Subject: kill Particle and secondaries
Posted by asanchez on Tue, 02 Oct 2007 11:34:45 GMT
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Dear all, i would like to know
which method of VMC can i use to kill a certain particle and its secondaries?

cheers ALicia.

Subject: Re: kill Particle and secondaries
Posted by StefanoSpataro on Tue, 02 Oct 2007 11:41:01 GMT
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Hi Alicia,
in TVirtualMC there are the following functions:

virtual void StopEvent()
virtual void StopRun()
virtual void StopTrack()

In theory they should do the job. So in your ProcessHits you should write:

gMC->StopTrack()

I think. Try and let me know if it works or not.

Subject: Re: kill Particle and secondaries
Posted by Mohammad Al-Turany on Thu, 04 Oct 2007 08:18:06 GMT
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Hi,

StopTrack() will stop the track immediatly, and will not transport it further. Anyway secondaries already produced before stopping the track (are on the stack) will not be killed, they will be processed further. Do you need to kill these too ?

Mohammad

Subject: Re: kill Particle and secondaries
Posted by asanchez on Thu, 04 Oct 2007 09:03:26 GMT
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Yes, but only the secondaries related to the particle
i want to kill.

I would like to be able to use the samne functionality i get with killSecondaries of genat4.

thanks a lot
alicia.

Subject: Re: kill Particle and secondaries
Posted by asanchez on Thu, 04 Oct 2007 09:41:40 GMT
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Hi again, maybe i should be more clear.

I create a Xi minus, which pnetrates the volume
ionizates createing electrons, muons..(secondaries allowed)

but when the xi minus stops, i add its information to the hit collection, and then after that i want to kill the xi munus if it still alive, and its decay products.

So that was(is still) managed by geant4, by asking which secondaries ware created, and if they were secondaries coming from the decay of xi minus, then, the KillTrackandSecondaries was called.

cheers Alicia.
