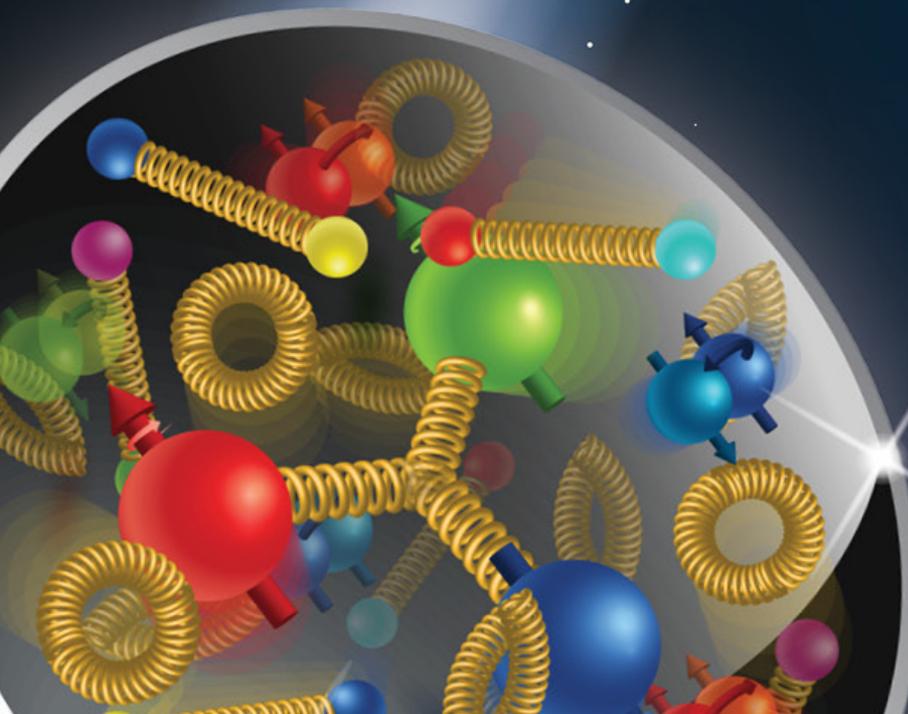


User Interface I

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Geant4 Tutorial Course



Contents



- Command syntax
- Macro file
- Some useful commands
- G4UIExecutive



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Geant4 UI command

- A UI command consists of
 - Command directory `/run/verbose 1`
 - Command `/vis/viewer/flush`
 - Parameter(s)
- A parameter can be a type of string, boolean, integer or double.
 - Space is a delimiter.
 - Use double-quotes (“”) for string with space(s).
- A parameter may be “omittable”. If it is the case, a default value will be taken if you omit the parameter.
 - Default value is either predefined default value or current value according to its definition.
 - If you want to use the default value for your first parameter while you want to set your second parameter, use “!” as a place holder.

`/dir/command ! second`

Command submission

- Geant4 UI command can be issued by
 - (G)UI interactive command submission
 - Macro file
 - Hard-coded implementation
 - Slow but no need for the targeting class pointer
 - Should **not** be used inside an event loop

```
G4UImanager* UI = G4UImanager::GetUIpointer();  
UI->ApplyCommand("/run/verbose 1");
```

- The availability of individual command, the ranges of parameters, the available candidates on individual command parameter **may vary** according to the implementation of your application and may even **vary dynamically** during the execution of your job.
- some commands are available only for limited Geant4 **application state(s)**.
 - E.g. `/run/beamOn` is available only for *Idle* states.

Command refusal

- Command will be refused in case of
 - Wrong application state
 - Wrong type of parameter
 - Insufficient number of parameters
 - Parameter out of its range
 - For integer or double type parameter
 - Parameter out of its candidate list
 - For string type parameter
 - Command not found

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Macro file

- Macro file is an ASCII file contains UI commands.
- All commands must be given with their **full-path directories**.
- Use “#” for comment line.
 - First “#” to the end of the line will be ignored.
 - Comment lines will be echoed if `/control/verbose` is set to 2.
- Macro file can be executed
 - interactively or in (other) macro file

```
/control/execute file_name
```

– hard-coded

```
G4UImanager* UI = G4UImanager::GetUIpointer();  
UI->ApplyCommand("/control/execute file_name");
```

Available Commands

- You can get a list of available commands **including your custom ones** by
 - `/control/manual [directory]`
 - Plain text format to standard output
 - `/control/createHTML [directory]`
 - HTML file(s) - one file per one (sub-)directory
- List of built-in commands is also available in section 7.1 of *User's Guide For Application Developers*.

