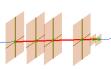




Test Beam Event Display

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basf2 Event Display

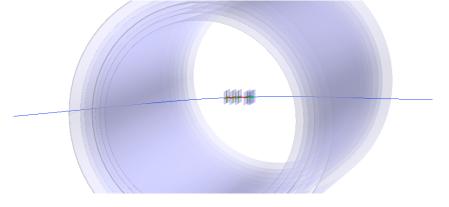
- Implemented as a basf2 module (Display), reading data objects created by other modules
- Interactive 3D display using TEve
- Uses TGeo geometry converted from Geant4
- Can show geometry, MCParticles + SimHits, and fitted tracks + RecoHits

```
Documentation: https:
```

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//belle2.cc.kek.jp/~twiki/bin/view/Computing/EventDisplay
```

Can the Display module be reused for the VXD test beam setup?

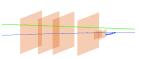
Example steering file: basf2 testbeam/vxd/examples/display.py



What should be shown?

- Test beam geometry
- High-level objects from simulation/reconstruction √
- PXDClusters sufficient? Pixels needed?
- Telescope hits still missing, can be added
- ROIs no data format yet
- ...?





Track candidates

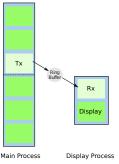


Fitted tracks



Requirements for Online Usage

Events should be shown while they come in, without interrupting basf2.



- Display needs to be decoupled from main process
- AsyncDisplay: Prototype module that buffers events and shows them in a separate process
- How to sample events? (events in ring buffer will be overwritten once filled, next event is likely 'old')
- Store only current, next and previous event?



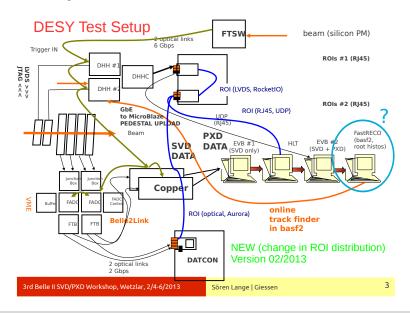
Current UI for changing events

Where to put it?

Prerequisites for using the display

- basf2
- Input: normal objects (clusters, GFTracks, ...)
- OpenGL (acceleration not strictly required)
- Could be run on the event builders directly, or receive data over network

Where to put it?



Open Questions

- What needs to be added to make the display useful for the test beam?
- Who'll take care of SVD-DAQ format ↔ basf2 SVD objects translation?
- Who'll install software on event builders, HLT, FastRECO?
- After ROIs are created from track candidates (Pisa people), how are they distributed? Available in basf2, too?