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Subject: Re: Full sim: all detected particles have PDG ID zero

Posted by [Ralf Kliemt](#) on Fri, 11 Sep 2009 13:15:32 GMT

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Hello,

In fact it is really hard to tell without being able to look at the code. I suggest you create a folder in the development branch where you put the changes.

For more hints see here.

Kind regards, Ralf.

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