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Subject: MCTrack

Posted by [Klaus Götzen](#) on Thu, 15 Nov 2007 11:47:06 GMT

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Hi!

I somehow stumbling always about the same problems... my question is, where and when the MCTrack array is created and filled, so that I can access that from a task.

What I'd like to do is to access the MCTrack array of a simulated event, without running a transport code. My simple idea would be to init an arbitrary event generator, which produces the tracks and somehow stores these primaries.

A code snippet from my macro looks like:

.  
.  
.

```
CbmRunSim *fRun = new CbmRunSim();
```

```
fRun->SetOutputFile("fastsim.root");
```

```
CbmPrimaryGenerator* primGen = new CbmPrimaryGenerator();
```

```
fRun->SetGenerator(primGen);
```

```
CbmEvtGenGenerator* evtGen = new CbmEvtGenGenerator("output.evt");
```

```
primGen->AddGenerator(evtGen);
```

```
primGen->DoTracking(kFALSE);
```

```
CbmFastSim* fastSim = new CbmFastSim();
```

```
fRun->AddTask(fastSim);
```

.  
.  
.

but in my task CbmFastSim MCTrack is not accessible, I get the message

-E- CbmRootManager Branch: MCTrack not found in Tree

-W- CbmFastSim::Init: No MCStack array!

Most likely this is no big deal to solve. Somebody has a hint for me?

Cheers,  
Klaus

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