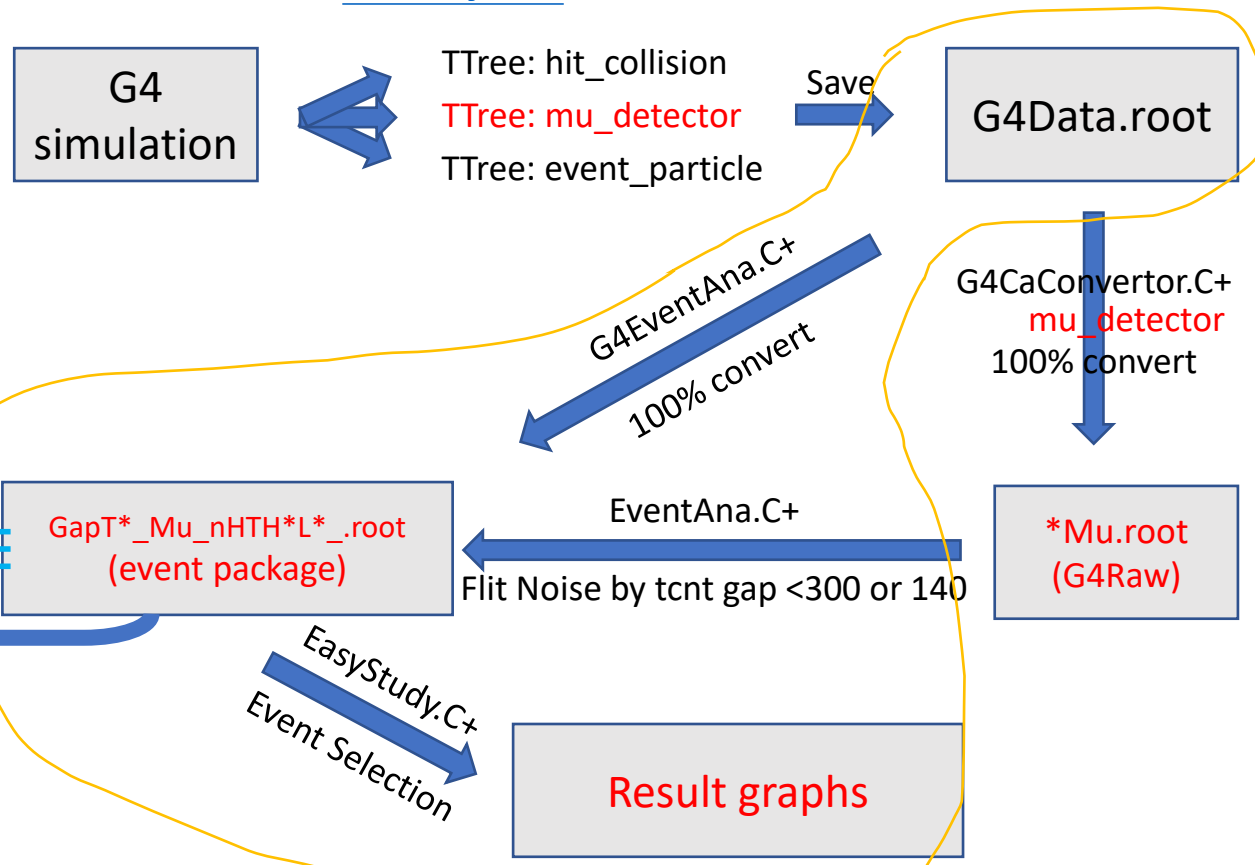


LavView

- \*UDP.txt: UDP signal backup
- \*Mu.txt: Raw muon data
- \*HK.txt: house keeping data

### G4EasyAna/G4Convertor



TTree: hit\_collision  
TTree: mu\_detector  
TTree: event\_particle

Is the function of the G4Controller.C

# In the G4Controller.C

Watch Next Page(P4)

```
void G4Controller()  
{
```

```
/*Adjustable variable */  
const char VectorInputRootFiles [200] =  
    "/data4/AndyLu/to_cw/4_4_4_starightbeam_merge.root"  
;  
const char OuputGapRootFilePathName [200] =  
    "/data4/YuSiang/TEST/4_4_4_"  
; //Format: Path/Name(GapT*_MC_nHHT*L*.root)
```

This is The Range you  
need to edit

```
const Int_t TriggerLessNumberOfHitInEvent = 1;  
const Int_t TriggerLargeNumberOfHitInEvent = 64;  
const Int_t MaximumEventGapOfTcnt = 300; //
```

```
TString GapFilePathName =  
    Form("%sGapT%d_%s_nHHT%dL%d.root",  
        OuputGapRootFilePathName, MaximumEventGapOfTcnt,
```

The constant to devote some noise,  
almost no need to change

```
const char SaveGraphPathName [200] =  
    "/home/yusiang/G4/4_4_4HorizontalBeamTest/test"  
;  
/*Finish adjustable variable */
```

Don't change the fixed format.

