

Wichtig für's Compilieren: Man darf *nicht*

```
`${shell /opt/root/bin/root-config --libs --glibs --cflags}
```

benutzen, sondern man muß

```
`${shell root-config --libs --glibs --cflags}
```

verwenden! (Sonst gibt es Probleme mit Klassen in den Branches in Trees.)

Working with TLorentzVector and std::vector (example):

```
#include <vector>
#include <iostream>
#include "TLorentzVector.h"

using namespace std;

int main(int argc, char **argv) {
  //Deklaration:
  vector<TLorentzVector*>* myVecField;
  //Initialisierung:
  myVecField = new vector<TLorentzVector*>;

  //Elemente hinzufügen:
  for (int i=0; i<3e9; i++) {
    myVecField->push_back(new TLorentzVector);
    (*myVecField)[myVecField->size()-1]->SetPtEtaPhiM(1000*i, 0+i/1000., i*3.14/3., 100);

    //Zugreifen:
    for (int i=0; i < myVecField->size(); i++) {
      cout << i << " - Pt = " << (*myVecField)[i]->Pt() << endl;
    }

    // löschen:
    delete (*myVecField)[myVecField->size()-1];
    myVecField->pop_back();
  }
  return 0;
}
```

compile with

```
g++ `root-config --libs --cflags` <name>
```

-- ChristianSchroeder - 09 Sep 2009

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Topic revision: r1 - 2009-10-09 - Schroede



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