Visualization Developments and Plans

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Highlights of the current Beta - 1

- Added new /vis/open command for OpenGL viewers/vis/open OGL

    - This new form allows the same macro to be used whether one is on Linux or Windows (calling OGLSX on Linux and OGLSWin32 on Windows).

    - When the example has been built with Qt, it will use the Qt form of OpenGL.

    - When the example has been built with Motif, it will use the Motif form of OpenGL.

    - Also added options OGLI and OGLS to force Immediate or Stored use while still being somewhat generic.

    - The user is still free to use the older, specific viewer names, such as OGLIX, but the simple form, OGL, will give the most portable macros.

- Added new /vis/open command for OpenInventor, /vis/open OI

    - This new form allows the same macro to be used whether one is on Linux or Windows (calling OIX on Linux and OIWin32 on Windows).

Highlights of the current Beta - 2

- Modfied trajectory modeling command
  - /vis/modeling/trajectories/create/drawByParticleID
    - Used to default all trajectories to grey, with the user having to explicitly set any other color code.
    - While the user can still set any color code they wish, the default has been improved to:
      - e- - red
      - e+ - blue
      - proton - cyan
      - gamma - green
      - neutron - yellow
      - pi+, pi-, pi0 - magenta
      - other - grey
- Added new commands
  - /vis/scene/add/digis and /vis/filtering/digi
  - analogous to the already-existing commands
    - /vis/scene/add/hits and /vis/filtering/hits
  - Just as the user of hits visualization has to provide a hits class, the user of the digitization visualization has to provide a digi class

Highlights of the current Beta - 3

- Speed improvements for OpenGL
  - removing redundant transmissions of points and unnecessary redraws

- Many improvements to Qt.
  - See Laurent's talk.

- Updated visualization usage in most examples.
  - See John's talk.

What's Left for December Release?

- Qt is on its way to full status (getting out of Beta).

  - See Laurent's talk.

- gMocren runs on all platforms now.

  - Still need to update documentation and tutorials.

- DAWN has been updated.

  - Satoshi still planning to update WinDAWN to support Windows Vist/7.

  - Still need to update documentation and tutorials.

- OGLFile: Proposed new driver, uses OpenGL to makes PS, EPS, JPG without graphics window.

  - We want this but don't know that we'll get it done. Not straightforward.

- N03 VisTutor Examples: General Revision

- Add testing of Visualization to the Release Procedure

Rest of This Session

- Qt: Current status, remaining work to move from
  Beta to Full Release

  - Laurent Garnier

- gMocren and other new Volume Visualization Developments

  - Joseph Perl (standing in for the gMocren team)

- How and why we updated the Vis usage in
  almost all of the Examples

  - John Allison

- Open Discussion on ongoing Vis priorities