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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(), fSciTColl(0), fGeoH(NULL)
{
    fSciTColl = 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), fSciTColl(0), fGeoH(NULL)
{
    fSciTColl = 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 Initialiation() or the processHits() funktion to produce the shortIDs.

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