
Subject: Re: Vertex Fitter in Fast simulation
Posted by [Ralf Kliemt](#) on Tue, 01 Apr 2014 09:13:13 GMT
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Hi Elisabetta,

You should be able to get the position informatin of each track, which is simply smeared by the fsim vertexing.

```
TVector3 myVtx = myCandidate->GetPosition();
```

Cheers

Ralf
