
Subject: Re: Dynamic cast fails.
Posted by [lzanetti](#) on Tue, 10 Oct 2017 19:08:24 GMT
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Hi,

Thanks for your answer!

It's not a macro, it's a program. But it's just a user: it doesn't define new detectors, it just uses those that are already there --specifically, in my R3BRoot, which does have a couple of funny detectors in it.

But those did not change since the last time I run the program.

Does the inheritance have to be direct to avoid freakouts in FairMCApplication? Or would a detector that inherits from another detector that inherits from FairDetector work? It should, I think...

Cheers,
L.
