
Subject: Re: charged geantino
Posted by [Stefano Spataro](#) on Thu, 02 Feb 2012 10:00:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is the answer from Ivana about:

Quote:Hi Stefano,

As Root has only Rootino and no ChargedRootino, both geantino and chargedgeantino are mapped to Rootino.

And Rootino should be mapped to geantino, but I have realized now that it is mapped by mistake to chargedgeantino.

So you can just define kRootino in your application and it will be interpreted as chargedgeantino.

But as this interpretation is not correct, after I will fix it in geant4_vmc, there will be no other way how to define it than to modify the mapping in the geant4_vmc code.

I can ask Root team if we can add ChargedRootino in Root PDG table and then map both particles properly.

Cheers,

Ivana

On 02/02/2012 10:11 AM, Stefano Spataro wrote:

> Dear Ivana,

> I have a short question. Is the charged geantino currently mapped into virtual mc? I mean, if I need to shoot some charged geantino, which PDG code I should use? I have tried to search for this info but I was not able to find it, or maybe I should just take some charged particle and switch off all the interactions?

>

> Many thanks in advance

>

> Ste

Hope this helps.
