

MAUS - Feature #1886

Want event and spill number in detector structures

02 November 2016 11:35 - Rajaram, Durga

Status:	Open	Start date:	02 November 2016
Priority:	Normal	Due date:	
Assignee:	Dobbs, Adam	% Done:	0%
Category:	Data Structure	Estimated time:	0.00 hour
Target version:	Future MAUS release		
Workflow:	New Issue		

Description

When looking at detector hits -- e.g. SciFi tracks, spacepoints -- there is no way to know the trigger number (particle event number) or spill number (physics event number). This makes it difficult to identify events, and to accurately correlate objects between different detectors.

The only way then to get the event number is to have a counter in the loop. This is not robust. It also makes it difficult. I'd like to request that we store the PhysEventNumber and ParticleEventNumber in higher level reconstructed structures.

History

#1 - 02 November 2016 11:37 - Rajaram, Durga

I can imagine a few ways of doing this.

Either

- store the spill & event numbers in each of the structures, eg. in SciFiTracks, TOFSpacePoints, EMRBarHit, etc
or
- store them in the ReconEvent structure
or
- store them in a separate common class