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