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Subject: Re: New Event Display

Posted by [Philipp Mahlberg](#) on Thu, 04 Apr 2013 17:19:22 GMT

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Dear Tobias,

from my point of view in the eventDisplay.C script:

```
FairMCPointDraw *EMCPoints = new FairMCPointDraw ("EmcHit",kOrange, kFullSquare);
```

needs to be replaced by

```
FairHitPointSetDraw *EMCPoints = new FairHitPointSetDraw ("EmcHit",kOrange,  
kFullSquare);
```

Otherwise, all the shown EmcHits are located at the origin, as an effect of bad casting.

Cheers,  
Philipp

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