
Subject: Re: Creating geometry for a new detector
Posted by [Mohammad Al-Turany](#) on Wed, 29 Feb 2012 18:03:26 GMT
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Hi,

Please see:

<http://fairroot.gsi.de/?q=node/47>

You have to implement your detector class yourself. you have to inherits from FairDetector for active detectors (detectors that have to process hits) and it is enough to inherits from FairModule for non-active detectors/modules, so you have to create anew directory (<http://fairroot.gsi.de/?q=node/29>) and then inside this directory you need to put your detector/module classes, i.e:

FairDpm (.h, .cxx)

FairDpmPoint (.h, .cxx)

Methods which you have (can) implement are documented in the links above.

For Magnet, Target, Cave you can the panda implementation but you have to deliver your own geometry.

hope this will help.

Mohammad
