EsbRootView

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In the code…

- No "more physics" in the code.
- Some optimisations in the WebAssembly version around WebGL to deal with the projection matrix more effectively in the shader.
- Improve the lighting in macOS Apple/Metal version (still not yet released).
- Related : Geant4 people had accepted to have a new "vis driver" (tools_sg) based on my technologies, then the same than the one below EsbRootView. (Mainly because it offers a way to deal with Apple/Metal). I raised priority of this these days…

A paper for the virtual CHEP

- A virtual CHEP is announced for May.

- I am on a paper…

- In fact more work than expected since they want a full paper at submission, not only an abstract, with a minimum of six pages (and up to ten) and this before the 28th of February.

- The "raw" material is here…