
Subject: root files with the same hitcolection structure
Posted by [asanchez](#) on Thu, 28 Feb 2008 17:14:31 GMT
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Dear all,

i would like to get information about CBMTask,
the problem is the following

i have to run the event generator UrqmdSmm inetrface
with 10k evetns to simulate my particle background.

In the other thand, i should simulate my signal
by runnig 500kevents with AsciiGenertator interface.

As you see i cannot run them together
because the number of events is diffrence.
So i run them separately, and i get two root outputs
for my signal and for background which have the same inner structure(SiHypPoint ,
GeHypPoint and TofHypPoint).

In order to get rid of them i wanted to build a task(CbmTask)

The point now is how to read the both root output files
by using CBMTask, because both of them have the same structure

and i would like to be able to separate the SihypPoint for the Background from the SihypPoint
of the signal.

In a simple c++ macro, i solve the problem by doing the following,

```
Tfile *g = new TFile("background.root")  
Tfile *f = new TFile("signal.root")  
Ttree *bg = (Ttree *)g->Get("cbmsim")  
Ttree *sig = (Ttree *)f->Get("cbmsim")  
but how to do in CbmTask?
```

i hope it's clear what i mean.
Anyway, any idea?

best regards

Alicia

Subject: Re: root files with the same hitcolection structure
Posted by [StefanoSpataro](#) on Thu, 28 Feb 2008 18:40:48 GMT
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If I have understood well the request,

in your macro you should do something like:

```
CbmRunAna *fRun = new CbmRunAna();  
fRun->SetInputFile(simfile);  
fRun->AddFile(simfile2);  
fRun->AddFile(simfile3);  
...
```

and the tasks will run over all of the added files.

Hope it helps.

Subject: Re: root files with the same hitcollection structure
Posted by [asanchez](#) on Fri, 29 Feb 2008 09:32:30 GMT

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Hi
yes
that would work if all the files would have the same number of events, but that it is not the case.

ok, anyway i will try by doing a c++ macro instead of a CMbTask.
Thanks a lot anyway,
alicia S.

Subject: Re: root files with the same hitcollection structure
Posted by [StefanoSpataro](#) on Fri, 29 Feb 2008 10:12:44 GMT

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Why?
It should not depend on the total event number such as AddFriend.

Are you sure?