



Published on *ROOT* (<http://root.cern.ch/drupal>)

[Home](#) > [Blogs](#) > [axel's blog](#) > Printer-friendly PDF

Sneak Preview

Submitted by axel on Thu, 25/06/2009 - 18:29

- [production release](#) [1]

Hi!

There are still a few days until the next major version of ROOT will be available for download (June 30th). It's a good occasion to tell you what you might like about it! We have put more than thousand patches into ROOT since the last production release. Deciding what's relevant and interesting out of that is of course very much a matter of taste - so here is my personal list of favorite changes that showed up in ROOT during the last year:

PROOF Lite

This is the ideal way to speed up your analysis, by simply using all of the multiple cores that your machine offers! There is [even a short manual](#) [2] for it. The basics are simple, though: you derive from [TSelector](#) [3] (even the output of [TTree::MakeClass\(\)](#) [4] does), and you call

```
p = TProof::Open("")
```

That's it already!

The Fit Panel

Of course you derive the fit functions you use theoretically, and you determine the ideal initial parameters using the expertise that you gained over the many years in physics.

Right. For all the rest of us, there is the fit panel. It existed since years, but the new one is just SO much better. You can e.g. find it in the canvas under `Tools:`



This new fit panel allows you to fit anything, from histograms to trees, with (almost?) all possible options! I also really like the parameter input window, where one can define the bounds and the initial value, together with a live preview of what the fit function looks like given the initial parameters:



GL

Got used to your compiz desktop? What about some fancy GL in your ROOT canvas? This is what it looks like:


As you can see, you can pick bins (the status bar shows the coordinates and contents), you can move a projection through the histogram - and of course you see everything in an amazing quality, fast and beautiful.

What's the magic for that? You need to call

```
gStyle->SetCanvasPreferGL(kTRUE);
```

before you create your first canvas. And the canvas name must start with the letters `gl`. Yes, that's a funny way of selecting it and from what I heard it might get fixed soon :-). The last thing is to draw with one of the GL options, like `"GLLEGO"` as in this example.

So: enjoy the new version of ROOT! Next week I plan to post a few of ROOT's well hidden gems...

Cheers,


© 1995-2015 The ROOT Team

Source URL: <http://root.cern.ch/drupal/content/sneak-preview>

Links:

- [1] <http://root.cern.ch/drupal/category/package-context/production-release>
- [2] <http://root.cern.ch/drupal/content/proof-multicore-desktop-laptop-proof-lite>
- [3] <http://root.cern.ch/root/html/TSelector.html>
- [4] <http://root.cern.ch/root/html/TTree#TTree:MakeClass>