Subject: Re: how to convert kinematic variables from lab frame to cm frame in root Posted by StefanoSpataro on Mon, 03 Jun 2013 17:31:02 GMT View Forum Message <> Reply to Message

This means that, if you have a collision along z axis, you can calculate the beta of the center of mass (betacm), and transform one TLV from lab to cm you have just to do:

tlv\_lab.Boost(0., 0., betacm);