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RootTrackerHit.cc

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```

////////////////////////////////////
//
#include "RootTrackerHit.hh"

ClassImp(RootTrackerHit)

////////////////////////////////////
//
RootTrackerHit::RootTrackerHit () : theEntryPoint(0,0,0), theExitPoint(0,0,0)
{
    theMomentum = 0;
    theTimeOfFlight = 0;
    theEnergyLoss = 0;
    theParticeType = 0;
    theDetectorId= 0;
    theTrackIdInHit= 0;
    theThetaAtEntry = 0;
    thePhiAtEntry = 0;
}
////////////////////////////////////
//
RootTrackerHit::RootTrackerHit(TVector3 aEntry,TVector3 aExit,float aMom,float a
ToF,float aEloss,
                                int aPDG ,unsigned int aID,unsigned int aTkID,flo
at aTheta,float aPhi)
{
    theEntryPoint = aEntry;
    theExitPoint = aExit;
    theMomentum = aMom;
    theTimeOfFlight = aToF;
    theEnergyLoss = aEloss;
    theParticeType = aPDG;
    theDetectorId = aID;
    theTrackIdInHit = aTkID;
    theThetaAtEntry = aTheta;
    thePhiAtEntry = aPhi;
}
////////////////////////////////////
//
RootTrackerHit::~RootTrackerHit ()
{
}
////////////////////////////////////
//
RootTrackerHit::RootTrackerHit (const RootTrackerHit& right) : TObject()
{
    theEntryPoint = right.theEntryPoint;
    theExitPoint = right.theExitPoint;
    theMomentum = right.theMomentum;
    theTimeOfFlight = right.theTimeOfFlight;
    theEnergyLoss = right.theEnergyLoss;
    theParticeType = right.theParticeType;
    theDetectorId = right.theDetectorId;
    theTrackIdInHit = right.theTrackIdInHit;
    theThetaAtEntry = right.theThetaAtEntry;
    thePhiAtEntry = right.thePhiAtEntry;
}
////////////////////////////////////
//

```