
Subject: Re: vertex reconstruction without fitting?
Posted by [Klaus Götzen](#) on Sat, 08 Nov 2014 14:41:04 GMT
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Hi Anna,

you can access the MC truth origin of a reco particle by something like

```
fAnalysis->FillList(muons, "MuonAll");  
...  
RhoCandidate *truth = muons[i]->GetMcTruth();  
  
if (truth!=0)  
{  
  TVector3 trueOrigin = truth->Pos();  
  ...  
}
```

if this is what you meant.

Best,
Klaus
