Subject: Re: riemann track finding
Posted by StefanoSpataro on Tue, 05 Feb 2008 10:04:04 GMT

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Well,
CbmHit has, as private members:

  Int_t   fDetectorID;   // Detector unique identifier
  Double32_t fX, fY, fZ;   // Position of hit [cm]
  Double32_t fDx, fDy, fDz; // Errors of position [cm]
  Int_t   fRefIndex;   // Index of CbmMCPoint for this hit

so a sort of TVector3 plus errors and two indexes.
I think it should be the best candidate as standard for 3d points. What do you have against it?