Testing visualisation

What is done yet :

- Achieve by running visualisation in a frame buffer instead of inside a window, thanks to XVFB library (X With Frame Buffer)

- At cmake configuration step, set XVFB_EXECUTABLE

- Get rid of "/vis/open OGL<xxx>" and use "/vis/open OL" instead

- Use /vis/ogl/printEPS into your .mac file

- Add in CMakeList.txt :
  find_package(Xvfb QUIET)

  if(XVFB_FOUND)
  * message(STATUS "G4 TESTS: found Xvfb --> run test202")*
  * GEANT4_ADD_TEST(test202 COMMAND xvfb.sh ${CMAKE_CURRENT_BINARY_DIR}/test202*
  runo.mac ENVIRONMENT ${GEANT4_TEST_ENVIRONMENT} TIMEOUT 2000)
  endif()

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What is to do :

- Compare generated pictures against a reference file folder