Plans for GEOM, GEOMBUILDER, G4GEOM

- **Geometry**
  - Factorization of TGeoManager
    - Building, navigation, visualization, utilities
    - Cleaning-up useless dependencies
  - More testing and profiling
    - In context of navigation via MC interfaces
  - Extra features
    - Support for parameterizations
    - Lattices as division patterns

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- **Geometry builder**
  - Missing editors/features to be added
    - Missing shapes, mixture editor
    - More flexibility and functionality for top level editors
  - Extra tests for scaling and stability in the context of experiment geometries
  - Hopefully more user feedback
    - Extra developments/extensions should be driven by user needs (and maybe with developments coming from the users)

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- ## G4GEOM interface
  - ### Validation ongoing
    - Tests with real experiment setups
    - Comparisons with other MC's
    - Changes will probably touch the interface as well as TGeo
    - Interface optimization in terms of speed
  - ### Support for extra use cases
    - Going via G4 native application/geometry automated
    - More examples of usage for encouraging users trying it

ROOT project – which direction ?

- ## User-oriented project
  - This is what driven its success (fast feedback, allowing users to participate to project evolution)
  - Certainly keep it on like this…

- ## Keep it in sync with technology evolution
  - Multi-core architectures are already at the door…
    - Thread safety – a "must" more than just an issue
  - Web services are everywhere these days
    - Become thinner and as granular as possible to accommodate this at least at core level

- ## Only some wines become better when older…
  - One does not change the recipe of something successful ;-)