

Run Simulation in Visual Mode

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Visualization Mode

1. Goto following directory by: `cd softwares/remoll`
2. Run MOLLER simulation code by: `./build/remoll`
3. Click menu 1.Geometry and select MOLLER Experiment
4. Click menu 3. Initialize and select Initialize
5. Click menu 4. Viewer and select Qt Viewer (Stored) (second item)
6. Now MOLLER geometry should be accessible

Scene Tree

The screenshot displays the remoll software interface. The main window title is "remoll". The menu bar includes: File, 1. Geometry, 2. Physics, 3. Initialize, 4. Viewer, 5. Filters, 6. Fields, 7. Generator, 8. Run. The toolbar contains various icons for file operations, navigation, and simulation control.

The interface is divided into several panels:

- Scene tree, Help, History:** A panel with tabs for "Scene tree", "Help", and "History". A tooltip reads "Scene component tree. Only available in Stored mode".
- Scene tree: viewer-0 (OpenGLStore):** A tree view showing a hierarchy of components with checkboxes for visibility. The tree structure is as follows:
 - Scene tree: viewer-0 (OpenGLStore)
 - Axes
 - Touchables
 - logicMother_PV [0]
 - donutSystem_lo...
 - DSbeampipeMot...
 - GEMTrackingWo...
 - GEMTrackingWo...
 - lefthut_PV [448]
 - logicDownstrea...
 - logicHall_PV [24]
 - logicUpstream_...
 - pionDetectorSys...
 - raster_beampip...
 - sbsbunker_PV [50]
 - showerMaxMot...
 - targetRegion_P...
 - parallel [0]
 - parallel_logic_P...
 - collar1Virtual...
 - collar2Virtual...
 - donutDSVirtu...

- viewer-0 (OpenGLStoreQt):** A 3D visualization window showing a complex detector geometry with green and blue components.
- Output:** A text area displaying simulation output:

```
Pre-step-point global time (PreT): G4BestUnit (G4double)
Pre-step Volume Path (PreVPath): G4String
Pre-step-point weight (PreW): G4double
Remaining Energy (RE): G4BestUnit (G4double)
Total Energy Deposit (TED): G4BestUnit (G4double)
WARNING: Trajectory storing has been requested. This action may be
reversed with "/tracking/storeTrajectory 0".
WARNING: The vis manager will keep up to 100 events.
This may use a lot of memory.
It may be changed with, e.g., "/vis/scene/endOfEventAction accumulate 10".
```
- Session:** A text input field at the bottom.