
Subject: Re: charged geantino
Posted by [asanchez](#) on Thu, 02 Feb 2012 11:12:33 GMT
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Hi again, Ok now it is called FairParticle at the fairbase/base directory,
the general constructor is

```
FairParticle( Int_t pdg , const TString name, TMCParticleType mcType, Double_t mass,
Double_t charge,
            Double_t lifetime, const TString pType="Ion", Double_t width=0, Int_t iSpin=0, Int_t
iParity=0,
            Int_t iConjugation=0, Int_t ilsospin=0, Int_t ilsospinZ=0, Int_t gParity=0, Int_t lepton=0,
            Int_t baryon=0, Bool_t stable=kFALSE);
```

In your simulation macro (first approach),

you should define your particle (for example in my case it was a double hypernucleus)

```
FairParticle *B13LL = new FairParticle("B13LL", 5,13, 2,12.45659,5,kFALSE,0.200e-9);
fRun->AddNewParticle(B13LL);
```

you have to know what is the pdgcode assigned to your particle,
(so that you can generate it afterwards) by doing

```
Int_t B13LLPDG;
p= db->GetParticle("B13LL");
if(p) B13LLPDG=p->PdgCode();

cout<<B13LLPDG<<endl;
```

for the physical processes , const TString pType="Ion", you should see that you get something
similar to the rootino/geantino family.
instead of "ion".

I hope it works

cheers
Alicia.
