Subject: fDetectorType
Posted by StefanoSpataro on Wed, 03 Feb 2010 17:41:52 GMT

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I try to explain the original meaning of fDetectorType, regardless of its name.

In the genfit reco hit factory you associates each kind of reco hits poing to a TCA with a number, and that number is that fDetectorType. The reason of many mvd types is that you have different TCA for strips and pixels, and if you do not define them properly you have no idea on where to find the corresponding hit.

In PndTrackCand fDetectorType points to the corresponding data type, this means that for stt hit it must be fSttHit, for stt helix hit it mujt be fSttHelixHit, and so on.

If you use two integers, i.e. detector + type, it does not mean that you add only one integer... First of all, you cannot threat separately mvd strip and pixels (or you ahve to define two kind of detectors). Second, if you have a track made of 50 hits, you are adding 50 integers. Moreover, you have to do a mapping from "detector"+"type" into -> data TClonesArray. This works at the moment properly with only one integer.

This is the original working definition of fDetectorType.