
Subject: Re: Detector ID

Posted by [Dmytro Kresan](#) on Wed, 14 Jun 2017 08:01:05 GMT

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Quote: I assume the tracker is the SSD Detectors surrounding the target (which is called "TRACKER" when I include it in the r3bsim.C file)?

Yes, it is correct.

XBallPoint contains one object for every particle which has hit an active volume of a crystal. Typically many entries per crystal.

XBallCrystalHitSim is supposed to describe a hit in a crystal, which integrates all relevant Points. 1 hit per crystal.

Energy loss is summed up. Optionally you can switch on some uniform smearing, controlled with `R3BXBall::SetNonUniformity(...)` method.

Details of the algorithm: `R3BXBall.cxx` lines 258 - 280.

Best regards,
Dima