# G4Controller.C: ver230316

```
void G4Controller()
{
```

```
/*Adjustable variable */
const char VectorInputG4RootFiles [200] =
"/data4/AndyLu/to_cw/4_4_4_starightbeam_merge.roc
;
const char OuputGapRootFilePathName [200] =
"/data4/YuSiang/TEST/4_4_4_"
; //Format: Path/Name(GapT*_MC_nHTH*L*.root)
```

```
const Int_t TriggerLessNumberOfHitInEvent = 1;
const Int_t TriggerLargeNumberOfHitInEvent = 64;
const Int_t MaximumEventGapOfTcnt = 300; //
```

```
TString GapFilePathName =
Form("%sGapT%d_%s_nHTH%dL%d.root",
OuputGapRootFilePathName, MaximumEventGapOfTcnt,
```

```
const char SaveGraphPathName [200] =
"/home/yusiang/G4/4_4_4HorizontalBeamTest/test"
;
/*Finish adjustable variable */
```



```
1 #include <G4EventAna.C>
2 #include <BeamEasyStudy.C>
3 void G4Controller()
4 {
5
6 /*Adjustable variable */
7 const char VectorInputG4RootFiles [200] =
8 "/data4/AndyLu/to_cw/4_4_4_starightbeam_merge.root"
9 ;
10 const char OuputGapRootFilePath [200] =
11 "/data4/YuSiang/TEST/"
12 ; //Format: Path/Name(GapT*_MC_nHTH*L*.root)
13 const char OuputGapRootFileName [200] =
14 "4_4_4_"
15 ; //Format: Path/Name(GapT*_MC_nHTH*L*.root)
```



Improve the include problem

```
17 char OuputGapRootFilePathName[400];
18 sprintf(OuputGapRootFilePathName,"%s%s",OuputGapRootFilePath,OuputGapRootFileName);
19 // cout<<OuputGapRootFilePathName<<endl;
20 system(Form("mkdir -p %s",OuputGapRootFilePath));
21 /*Finish adjustable variable */
```

automatically create the directory

```
23 const Int_t TriggerLessNumberOfHitInEvent = 1;
24 const Int_t TriggerLargeNumberOfHitInEvent = 64;
25 const Int_t MaximumEventGapOfTcnt = 300; //Almost don't need to change
```

```
27 TString GapFilePathName =
28 Form("%sGapT%d_%s_nHTH%dL%d.root",
29 OuputGapRootFilePathName, MaximumEventGapOfTcnt, "MC", TriggerLessNumberOfHitInEvent, TriggerLargeNumberOfHitInEvent);
```

```
31 const char SaveGraphPath [200] =
32 "/home/yusiang/G4/4_4_4HorizontalBeamTest/"
33 ;
34 const char SaveGraphName [200] =
35 "test"
36 ;
```

```
37
38 char SaveGraphPathName[400];
39 sprintf(SaveGraphPathName,"%s%s",SaveGraphPath,SaveGraphName);
40 // cout<<OuputGapRootFilePathName<<endl;
41 system(Form("mkdir -p %s",SaveGraphPath));
42 /*Finish adjustable variable */
```

automatically create the directory

```
43
44 /*1. Convert the G4 data to be analysis format: GapT*_MC_nHTH*L*.root*/
45 G4EventAna{//Convert the G4 data to be GapT*_MC_nHTH*L*.root
46 VectorInputG4RootFiles,
47 OuputGapRootFilePathName,
48 TriggerLessNumberOfHitInEvent,
49 TriggerLargeNumberOfHitInEvent,
50 MaximumEventGapOfTcnt
51 };
52
53 /*2. Use the analysis format file to Draw Graph*/
54 BeamEasyStudy{//Convert the G4 data to be GapT*_MC_nHTH*L*.root
55 GapFilePathName.Data(), SaveGraphPathName
56 );
```

TEXT= new function

This is The Range you **need** to edit

The constant to devote some noise,  
**almost no** need to change

**Don't change** the fixed format.

System  
operation