Subject: Re: UrqmdSmm event generator
Posted by StefanoSpataro on Thu, 02 Aug 2007 16:52:51 GMT
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In CbmPrimaryGenerator there is the following method:

```
/** Set target position and thickness.
  *@param targetZ   z position of target center
  *@param targetDz  full target thickness
  **/
 void SetTarget(Double_t targetZ, Double_t targetDz);
```

You can use that one to set the position of the vertex in your simulation macro, and that should be all (you can even smear it).