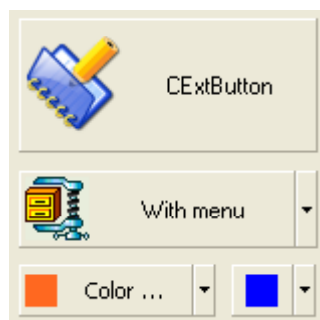
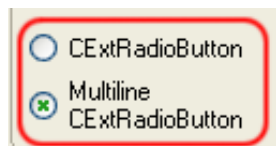
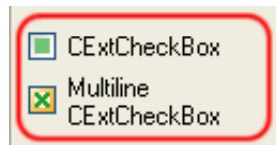




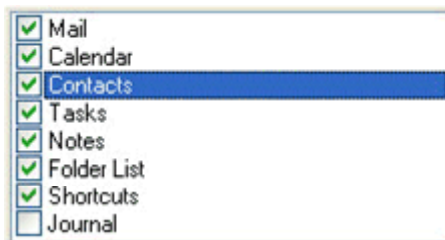
## Date/Time Widgets



## Buttons



## Check-List Box



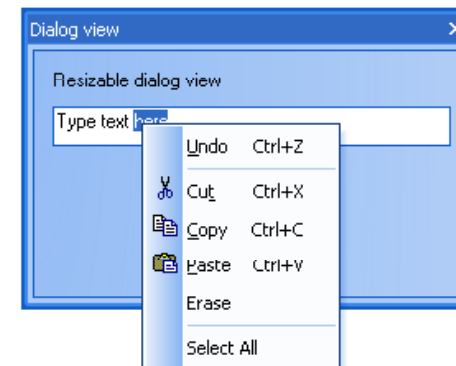
## Hyperlink Label



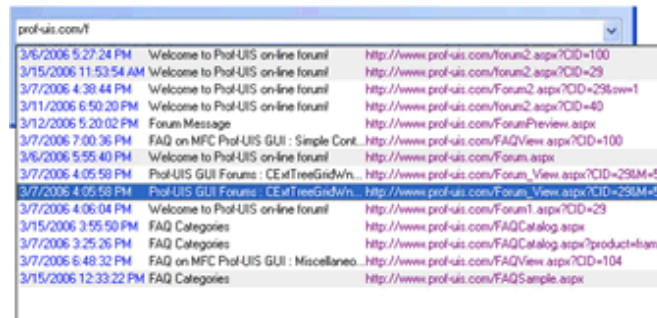
## Zoom Slider



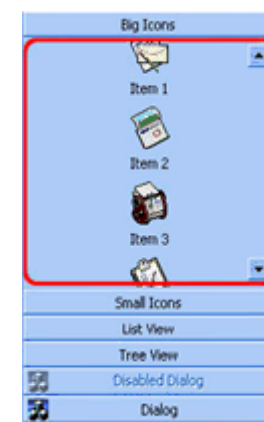
## On-fly Edit Controls



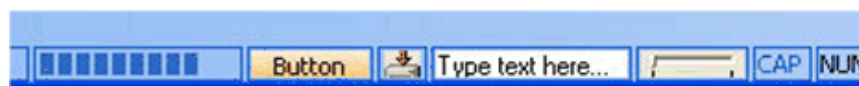
## Multi-column Combo Box



## Shutter



## Enhanced Use of Status Bar





Thank you!