

AliEve

Libraries:

- ROOT (graf3d, TEve) + ROOT files and objects for data
- ZeroMQ for data transport

Problems:

- documentation is not perfect
- sometimes API is not very clear
- desktop only
- impossible to share with the wide audience
- GUI doesn't look nice and it's quite difficult to build one

+ In general we are happy with it and we plan to use it in production in Run 3 and Run 4

Wish list for ideal system

- Two applications for experts and public, sharing most of the code
- multiplatform (desktop, web, mobile...)
- based on widely used technologies
- core classes shared with other experiments:
 - geometry visualisation,
 - drawing of tracks, clusters, hits, calorimeter towers etc.
 - data transport functionalities
 - easy way to build GUI
 - physics-oriented features (tracks selection, cuts...)
 - reusability in external projects