
Subject: shape of a volume

Posted by [Olaf Hartmann](#) on Mon, 13 Dec 2010 10:49:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all,

I see a somewhat strange behaviour from the following lines of code:

```
if (!gGeoManager) GetGeoManager();
TGeoVolume* actVolume = gGeoManager->GetCurrentVolume();
TGeoShape* actShape = actVolume->GetShape();
const char* fShapeName = actShape->GetName();
```

```
cout << "Volume is " << fShapeName << endl;
```

Instead of the shape name I get always the volume name in the output. Interactively, at the ROOT prompt, it works:

```
Quote:root [1] TGeoVolume* actVolume = gGeoManager->GetVolume("FscAbsorber")
root [2] TGeoShape* actShape = actVolume->GetShape();
root [3] actShape->GetName();
root [4] actShape->GetName()
(const char* 0x2cfa898)"TGeoBBox"
```

I wonder how to get the shape name inside the code?

Cheers
Olaf.