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New Plotter in MCNP



Cole Frederick Sriram Swaminarayan

MCNP User Symposium Aug 2024



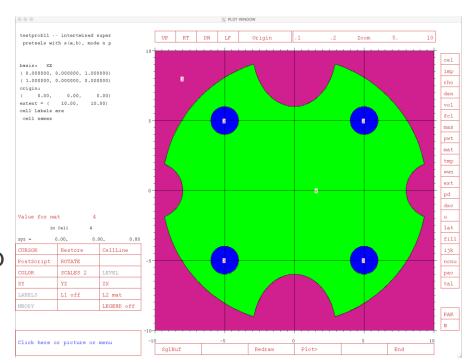
Why update the plotter?

Current interface uses a basic layout

- Buttons are modeled directly in MCNP, not using a UI framework
- Interaction with interface doesn't provide a modern look-and-feel

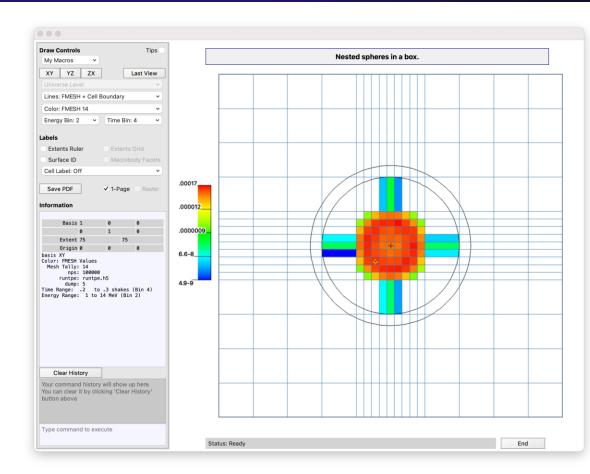
Performance is less than optimal

- No platform specific optimizations
- Host code runs the main event loop



Modern Controls

- Reactive buttons, checkboxes
- Menus (drop down or tear away)
- Tool tips on mouse hover
- Mouse controls for pan, rotate, zoom
- Faster rendering



Features

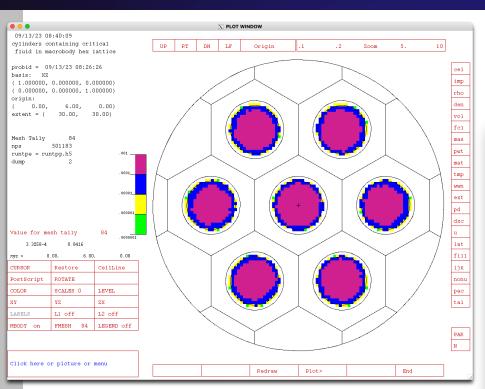
Retains:

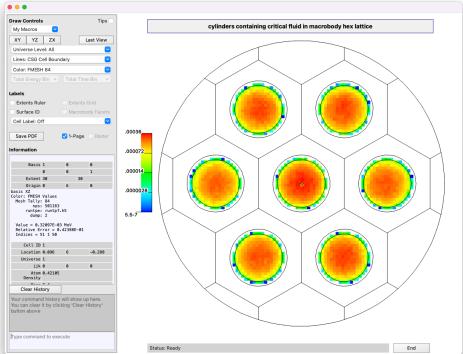
- Text command interface for scripts and power users
- All drawing capabilities offered by previous plotter

Adds (so far):

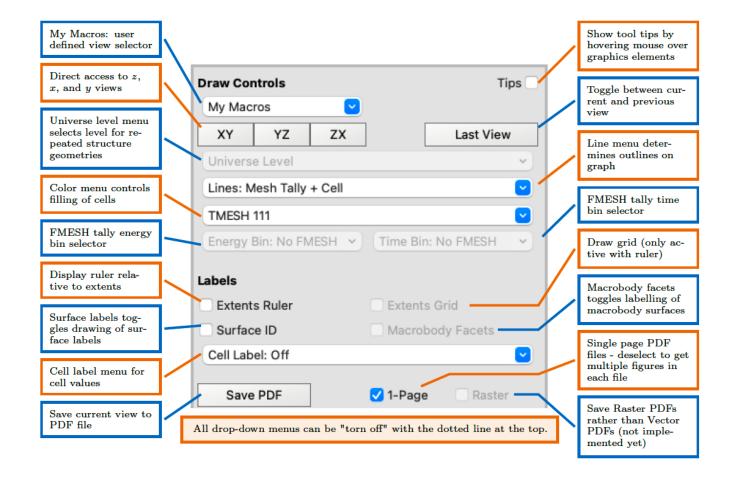
- Export directly to PDF
- Cell information at a glance
- Mouse pan/rotate/zoom
- Save/restore views
 - Easily shared with colleagues
- Etc

Side by Side

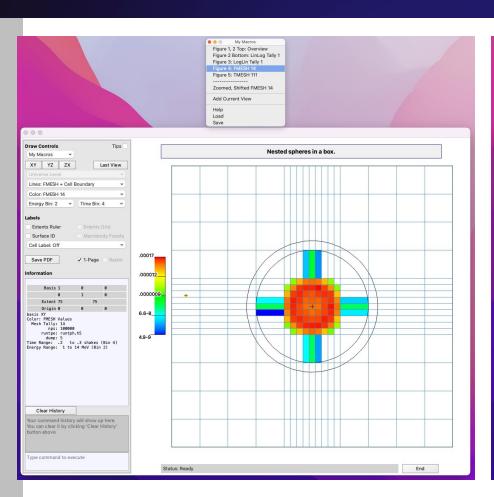


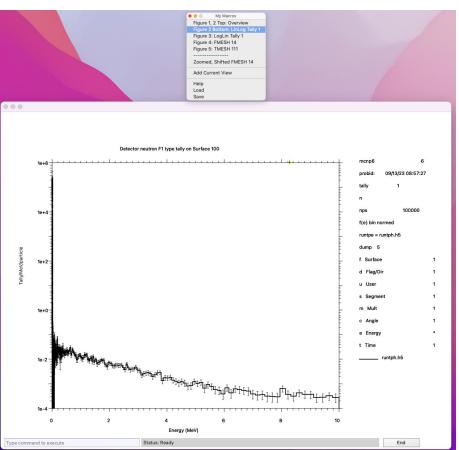


Control Panel Detail



Saved Views





Demo

Updates

- Now working uniformly across hardware platforms, compilers, and operating systems
- Works with both Qt 5 and 6
- Better window scaling across OSs
- Bug fixes and small improvements, eg
 - Menu item (FMESH+Cell) status consistentcy with app state
 - Enabled CONTOUR

Looking forward

- Distributed with 6.3.0 as optional
- In 6.4 and all future version, the new plotter is the only plotter

Integrated directly with MCNP, not a sidecar project

Used by the development team

Planned next steps

- Multiple windows (showing multiple views into the same geometry)
- 3D rendering (ray tracing) directly reflecting the physics engine
- Interactive/live editing of the geometry

Questions?

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