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RootTrack.hh

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#ifndef RootTrack_h
#define RootTrack_h 1
////////////////////////////////////
//

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

////////////////////////////////////
//
class RootTrack : public TObject
{
public:
    RootTrack ();
    RootTrack (int aTkId,int aPDG,TVector3 aPos,TVector3 aDir,float aKinE,int aPTk
Id);

    ~RootTrack ();
    RootTrack (const RootTrack&);

    inline int      GetTrackID(){return theTrackId;}
    inline int      GetPDG(){return thePDG;}
    inline TVector3 GetDirection(){return theDirection;}
    inline TVector3 GetPosition(){return thePosition;}
    inline float    GetKinEnergy(){return theKinEnergy;}
    inline int      GetParentTrackID(){return theParentTrackId;}

    ClassDef(RootTrack,2);

private:
    int      theTrackId;
    int      thePDG;
    TVector3 thePosition;
    TVector3 theDirection;
    float    theKinEnergy;
    int      theParentTrackId;
};

#endif

```