
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)0.000000000000000e+00  
root [5] particle->Lifetime()  
(const Double_t)0.000000000000000e+00  
root [6] particle->Mass()  
(const Double_t)0.000000000000000e+00  
root [7] particle->Width()  
(const Double_t)0.000000000000000e+00  
root [8] particle->Stable()  
(const Int_t)(1)  
root [9] particle->ParticleClass()  
(const char* 0x84652c8)"Unknown"  
root [10] particle->Spin()  
(const Double_t)0.000000000000000e+00  
root [11] particle->Parity()  
(const Int_t)(0)
```

...

Greetings from Dresden,
Ralf.
