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Subject: Re: Finding true vertex position of mother particles.  
Posted by [Ralf Kliemt](#) on Fri, 15 Jul 2011 10:23:35 GMT

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Hello Donghee,

I have a present for you

```
TFile* f = new TFile(inFile.Data()); // the sim file you want to analyse
TTree* t=(TTree*)f->Get("cbmsim");
```

```
FairMCEventHeader* evthead;
t->SetBranchAddress("MCEventHeader.", &evthead);
```

```
for (Int_t j=0; j<nEvents && j<t->GetEntriesFast(); j++)
{
  t->GetEntry(j);
  if(verbosepoints) cout<<"Event No "<<j<<endl;
  else if (!(j%100)) cout <<"Event No "<<j<<endl;
  cout<<"GetRunID() "<<evthead->GetRunID()<<endl;
  cout<<"GetEventID() "<<evthead->GetEventID()<<endl;
  cout<<"GetX() "<<evthead->GetX() <<endl;
  cout<<"GetY() "<<evthead->GetY() <<endl;
  cout<<"GetZ() "<<evthead->GetZ() <<endl;
  cout<<"GetT() "<<evthead->GetT() <<endl;
  cout<<"GetNPrim() "<<evthead->GetNPrim() <<endl;
} // end for j (events)
```

Be reminded of the Branch name (thaks Tobias) and that the Event header is an object directly inside the tree, like all the TClonesArrays.

Kind regards,  
Ralf

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