

ONLINE CONSUMERS

(detector monitors)

All detector monitors can be loaded by the standard monitor GUI on the following machines:

- lmdmon
- pcfino1
- monitortof

The GUI can be loaded in the following way:

login: fnddafne
(open a terminal)

```
> source fnd.sh  
> cd $FND_WRK  
> FinudaOnlMon
```

What you need to know...:

- Online consumers read shared histograms from the NFS-SHARED memory: they have read-only access to these memory; only the online-producer is allowed to modify the content of shared histograms.
- Different consumer machines can access simultaneously to the any shared histogram.
- If the producer is PAUSED/STOPPED you don't need to restart any consumer.
- If the shared memory is cleaned by the consumer (“CLEAN (KILL)” button), all histograms will disappear from the consumer, but you don't need to restart it: it will automatically look for the shared memory to be ready again.
- Every consumer is automatically updated every 30 seconds, but you can force the update by pressing any button.
- You can “double-click” on the histogram selection to enlarge a copy of the histogram (the enlarged histogram will never be updated and will not modify the shared one.)
- If you need to print the monitor canvas (histograms-window):
 - “file” → “Print...”
 - *Print command:* **lpr -P**
 - *Printer:* **prnfinuda1**

What you can do...:

- You can run any detector monitor in online-mode on every consumer machine.
- You can run a local monitor producer from raw file
(local “.root” files will be produced in the current directory)
- You can open any detector monitor from file (previously processed).

What you can not do...:

- You can not start the online-producer from consumer machines.
- You can not reset any online histogram from consumer machines.

What you should not do...:

- You should never “KILL and QUIT” from the main GraphicUserInterface

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