

---

Subject: root files with the same hitcollection structure  
Posted by [asanchez](#) on Thu, 28 Feb 2008 17:14:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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("background.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