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RootEvent.cc

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```

////////////////////////////////////
//
#include "RootEvent.hh"

ClassImp(RootEvent)

////////////////////////////////////
//
RootEvent::RootEvent ():eventID(0)
{
    theCaloHitCollection.clear();
    theVetoHitCollection.clear();
    theTrackerHitCollection.clear();
}
////////////////////////////////////
//
RootEvent::RootEvent (int aEventID,
                      std::vector<RootTrack> aTracks,
                      std::vector<RootVertex> aVertex,
                      std::vector<RootCaloHit> aCaloHit,
                      std::vector<RootCaloHit> aVetoHit,
                      std::vector<RootTrackerHit> aTrackerHit)
{
    eventID          = aEventID;
    theTrackCollection = aTracks;
    theVertexCollection = aVertex;
    theCaloHitCollection = aCaloHit;
    theVetoHitCollection = aVetoHit;
    theTrackerHitCollection = aTrackerHit;
}
////////////////////////////////////
//
RootEvent::~RootEvent ()
{
}
////////////////////////////////////
//
RootEvent::RootEvent (const RootEvent& right): TObject()
{
    eventID          = right.eventID;
    theTrackCollection = right.theTrackCollection;
    theVertexCollection = right.theVertexCollection;
    theCaloHitCollection = right.theCaloHitCollection;
    theVetoHitCollection = right.theVetoHitCollection;
    theTrackerHitCollection = right.theTrackerHitCollection;
}
////////////////////////////////////
//

```