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Subject: Re: Problem storing the geometry to a root file  
Posted by [Ralf Kliemt](#) on Thu, 26 Jul 2007 12:33:15 GMT  
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In the source of Tobias' converter I found this structure to save the geometry objects into a root file:

```
TGeoManager* geom;

TGeoVolume* topNode;

std::map<std::string,TGeoMedium*> MediumMap;

geom = new TGeoManager("myGeomanager","Production of Root Geometry Objects");

TGeoMaterial *matVacuum = new TGeoMaterial("vacuum",0,0,0);

MediumMap["Vacuum"] = new TGeoMedium("vacuum", 1, matVacuum);

topNode = geom->MakeBox("TOP",MediumMap["Vacuum"],1000,1000,1000);
geom->SetTopVolume(topNode);

[.....]
topNode->AddNode(...);
[.....]

geom->CloseGeometry();
geom->Export("myGeo.root");
```

The main things are, as far as I see, to close the Geo Manager and do the TGeoManager::Export(). Maybe it is enough to store the topNode.... I don't know.

Ralf.

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