

Moving applications in a multi-language environment to 64-bit architectures

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Building a software repository of simulation and reconstruction tools for a future International Linear Collider (ILC) detector we started with applications based on code used in the LEP experiments with Fortran and C as programming languages. All future software development for the ILC is done using modern OO languages, mainly C++ and Java. But for comparisons and providing a smooth transition the old tools are still in use. This report will give an overview on the problems and solutions to adapt the software to 64-bit architectures. Two packages Brahms (a GEANT3 based simulation and reconstruction package) and LCIO (a multi-language interface to a generic data model of basic I/O classes used in the ILC software) are considered in some detail.

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