
Subject: Unit of Vertex position in boxgenerator
Posted by [donghee](#) on Fri, 29 Jan 2010 13:54:39 GMT
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Dear Colleagues,

What is the unit of vertex position in Box Generator?

```
FairBoxGenerator* boxGen = new FairBoxGenerator(22, 1);  
boxGen->SetXYZ(0., 0., 0); // vertex coordinates [mm]
```

One of example macro shows that vertex coordinates are presentde with [mm].
Is it true?

Best wishes,
Donghee
