Subject: Re: How to apply transformations on the geometry? (Alignment)
Posted by Florian Uhlig on Wed, 31 Jul 2013 09:36:02 GMT

Hi Felix,

please have a look at the trunk version of fairbase. The class FairModule has a new function to modify the original geometry. You can find an example how to use it in example/Tutorial4/src/mc/FairTutorialDet4.cxx.

Sorry for this only very short answer, but I am on holidays and I will get a lot of trouble if I work.

Ciao

Florian