
Subject: Re: More track information

Posted by [Dmytro Kresan](#) on Tue, 26 Jan 2016 07:27:35 GMT

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C. A. Douma wrote on Mon, 25 January 2016 16:47
does Geant3 perform a change of trackID every time?

No, by default it does not.

C. A. Douma wrote on Mon, 25 January 2016 16:47

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).

I do not know which flags or similar need to be set for this. You can try to look it in the Geant / VMC documentation.

C. A. Douma wrote on Mon, 25 January 2016 16:47

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.

If you define cave as an active volume, you will get access to stepping of particles, where you can access the information. You will need additional "detector" class for that.

C. A. Douma wrote on Mon, 25 January 2016 16:47

And LandPoint does not offer information about the X, Y, Z of these interactions, only about the entering and leaving of the track.

LandPoint has to offer exactly what it offers. Transport is meant for the simulation of detector response, and not for tracking of everything everywhere. You have to think about indirect ways to obtain information you need.

Best regards,
Dima