

GDML Notes

GDML Python

GDML has nice Python wrappers written by Witek. It has bindings to Geant4 and ROOT. The ROOT geometry viewer is an OpenGL-based tool that has an interactive clipping system.

```
GDML/PyGDML/Common
    Examples
    G4Binding
    ROOTBinding
```

Common contains shared utils between G4 and ROOT bindings, such as units, the writer, sax processes, and the content handler.

G4Binding is a binding to Geant4 using reflex. I couldn't get this to work, but I'll try with new Root.

ROOTBinding uses a ROOT OpenGL viewer.

Root GL Display

```
cd ~jeremym/work/projects/python/PyGDML
. mysetup.sh
cd ROOTBinding/python
ipython myGDMLROOT.py box.gdml
                        sdjan03.gdml
                        sid.gdml (current causes a fun seg fault)
```

<http://root.cern.ch/phpBB2/viewtopic.php?t=3229&highlight=clipping>

<http://root.cern.ch/root/html/TGeoShape.html>

<http://root.cern.ch/root/Version50800.news.html>

<ftp://root.cern.ch/root/doc/chapter19.pdf>

<http://root.cern.ch/root/html/examples/na49view.C.html>