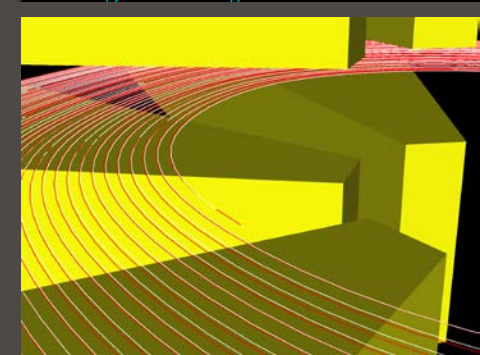
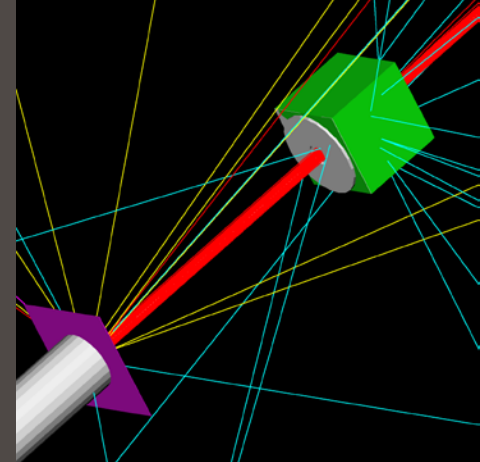
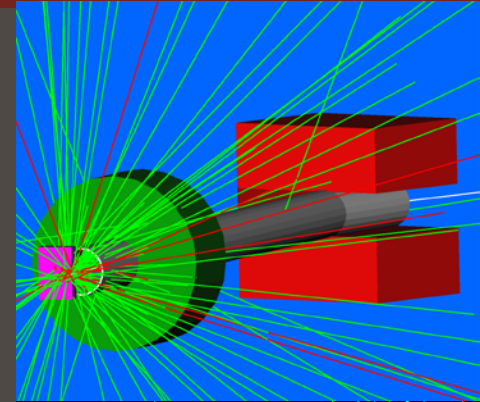


# Progress on the Open Inventor Qt Visualization Driver

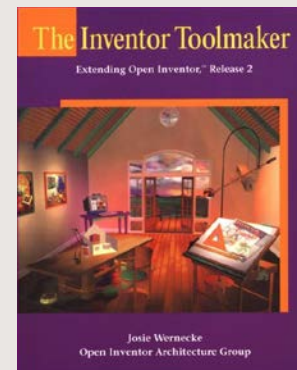
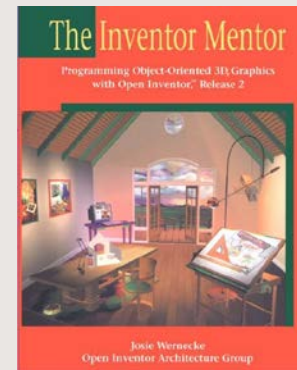
Frederick Jones, TRIUMF

Accelerating Science for Canada  
Un accélérateur de la démarche scientifique canadienne

