
Subject: DpmGen set start Event

Posted by [Mathias Michel](#) on Tue, 21 Jul 2009 15:09:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all,

i would like to propose a minor addition to the standard constructor of the Dpm-Generator (pgenerators/PndDpmGenerator.h .cxx):

If i can set the position of the starting Event it is easier for me to split my simulations (e.g. for a batch-farm) and if the standard value of startEvent in the definition is 0 no change is necessary if you don't need this feature.

```
PndDpmGenerator::PndDpmGenerator(const Char_t* fileName, const int startEvent) {  
    //iEvent    = 0;    //old  
    iEvent = startEvent; //new  
    ....  
}
```

Maybe this could be useful for others too?

Best regards

Mathias
