d0scan_qt news

- The Coin (graphics lib) version of d0scan_qt is now in the test releases and p16
  - A big step forward that required hard work from George for months
  - Have all functionalities
  - Need to check then all carefully, I've seen a couple of problems already
  - Seems more stable for CR operations, I ran for several hours without problems
- Track extrapolation in 2D view
- More calorimeter lego options, on request of CALO experts:
  - “Towers” in ADC counts, L1 trigger towers

d0scan_qt news

- Support for d0correct in p14
  - Users request is that they sould be able to see the events as seen in the analysis, i.e. after energy corrections, etc...
  - As d0correct in not in p14.06, I added another binary that can be compile by the user with d0correct.
  - I added visualisation of the corrected jets and the various types of missing ET
- This should also be supported by d0ev, at user request.
- Some even want to be able to input the value of missing ET, etc to be shown..

Todo list

- 3D view:
  - All CAL cells shapes (now EC not displayed)
  - Muon MC hits
  - Non CFT-only ChargedParticles
  - simple(r) animations for online
  - Bug: muon tubes sticking out of chambers
- Calorimeter lego:
  - No more requests

Todo list

- XY and RZ view:
  - Complete tracks, muons, etc
- New objects:
  - Eflow particles
  - C-Hole scintillation counters (upgrade)
  - Display track residuals
- Online display:
  - Debug memory leaks (OIV ? Shapes ? D0 part ?)
    - Ok now with p16 + Coin
  - Standard setup or viewers, camera settings
  - Automatize startup

Todo list

- GUI functionalities:
  - Bug in sliders for Coin/qt3 version
  - GL errors for tracks, Coin version
  - Possibility to defined layout with various viewer opened (.igsave.xml extention ?)
  - Fonts in Linux, fonts for info window
    - Ok with Coin
  - Entries in Twig in alphabetical order rather than order in which they are defined
  - Vector postscript printing, printing does not work for 2D view (?)
  - Select specific event or skip N events ?

Todo list

- GUI functionalities:
  - Select track and move camera to DCA, along track
  - Select particle with quality cuts (how ? D0cut ?)
  - Select hits and refit ?