

Simplified Display for simulated events

G.B.

How to install

```
tar zxvf PoorManDisplay_v3.tar.gz
```

```
cd PoorManDisplay
```

```
make
```

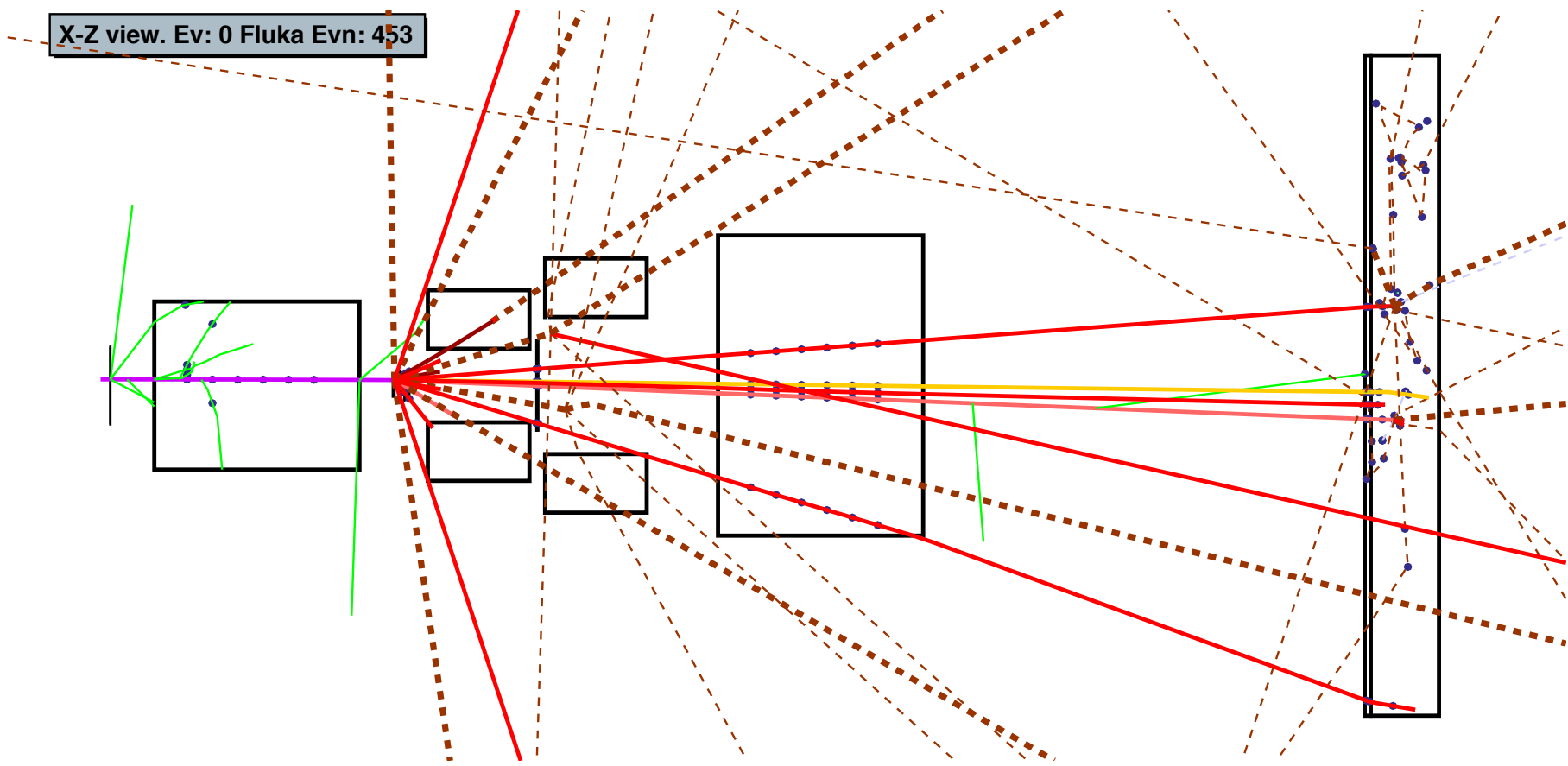
```
cd ..
```

How to run

In -sf *path/nome*.root In.root
./PoorManDisplay

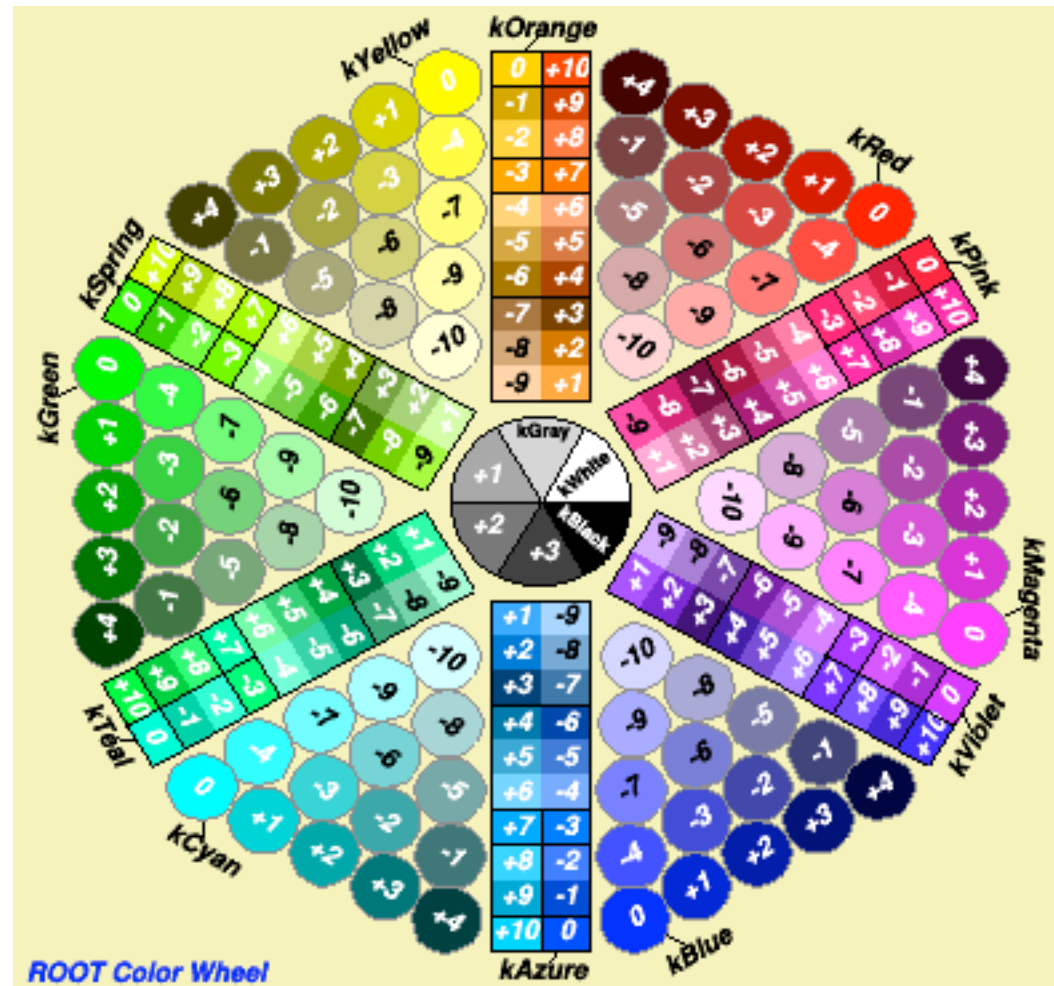
*with the cursor on the Canvas, at each return it
changes projective view/event*

X-Z view. Ev: 0 Fluka Evn: 453



Color codes (Root)

e-:	kGreen
n:	kOrange +4 dashed if (E>20 MeV) line width=3
photon:	kBlue-10 dashed
p:	kRed
d:	kRed+2
t:	kRed-7
e+:	kRed-10
other Z=1 part:	kGray+2
Z=2:	kOrange
Z=3:	kYellow
Z=4:	kGreen+2
Z=5:	kCyan
Z=6:	kBlue
Z=7:	kMagenta+3
Z=8:	kViolet
Other Z:	kBlack



Options

./PoorManDisplay -print

FOOT event display: usage -> ./PoorManDisplay [opts]

possible opts are:

-nev value : [def=all] Numbers of events to process

-evStart value : [def=0] Start from event # evStart

-doHits value : [def=1] Draw Hits if >0

-det value : [def=0] Draw Enlarged View:

