
Subject: Re: Cherenkov photons generation (FairBoxGenerator)

Posted by [Stefano Spataro](#) on Sat, 21 Aug 2010 10:35:27 GMT

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Hi,

to have cherenkov photons you should use pid code "50000050", and not "22". But I suppose you could have interaction to materials (i.e. air), if you shoot it from 0,0,0.

Your crash could be due to the fact that cherenkov propagation maybe is switched off by default. Please check your gconfig/g3Config.C and be sure that `geant3->SetCKOV(1)` is ON.

To change the particle vertex, you can just check wiki, on event generators -> uniform generator:

```
boxGen->SetXYZ(0., 0., 0.);    // vertex coordinates [cm]
```

If you have still problem, maybe it is better to tell exactly which macro are you using, your changes, so that it is possible to crosscheck your crashes.

Bye
