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Subject: Re: works interactively but not in a macro  
Posted by [Ralf Kliemt](#) on Sun, 29 Jul 2007 08:36:33 GMT  
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Hello Olaf,

I tried your macro and it runs.

```
{  
  
partlist = TDatabasePDG::Instance();  
TParticlePDG* part;  
part = partlist->GetParticle("neutron");  
Int_t mynumber = part->PdgCode();  
std::cout<<mynumber<<std::endl;  
  
}
```

I have root Version 5.14/00 and run on a SUSE 10.2.

Maybe you should try to catch if the pointer is not set properly. I've seen that you want to use this inside a macro for a particle generator. Maybe the TDatabasePDG is already loaded and modified by this.

Have a nice weekend,

Ralf.

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