

ROOT Users' Workshop



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ROOT 7 Graphics

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In the context of ROOT 7 a new web based model for Graphics is being developed using web technologies (html, JavaScript). We will present the developments already achieved, the missing features and the foreseen functionalities. This new environment already has the basic graphics classes: RCanvas, RFrame, basic primitives and attributes and coordinates system; even ROOT6 histograms etc can be painted in the new canvas. Possible solutions for batch output will be presented.

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Session Classification: Scientific Visualisation, GUIs and Documentation

Track Classification: Presentations