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Alias

- Alias can be defined by

```
/control/alias [name] [value]
```

- It is also set with `/control/loop` and `/control/foreach` commands
- Aliased value is always treated as a string even if it contains numbers only.

- Alias is to be used with other UI command.

- Use curly brackets, `{` and `}`.

- For example, frequently used lengthy command can be shortened by aliasing.

```
/control/alias tv /tracking/verbose
```

```
{tv} 1
```

- Aliases can be used recursively.

```
/control/alias file1 /diskA/dirX/fileXX.dat
```

```
/control/alias file2 /diskB/dirY/fileYY.dat
```

```
/control/alias run 1
```

```
/myCmd/getFile {file{run}}
```

Loop

- `/control/loop` and `/control/foreach` commands execute a macro file more than once. Aliased variable name can be used inside the macro file.
- `/control/loop [macroFile] [counterName] [initialValue] [finalValue] [stepSize]`
 - `counterName` is aliased to the number as a loop counter
- `/control/foreach [macroFile] [counterName] [valueList]`
 - `counterName` is aliased to a value in `valueList`
 - `valueList` must be enclosed by double quotes (" ")
- on UI terminal or other macro file

```
/control/loop myRun.mac Ekin 10. 20. 2.
```
- in myRun.mac 

```
/control/foreach mySingleRun.mac pname "p pi- mu-"
```
- in mySingleRun.mac 

```
/gun/particle {pname}  
/gun/energy {Ekin} GeV  
/run/beamOn 100
```

Some other useful UI commands

- `/control/shell <shell_command>`
 - Execute a Unix shell command (e.g. `/control/shell ls`)
- `/control/getEnv <shell_variable_name>`
 - Get a shell variable value and define it as an alias.
- `/control/getVal <alias_name> <UI_command> <index>`
 - Get the current value of the UI command and define it as an alias.
 - `<index>` is the index of the parameter to take if the command has more than one parameters.
- `/control/add <alias_name> <val_1> <val_2>`
- `/control/subtract <alias_name> <val_1> <val_2>`
- `/control/multiply <alias_name> <val_1> <val_2>`
- `/control/divide <alias_name> <val_1> <val_2>`
- `/control/remainder <alias_name> <val_1> <val_2>`
 - `<val_1>` and/or `<val_2>` can be aliases.
 - If `<alias_name>` already exists, value is overwritten.

Some other useful UI commands

- `/control/doif <val_1> <comp> <val_2> <UI_command>`
- `/control/if <val_1> <comp> <val_2> <macro_file>`
 - Equivalent to `/control/doif <val_1> <comp> <val_2> /control/execute <macro_file>`
- `/control/strdoif <str_1> <comp> <str_2> <shell_command>`
- `/control/strif <str_1> <comp> <str_2> <macro_file>`
 - E.g. `/control/getVal particleName /gun/particle`
`/control/strif {particleName} == proton myMacro.mac`
- `/control/doifBatch <UI_command>`
- `/control/ifBatch <macro_file>`
- `/control/doifInteractive <UI_command>`
- `/control/ifInteractive <macro_file>`
 - E.g. `/control/ifInteractive vis.mac`
- `/control/useDoublePrecision`
 - Use double precision for printing out the current parameter value.

Terminal commands

- Interactive terminal supports some Unix-like commands for directory.
 - **cd**, **pwd** - change and display current command directory
 - By setting the current command directory, you may omit (part of) directory string.
 - **ls** - list available UI commands and sub-directories
- It also supports some other commands.
 - **history** - show previous commands
 - **!*historyID*** - re-issue previous command
 - **arrow keys and tab** (TC-shell only)
 - **?*UIcommand*** - show current parameter values of the command
 - **help** [*UIcommand*] - help
 - **exit** - job termination
- Above commands are interpreted in the interactive terminal and are not passed to Geant4 kernel. You **cannot** use them in a macro file.

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Batch mode / interactive mode

- In your *main()*

```
int main(int argc, char** argv)
{
    ...
    if (argc != 1)
    { // batch mode
        G4String command = "/control/execute ";
        G4String fileName = argv[1];
        UImanager->ApplyCommand(command+fileName);
    }
    else
    { // interactive mode : define UI session
        G4UIExecutive* ui = new G4UIExecutive(argc, argv);
        ui->SessionStart();
        delete ui;
    }
}
```