
Subject: Re: Reading a tree HELP!
Posted by [asanchez](#) on Thu, 22 Jan 2015 14:48:31 GMT
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Hi Mamaen,
here you are some lines as example how to get read of
the TParticle Info in a TTree .

```
TFfile *tf1 = new TFfile("the file");
TTree *data = (TTree*)tf1->Get("data");
TClonesArray* hit_array=new TClonesArray("TParticle",100);
data->SetBranchAddress("Particles",&hit_array); //Branch names

for (Int_t j=0; j<data->GetEntries(); j++)
{
  // if ((j)%100000==0)cout <<"evt: "<<j<<endl;

  data->GetEntry(j); // Loop over particles in TClonesArray

  for (Int_t iPart=0; iPart < nParts; iPart++) {

    TParticle* part = (TParticle*) hit_array->At(iPart);
    Int_t pdgType = part->GetPdgCode();

    //you can use the member function of TParticle to get the kinematic information

    TLorentzVector lv1;
    part->Momentum(lv1);

    TVector3 v1;
    v1= lv1.Vect();

    // Total momentum

    Double_t P;
    P = part->P();

    // theta

    Double_t theta;
    theta = part->Theta();

  }
}
```

}
