Subject: root files with the same hitcolection structure
Posted by asanchez on Thu, 28 Feb 2008 17:14:31 GMT
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Dear all,

i would like to get information about CBMTask,
the problem is the following

i have to run the event generator UrqmdSmm inetrface
with 10k evetns to simulate my particle background.

In the other thand, i should simulate my signal
by runnig 500kevents with AsciiGenertator interface.

As you see i cannot run them together
because the number of events is diffrence.
So i run them separately, and i get two root outputs
for my signal and for background which have the same inner structure(SiHypPoint ,
GeHypPoint and TofHypPoint).

In order to get rid of them i wanted to build a task(CbmTask)

The point now is how to read the both root output files
by using CBMTask, because both of them have the same structure

and i would like to be able to separate the SihypPoint for the Background from the SihypPoint
of the signal.

In a simple c++ macro, i solve the problem by doing the following,

Tfile *g = new TFile("backgroung.root")
Tfile *f = new TFile("signal.root")
TTree *bg = (TTree *)g->Get("cbmsim")
TTree *sig = (TTree *)f->Get("cbmsim")
 but how to do in CbmTask?

i hope it's clear what i mean.
Anyway, any idea?

 best regards

Alicia