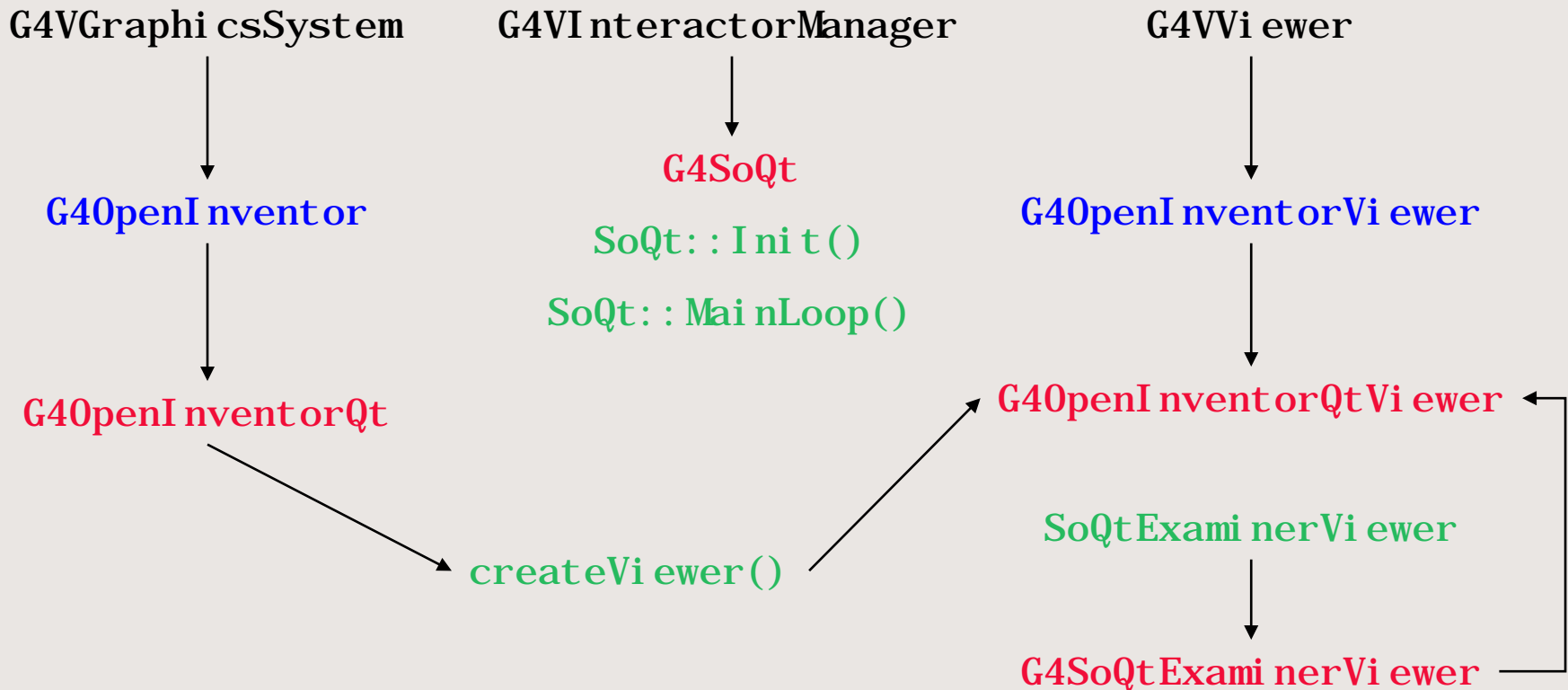
Owned and operated as a joint venture by a consortium of Canadian universities via a contribution through the National Research Council Canada  
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- The Open Inventor (OI) drivers were first developed in 1996-98 principally by J.Kallenbach, G.Barrand and J.Boudreau.
- After Silicon Graphics developed OpenGL, Open Inventor was created both as a higher-level API for OpenGL applications and as an advanced 3D graphical display and management system, using OpenGL as the rendering layer.
- Some advantages of OI over basic OpenGL:
  - OI provides powerful viewers with effective interactive controls and many built-in functions. The view is continuously relocatable via the “Seek” function. Full support for animated displays, transparency, and other effects.
  - Scene graph technology allows great flexibility including overlaid 2D or 3D scenes and information retrieval via picking and mouse-hovering.
  - Multi-platform support. Application code is OS-independent. Works with different GUI toolkits: Xt/Motif, Windows, Qt, through specific libraries SoXt, SoWin, and SoQt. Many common “So” methods for writing event-driven viewer functions.
- The existing G4 drivers are based on SoXt (for Unix and MacOS with XQuartz installed) and SoWin.
- The current effort is to produce a driver based on SoQt, initially for Unix and MacOS, and later for Windows, thus potentially a common OI driver for all our supported platforms.



# Class Structure for Open Inventor Qt Viewer



Four new classes are required.

Minimal other changes: register OI Qt in **G4VisExecutive** and make **G4VInteractorManager::secondaryLoop()** virtual.

**G4SoQtExaminerViewer** is the Qt equivalent of **G4SoXtExaminerViewer**

- For our beam physics applications we found the OI viewer to be indispensable because of its interactive controls and ability to easily relocate the view (seek function). But we needed further functionality.
- We started a background project to add the following features:
  - A Bookmark facility to save/restore views and camera parameters, allowing random access to them or sequential “slide shows” of interactive 3D views.
  - Stepwise navigation or animation through the geometry along a trajectory or reference path, with precise view rotations.
  - Superimposed text layer allowing mouse-over readout of solids and trajectories (very useful to obtain specifics of a track).
- The new “extended viewer” Vis Driver (OIXE) was completed in 2015. It relies on the Coin3D implementation of OI which is available for all OS and has been made a requirement for the Vis-OI category.
- Requirement of the current development: the Qt-based driver (OIQt) will contain all the added features of the OIXE driver.
- SoXt to SoQt migration process: Unqualified “So...” calls mostly go over unchanged, but code based on “SoXt...” methods must be rewritten using Qt widgets and event handling. Many new menus, buttons, dialogs and callback functions have been implemented.