0 = all

1 = BeamMonitor

2 = Vertex

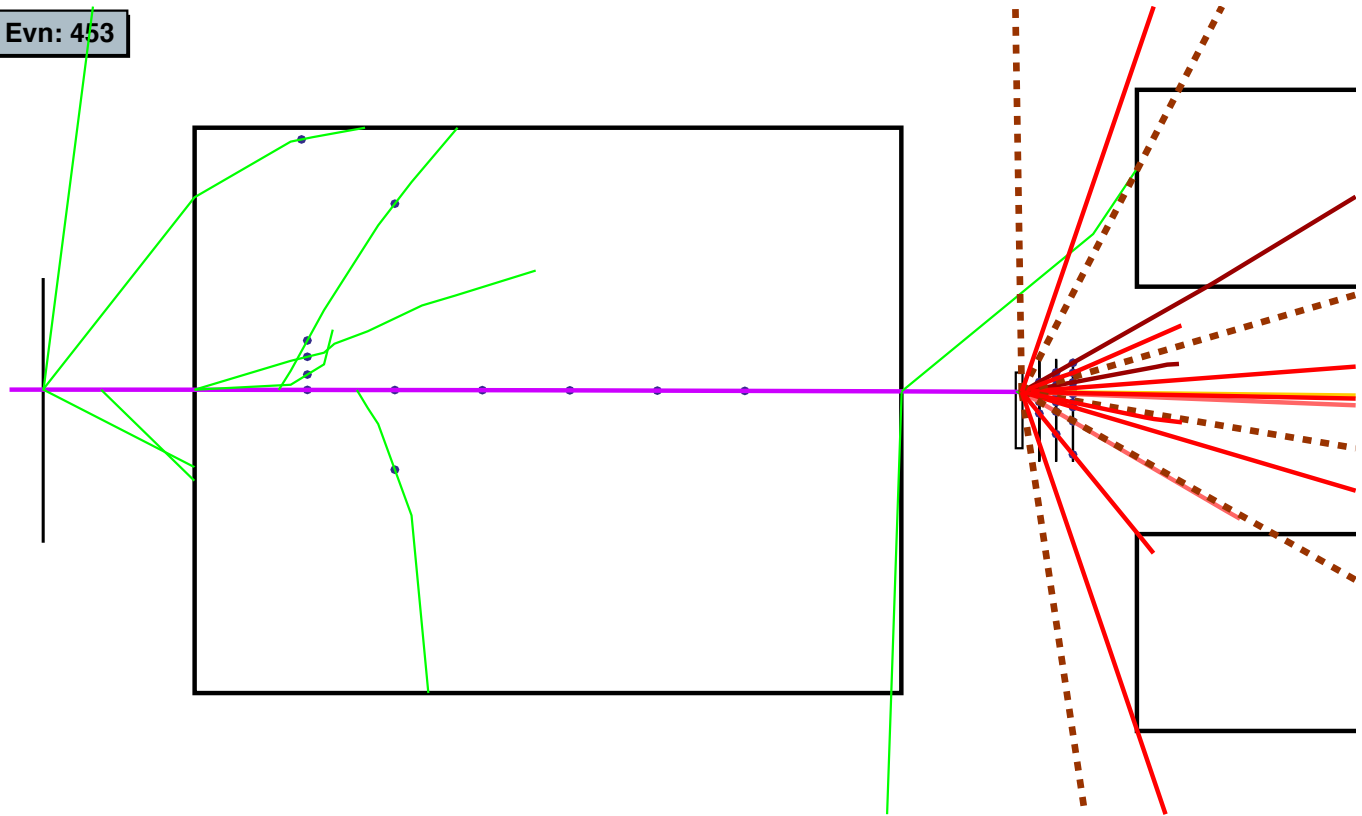
3 = Int. Tracker

4 = Drift Chamber

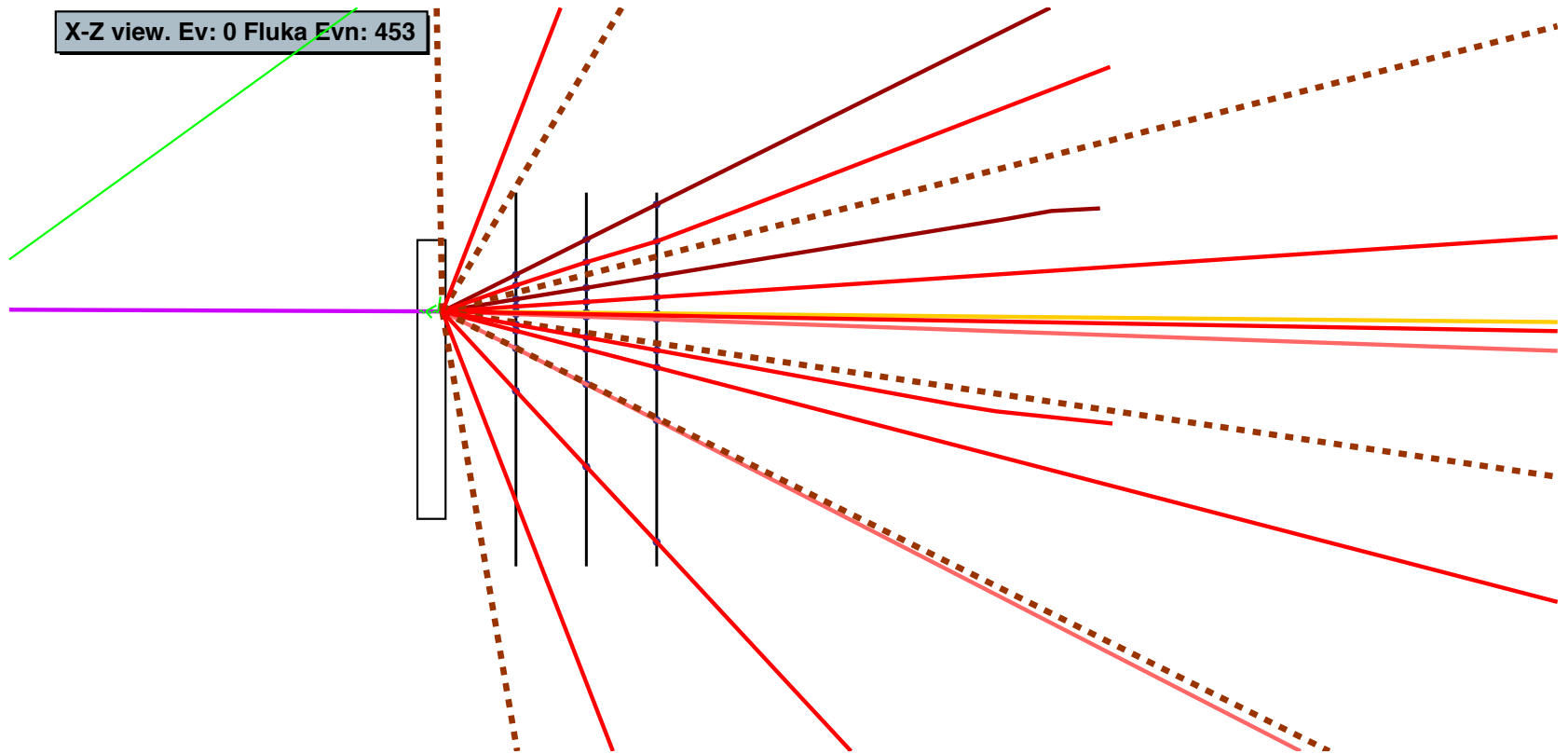
