```cpp
#ifndef RootTrackerHit_h
#define RootTrackerHit_h 1
////////////////////////////////////////////////////////////////////////////
//
#include <vector>

#include "TObject.h"
#include "TString.h"
#include "TVector3.h"


////////////////////////////////////////////////////////////////////////////
//
class RootTrackerHit : public TObject
{
public:
  RootTrackerHit ();
  RootTrackerHit (TVector3 aEntry,TVector3 aExit,float aMom,float aToF,float aEl
oss,
                  int aPDG ,unsigned int aID,unsigned int atkID,float aTheta,flo
at aPhi);

  ~RootTrackerHit ();
  RootTrackerHit (const RootTrackerHit&);

  inline TVector3 GetEntryPoint(){return theEntryPoint;}
  inline TVector3 GetExitPoint(){return theExitPoint;}
  inline float GetMomentum(){return theMomentum;}
  inline float GetToF(){return theTimeOfFlight;}
  inline float GetELoss(){return theEnergyLoss;}
  inline int GetParticleType(){return theParticeType;}
  inline unsigned int GetDetectorId(){return theDetectorId;}
  inline unsigned int GetTrackId(){return theTrackIdInHit;}
  inline float GetThetaAtEntry(){return theThetaAtEntry;}
  inline float GetPhiAtEntry(){return thePhiAtEntry;}

  ClassDef(RootTrackerHit,1);

private:
  TVector3 theEntryPoint;
  TVector3 theExitPoint;
  float theMomentum;
  float theTimeOfFlight;
  float theEnergyLoss;
  int     theParticeType;
  unsigned int theDetectorId;
  unsigned int theTrackIdInHit;
  float theThetaAtEntry;
  float thePhiAtEntry;
};

#endif
```