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Monte Carlo Event Generation in a Multilanguage, Multiplatform Environment

Thursday 30 September 2004 10:00 (1 minute)

We discuss techniques used to access legacy event generators from modern simulation environments. Examples will be given of our experience within the linear collider community accessing various FORTRAN-based generators from within a Java environment. Coding to a standard interface and use of shared object libraries enables runtime selection of generators, and allows for extension of the suite of available generators without having to rewrite core code.

Authors: JOHNSON, A. (SLAC); GRAF, N. (SLAC)

Presenter: GRAF, N. (SLAC)

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