
Subject: Re: Problem: implementing/using PndGeoHandling in the SciTil simulation

Posted by [Dominik Steinschaden](#) on Tue, 21 Apr 2015 15:00:33 GMT

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I implemented the lines in the constructor of the PndSciT class, which is loaded in the simulation stage

```
// ----- Default constructor -----
PndSciT::PndSciT()
: FairDetector(), fSciTCollection(0), fGeoH(NULL)
{
    fSciTCollection = new TClonesArray("PndSciTPoint");
    fVerboseLevel = 0;

    fListOfSensitives.push_back("SENSOR");//Root_Test.root
// Volumes containing "SENSOR" in the name will be processed in the process hit funktion

if ( fGeoH == NULL )
    fGeoH = PndGeoHandling::Instance();
}
// -----

// ----- Standard constructor -----
PndSciT::PndSciT(const char* name, Bool_t active)
: FairDetector(name, active), fSciTCollection(0), fGeoH(NULL)
{
    fSciTCollection = new TClonesArray("PndSciTPoint");
    fVerboseLevel = 0;

    fListOfSensitives.push_back("SENSOR");//Root_Test.root
// Volumes containing "SENSOR" in the name will be processed in the process hit funktion

    if ( fGeoH == NULL )
        fGeoH = PndGeoHandling::Instance();
}
```

But this is already causing problems even if I'm not using the PndGeoHandling in the Initiation() or the processHits() funktion to produce the shortIDs.