
Subject: Re: TrackID changes

Posted by [Jan Mayer](#) on Wed, 05 Apr 2017 07:34:35 GMT

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Hi Zsombor,

the TrackIDs can be a bit fiddly, especially while accessing them during the simulation, but should work in principle. The track ID can also "change" on any interaction - that means you technically have a new track. You can have a look at that afterwards by using the MotherID. This is -1 for primary particles, so if you shoot in two Neutron you should have two tracks with motherID -1 and pid 2112 (see <http://pdg.lbl.gov/2010/reviews/rpp2010-rev-monte-carlo-numbering.pdf>). run->SetStoreTraj(kTRUE); probably needs to be set for this at well (4th parameter in r3ball.C).

Best,
Jan

File Attachments

1) [trackids.png](#), downloaded 787 times

NeulandPoints.fTra

