
Subject: Re: FairMCPoint

Posted by [Mohammad Al-Turany](#) on Wed, 14 Mar 2012 11:55:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hallo Volker,

looking at the current implementation one can improve it as following:

1. The FairBasePoint and FarMCPoint will be unified in one class (FairMCPoint)
2. FairSingleLinkedData is not needed (will be removed)
3. FairLinkedData and FairLinkedMultiData will be unified in one class (FairLinkData)
4. The new FairMCPoint class will inherits directly from FairMultiLinkedData
5. The FairMCPoint will not inherit from FairTimeStamp

The new design will be:

Now the new FairMCPoint and FairHit has to be understood as an example, in fact even now before changing anything you can skip them and define your own classes the only thing the framework need is that you inherits from TObject in ROOT nothing more. Now with the new changes it get clearer and in case you need to use the fair links you inherits from FairlinkData, otherwise you just define your own classes that are TObjects. The same is true for the Hit Class if you went to use our scheme for time base simulation you inherits from the FairTimeStamp, otherwise you define your own.

For the event display using the example point and Hit you can directly use our implementation, or you do it on your own.

With these changes, the code get clearer but the current functionality is not really changed and every body is free to choose where to plug his data into the framework what to re-use, etc.

best regards.

Mohammad

File Attachments

1) [fair_points.png](#), downloaded 1090 times

