
Subject: Re: CbmRootManager

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

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I fill them in the Exec method with

```
TClonesArray &tracks = *fCandidates;
```

```
...
```

```
Int_t size = tracks.GetEntriesFast();
```

```
....
```

```
TParticle *p=new (tracks[size])
```

```
TParticle(ft->pdt(),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
