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//
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// *****
//

#include "CaloHit.hh"
#include "G4ios.hh"
#include "G4UnitsTable.hh"

G4Allocator<CaloHit> CaloHitAllocator;

CaloHit::CaloHit()
//{VolumeID="";}
{DetID=-1000;}

// CaloHit::CaloHit(G4String volume)
// : VolumeID(volume)
// {}
CaloHit::CaloHit(G4int det)
: DetID(det)
{}

CaloHit::~CaloHit()
{}

CaloHit::CaloHit(const CaloHit &right)
: G4VHit()
{
    // VolumeID = right.VolumeID;
    DetID = right.DetID;
    edep = right.edep;
    totalEdep = right.totalEdep;
}

const CaloHit& CaloHit::operator=(const CaloHit &right)
{
    // VolumeID = right.VolumeID;
    DetID = right.DetID;
    edep = right.edep;
    totalEdep = right.totalEdep;
    return *this;
}

void CaloHit::SetEdep(G4double aEdep,G4int aTkID){
    totalEdep=0;
    totalEdep=aEdep;
    if(edep.find(aTkID)!=edep.end())

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    edep[aTkID]+=aEdep;
    else
    edep[aTkID]=aEdep;
}

void CaloHit::AddEdep(G4double aEdep,G4int aTkID){
    totalEdep+=aEdep;
    if(edep.find(aTkID)!=edep.end())
    edep[aTkID]+=aEdep;
    else
    edep[aTkID]=aEdep;
}

G4int CaloHit::operator==(const CaloHit &right) const
{
    // return (VolumeID==right.VolumeID);
    return (DetID==right.DetID);
}

void CaloHit::Draw()
{}

void CaloHit::Print()
{}

```