# Extensions to Open Inventor Viewer

Save bookmark

Next bookmark

Previous bookmark

Extended picking & mouse-over display

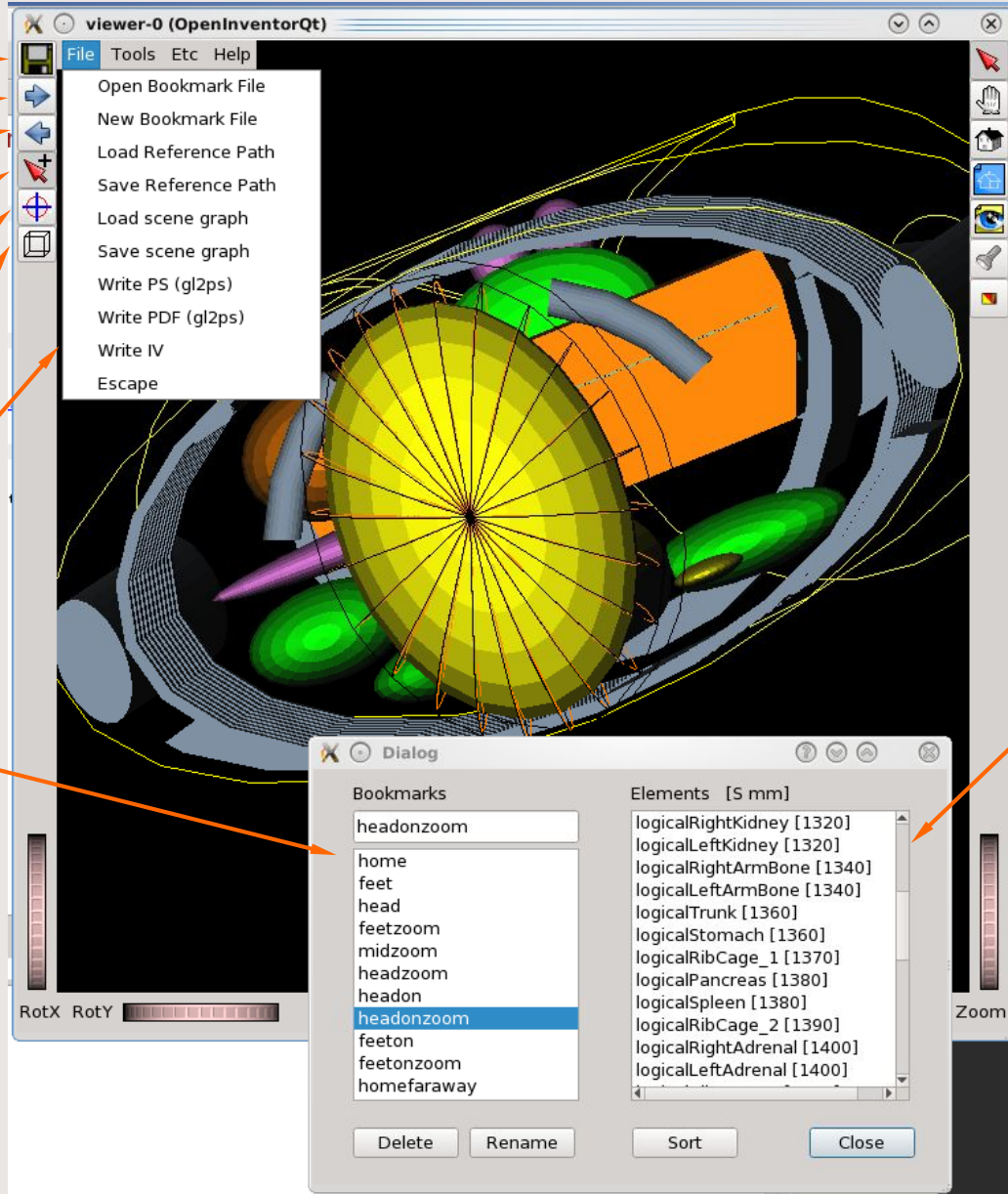
Pick reference path (trajectory)

Toggle wireframe

**Input/Output menu**

**Bookmark List**

Click for random access or use viewer buttons for sequential access



Built-in viewer controls

**Element List**

Ordered by distance along reference path. Click to navigate to element or use arrow keys to travel between elements and rotate around them.

- **Phases completed:**
  - Corrections to CMake configuration and addition of GEANT4\_USE\_INVENTOR\_QT option.
  - A prototype OIQt viewer (fully functional but no add-ons) was released in Geant4 10.7 Beta.
  - All functions migrated to Qt widgets.
  - All Bookmark functions implemented.
  - Element navigation, rotation, and geometry fly-through.
  - Superimposed scene, extended picking, and mouse-over readouts for volumes and trajectories.
- **Phases remaining:**
  - Add some viewer I/O functions such as PS and PDF output.
  - Improve layout of the Lists Dialog (Qt Designer).
  - General shake-down to remove glitches and resolve some inter-operability issues (e.g. embedding in the Qt UI).

*Special thanks to John Allison for his interest in this project and for essential feedback and support.*