
Subject: Re: Geantino?

Posted by [Ralf Kliemt](#) on Mon, 11 Feb 2008 10:11:43 GMT

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Hi Tobias,

The geantino (actually we use the rootino) can be accessed via the PDG number 0. in the simulation.

```
//ROOTino
```

```
CbmBoxGenerator *fBox1 = new CbmBoxGenerator(0, 1);
```

To give you the right feeling try to check inside root:

```
root [0] TDatabasePDG* pdgBase = TDatabasePDG::Instance()
root [1] TParticlePDG *particle = pdgBase->GetParticle(0)
root [2] particle->GetName()
(const char* 0x8466b18)"Rootino"
root [3] particle->Charm()
(const Int_t)(0)
root [4] particle->Charge()
(const Double_t)0.0000000000000000e+00
root [5] particle->Lifetime()
(const Double_t)0.0000000000000000e+00
root [6] particle->Mass()
(const Double_t)0.0000000000000000e+00
root [7] particle->Width()
(const Double_t)0.0000000000000000e+00
root [8] particle->Stable()
(const Int_t)(1)
root [9] particle->ParticleClass()
(const char* 0x84652c8)"Unknown"
root [10] particle->Spin()
(const Double_t)0.0000000000000000e+00
root [11] particle->Parity()
(const Int_t)(0)
```

...

Greetings from Dresden,
Ralf.
