

Hallo,

The svn access is opened again, during the last few days we restructure many things beside of the naming changes, the most important changes are:

1. Rename the base classes, this has been also propagated to the user code
2. The mcstack directory have been renamed to pndbase
3. Data classess (hits, points, etc..) has been moved to pndbase except for emc, dch and tpc. these detectors have data classes that includes many files from the detectors classes, something which should be discussed if this is really necessary!
4. I comment out two classes in the dch, because one of them inherits from one of the STT classes! please correct this
5. Beam energy is now implemented in the FairRunSim, choosing an energy will automatically take the proper field map for the dipole etc.
6. New Field maps are in SVN, Dipole and Trans. are beam energy dependent, Solenoid not, there was a bug in the Solenoid maps (Solenoid1-4) it is corrected now! please test it and let me know! an example of how to use this and the beam energy is in macro/run/run\_sim.C and macro/emc/sim\_emc.C
6. Detector list is implemented in pndbase.
8. Stack filtering is changed in the PndStack, the user does not see the Bit array anymore, he just have to call:  

```
PndStack* stack = (PndStack*) gMC->GetStack();  
stack->AddPoint(DetectorId);
```
9. Stack filtering is set by default to 1, which means particles that do not hit any detector and do not have any daughter that hits any detector will not be saved.  
to switch off this filtering call `PndStack::SetMinPoints(0);` in the g3/4Config.C
10. The Runtime data base has some major changes (From Ilse König). ROOT basic types and arrays are used not, fill/addBinary are replaced by fill/addObject, in the ASCII files, Int\_t, Double\_t ..etc are used instead of i,d ..etc. These changes are also propagated to the user code and parameters.

That was the most important changes, there was a lot of cleaning and removal of historical stuff also!

regards

Mohammad

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