
Subject: Re: CbmRootManager

Posted by [Klaus Götzen](#) on Tue, 27 Nov 2007 15:31:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

I fill them in the Exec method with

```
TClonesArray &tracks = *fCandidates;  
...  
Int_t size = tracks.GetEntriesFast();  
....  
TParticle *p=new (tracks[size])  
TParticle(ft->pd(),0,0,0,0,0,ft->p4(),TLorentzVector(ft->startVtx(),t->T()));
```

I think I copied this structure from some other module. Is there a better way?

Klaus
