Subject: Re: Full sim: all detected particles have PDG ID zero
Posted by Klaus Götzen on Thu, 10 Sep 2009 08:48:38 GMT

Hi Christian,

unfortunately I'm on a conference and therefore most likely am not able to take a closer look until end of next week.

What I just can tell is that particles from the full sim don't have a reasonable PDG code out of the box. The idea is that the selectors set the corresponding mass when a particle is accepted. The selector of course does not take a look to a PDG code, and it doesn't set one I think. The PDG code in the interface is only used by mc truth particles as far as I remember.

That the lists are empty obviosly has a different reason, but I cannot tell at the moment. I was working on the PndEventReader just before I left and checked in new stuff, but you told that you are anyway using an older revision.

I'll take a look as soon as possible.

Cheers and sorry for the inconvenience,

 Klaus