5 = Calorimeter

./PoorManDisplay -det 1

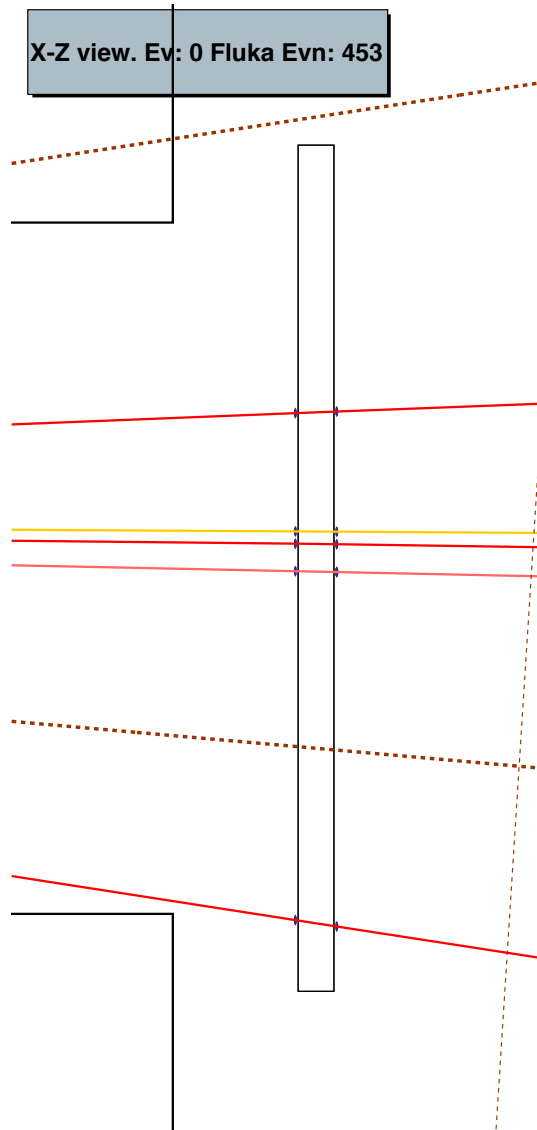
X-Z view. Ev: 0 Fluka Evn: 453



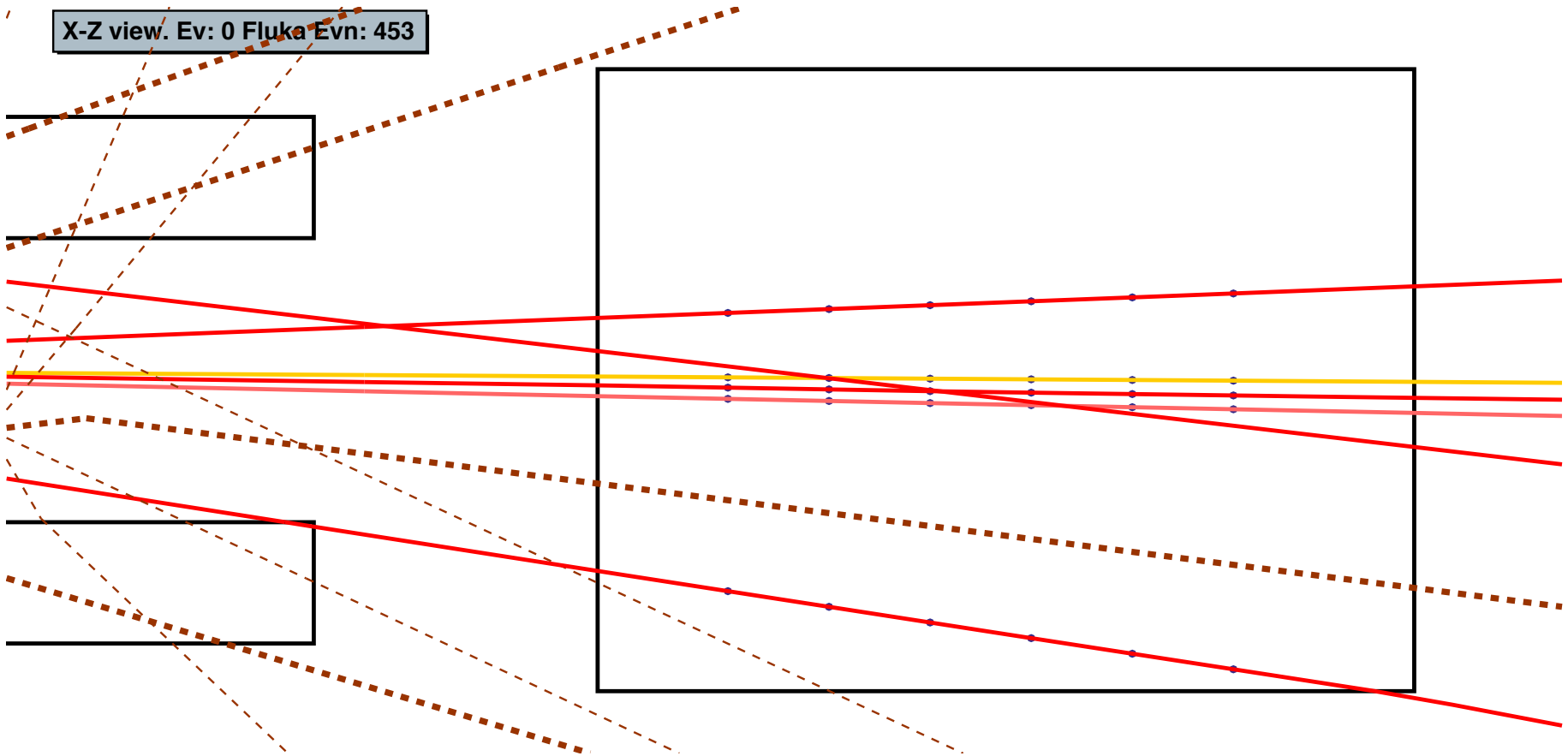
./PoorManDisplay -det 2



./PoorManDisplay -det 3



./PoorManDisplay -det 4



./PoorManDisplay -det 5

X-Z view. Ev: 0 Fluka Evt: 453

