



0D vars (int etc)	1D vectors PRODUCTION						2D vectors HITS							
PrimaryID	E	x	y	z	t	ID	hits_cell_x	hits_cell_y	hits_dE	hits_detid	hits_x	hits_y	hits_z	hits_t
Primary1 ("event1")														
Primary2 ("event2")														
Primary3 ("event3")														

Keeping only
tracks which
have crossed an
interesting
volume whatever
is defined
as "interesting"

