

# Connecting Eustep to a Stepping function

- Why:
  - This give us more control on the behavior of Geane :
    - Stop tracking under certain conditions)
    - Visualization
    - Error handling
    - .....

# Moving Eustep to the C++ world

- Technically: only few things has to be interfaced the rest is already there:
  - Structures interfacing COMMON blocks
    - Gconst\_t
    - Gconsx\_t
    - Gcjump\_t
  - Functions
    - Erxyzc() : interfaced
    - Eustep() : Re-Implimented in TGeant3gu

# Connection to TVirtualMCApplication

```
void eustep(){
```

```
.....
```

```
TVirtualMCApplication *app =  
    TVirtualMCApplication::Instance();
```

```
    if (!gMC->IsTrackOut()) app->Stepping();
```

```
}
```

# Status

- COMMON blocks and functions are interfaced
- The Eustep is now in TGeant3gu.cxx
- Can go to SVN

# Proposal

- TVirtualMCApplication::GeaneStepping()
  - Cleaner connection to user application