Subject: Time stamps in MCEventHeader
Posted by Mohammad Al-Turany on Thu, 15 May 2008 07:57:27 GMT

Hi,

I added time stamps to the MCEventHeader (r 2772), to use this in the simulation macro:

```
 CbmPrimaryGenerator* primGen = new CbmPrimaryGenerator();
 primGen->SetEventTimeInterval ( minTime, maxTime) ;
```

the event time will be a random number between minTime and maxTime in nano secounds, it will also be added for each event, i.e: each event will have the time of all previous events+ its own one!

regards

Mohammad