Subject: Re: UrqmdSmm event generator
Posted by StefanoSpataro on Thu, 02 Aug 2007 18:46:00 GMT
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In theory all the events coming from event generators should come from the 0,0,0 point.
The position of the interaction point, thus the vertex smearing and so on does not belong to the event generator, but to the transport model, because it depends more on the detector (where do you pout your target) than on the physics.

This is the reason why it is better to set the position of the interaction point directly in the CbmPrimaryGenerator, and that the shifted vertex inside the events should be avoided.
Or at least I remember a decision on this side several VRVS meetings ago.