
Subject: Re: More track information

Posted by [C. A. Douma](#) on Mon, 25 Jan 2016 15:47:39 GMT

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Dear Mr. Kresan,

does Geant3 perform a change of trackID every time?

I understand that the change of trackID on every interaction would be a performance kill. Nevertheless I would like to know if it is possible and how (for example with changes of flags, etc).

Then at least I can choose every time I run a simulation whether I think the additional information is required or not.

I do not understand your possible solution to set the air as an active volume. Inside NeuLAND it also happens that there are multiple interactions without change of trackID. And LandPoint does not offer information about the X, Y, Z of these interactions, only about the entering and leaving of the track. If only X, Y, Z of the tracks leaving the cave are stored, how does this help me in getting the X, Y, Z of every interaction (which is what I like to have)?

Yours sincerely,
Christiaan Douma.