```
//////////////////////////////////////////////////////////////////////////////
//
#include "Track.hh"

G4Allocator<Track> TrackAllocator;
//////////////////////////////////////////////////////////////////////////////
//
Track::Track ():theTrackId(0),thePDG(0),
               thePosition(0),theMomentumDirection(0),theKinEnergy(0),
               theMotherTrackId(0)
{theVertexVolumeName="";}
//////////////////////////////////////////////////////////////////////////////
//
Track::Track (G4int aTrackId, G4int aPDG,
                    G4ThreeVector aPosition, G4ThreeVector aMomentumDirection,
 G4double aKinEnergy,
              G4int aMotherTrackId, G4String aVertexVolumeName, G4String aCreato
rProcessName)
{
  theTrackId             = aTrackId;
  thePDG                 = aPDG;
  thePosition            = aPosition;
  theMomentumDirection   = aMomentumDirection;
  theKinEnergy           = aKinEnergy;
  theMotherTrackId       = aMotherTrackId;
  theVertexVolumeName    = aVertexVolumeName;
  theCreatorProcessName  = aCreatorProcessName;
}
//////////////////////////////////////////////////////////////////////////////
//
Track::~Track ()
{}
//////////////////////////////////////////////////////////////////////////////
//
Track::Track (const Track& right) : G4VHit()
{
  theTrackId             = right.theTrackId;
  thePDG                 = right.thePDG;
  thePosition            = right.thePosition;
  theMomentumDirection   = right.theMomentumDirection;
  theKinEnergy           = right.theKinEnergy;
  theMotherTrackId       = right.theMotherTrackId;
  theVertexVolumeName    = right.theVertexVolumeName;
  theCreatorProcessName  =  right.theCreatorProcessName;
}
//////////////////////////////////////////////////////////////////////////////
//
const Track& Track::operator= (const Track& right)
{
  theTrackId             = right.theTrackId;
  thePDG                 = right.thePDG;
  thePosition            = right.thePosition;
  theMomentumDirection   = right.theMomentumDirection;
  theKinEnergy           = right.theKinEnergy;
  theMotherTrackId       = right.theMotherTrackId;
  theVertexVolumeName    = right.theVertexVolumeName;
  theCreatorProcessName  =  right.theCreatorProcessName;
  return *this;
}
//////////////////////////////////////////////////////////////////////////////
//
int Track::operator== (const Track& ) const
{
  return 0;
}
```