





In the G4Controller.C

```
void G4Controller()
```

```
{
```

```
/*Adjustable variable */
```

```
const char VectorInputG4RootFiles [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_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 */
```

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.