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

Posted by [Ralf Kliemt](#) on Mon, 14 Sep 2009 09:17:57 GMT

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Hi,

You're right. When calling `TF1 * fDensityFunction = new TF1();` you create a new object which is not deleted, when assigning the other object in the constructor. As far as I see it you don't need the new command. Just providing a pointer which is not stored in the class.

I would add a `fDensityFunction = new TF1();` in the other constructor to be sure to have at least one object there.

You should also protect your code from crashing when trying to access the external `TF1*` by checking it before using a functionality i.e. line 152:

```
if(fDensityFunction) fZ=fDensityFunction->GetRandom();  
else fz=SomeOtherRandom();
```

Kind Regards, Ralf.
