
Subject: Re: riemann track finding

Posted by [Stefano Spataro](#) on Tue, 05 Feb 2008 10:04:04 GMT

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

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 CbmMCPPoint 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?
