Subject: Re: Problem with secondary tracks
Posted by Mohammad Al-Turany on Thu, 28 Jul 2011 16:29:05 GMT

Hi,

There is a filter on secondary particles, by default, this filter will skip secondary particles that:
1. do not hit any detector
and
2. do not have any daughter that hit any detector

such particles can never be detected and we simply delete the and reindex the whole mother-doughter relations in the TClonesArrays and the MCTrack
 (all what goes to the Tree is consistence)

Now if you have classes that do not inherits from the MCpoint classes in framework or you do your own things (you save the particle Id your self in the simulation in some privet classes), then I can imagine that you get some discrepancies!

Anyway, this filter can be easily switched off in the g4/3Config.C macro:

/// create the Specific stack
  PndStack *stack = new PndStack(1000);
  stack->StoreSecondaries(kTRUE);
  stack->SetMinPoints(1);

if you set the min points to zero, i.e:

/// create the Specific stack
  PndStack *stack = new PndStack(1000);
  stack->StoreSecondaries(kTRUE);
  stack->SetMinPoints(0);

Then all particles will be saved to the output without any filtering. But this could increase the file sizes dramatically.

I hope this will help you.

regards from the sunny Jordan with 40 degrees in shadow.

Mohammad