
Subject: Re: Access to EventHeader. after Digitization

Posted by [Michael Papenbrock](#) on Wed, 23 Nov 2016 11:30:37 GMT

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Dear Radek,

this produced some interesting results. First, let me show you the number I got from a simulation of just 10 events:

ioManager->GetEventTime(): 8.89033	myEventHeader->GetEventTime(): 8.89033
ioManager->GetEventTime(): 239.621	myEventHeader->GetEventTime(): 8.89033
ioManager->GetEventTime(): 290.828	myEventHeader->GetEventTime(): 239.621
ioManager->GetEventTime(): 300.156	myEventHeader->GetEventTime(): 290.828
ioManager->GetEventTime(): 312.479	myEventHeader->GetEventTime(): 300.156
ioManager->GetEventTime(): 382.595	myEventHeader->GetEventTime(): 312.479
ioManager->GetEventTime(): 386.654	myEventHeader->GetEventTime(): 382.595
ioManager->GetEventTime(): 428.155	myEventHeader->GetEventTime(): 386.654
ioManager->GetEventTime(): 439.536	myEventHeader->GetEventTime(): 428.155
ioManager->GetEventTime(): 445.36	myEventHeader->GetEventTime(): 439.536
ioManager->GetEventTime(): 445.36	myEventHeader->GetEventTime(): 445.36
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ioManager->GetEventTime(): 445.36	myEventHeader->GetEventTime(): 445.36
ioManager->GetEventTime(): 445.36	myEventHeader->GetEventTime(): 445.36

After simulation, I have 10 events in the root file as defined in my macro. After digitization I have 11, which is also expected, but after reconstruction there are 20. However, looking at the output above the last 10 seem to be more or less the same. Also, it is noteworthy that the FairEventHeader lags one event behind the FairRootManager. Overall, it looks like a step in the right direction!

Cheers,
Michael
