

ROOT's graphics: native on Mac OS X.

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Mac OS X traditionally provides a very rich set of APIs and frameworks, particularly in area of 2D/3D graphics. Until recently, ROOT did not have access to these native graphics libraries on Mac OS X.

During 2012 a new graphical back-end was developed for ROOT, as an alternative choice, to the more than 15 year-old X11 based version. It's a complete implementation of ROOT's GUI, 2D and 3D graphics, based on Apple's native APIs/frameworks, written in a mixture of C++ and Apple's beloved Objective-C.

I will describe the new ROOT modules (macosx, quartz, cocoa), and the motivation and benefits of having a native GUI/graphics implementation, problems and solutions.

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