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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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