Subject: URGENT: Dirc geometry? Posted by StefanoSpataro on Thu, 26 May 2011 07:41:25 GMT View Forum Message <> Reply to Message

Hi,

which is the proper way top run DIRC geometry? I am using the old good standard:

PndDrc *Drc = new PndDrc("DIRC", kTRUE); Drc->SetRunCherenkov(kFALSE); // for fast sim Cherenkov -> kFALSE fRun->AddModule(Drc);

But it is not working, it produces the following messages:

====== DRC:: ConstructOpticalGeometry() =======

Warning in <TGeant3TGeo::DefineOpSurface>: Called for surface MirrSurface. Not applicable in Geant3 - setting is ignored.

Warning in <TGeant3TGeo::SetBorderSurface>: Called for border surface BarMirrSurface. Not applicable in Geant3 - setting is ignored.

Warning in <TGeant3TGeo::SetBorderSurface>: Called for border surface BarMirrSurface. Not applicable in Geant3 - setting is ignored.

Warning in <TGeant3TGeo::SetBorderSurface>: Called for border surface BarMirrSurface. Not applicable in Geant3 - setting is ignored.

Warning in <TGeant3TGeo::SetBorderSurface>: Called for border surface BarMirrSurface. Not applicable in Geant3 - setting is ignored.

Warning in <TGeant3TGeo::SetBorderSurface>: Called for border surface BarMirrSurface. Not applicable in Geant3 - setting is ignored.

Warning in <TGeant3TGeo::SetMaterialProperty>: Called for material surface MirrSurface. Not applicable in Geant3 - setting is ignored.

====== DRC::ConstructOpGeometry -> Finished! ======

-I- Initializing PndSdsDetector()

PndEmc::SetSpecialPhysicsCuts():

using special physics cuts ...

-I- Initializing PndGemDetector()

-I- PndDrc: Intialization started...

-I- PndDrc: Switching OFF Cherenkov Propagation

Volld: Volume DrcBarSensor not found

bar 1 id = 0

Volld: Volume DrcPDSensor not found

Volld: Volume DrcBarBox not found

Volld: Volume DrcEV not found

-I- PndDrc: Intialization successfull

but in the TGeoManager I can see there is no DIRC!! Which is the correct way to call it? I do not need the cherenkov propagation, the fast option is what I need top use.

Many thanks in advance.