
Subject: Re: plane id in track candidate

Posted by [Stefano Spataro](#) on Tue, 23 Feb 2010 16:59:08 GMT

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Excuse me,
maybe I have missed some part of the discussion,
but, if I have understood well, this fPlaneId is already contained inside the data object
(FairHit->GetDetectorId()), and the trackcand is just the link between the track and each hit of
the track.

Then, why you want to propagate an information already existing in the hit inside the track
cand? From the trackcand one can retrieve the detector id and then compute plane id and so
on. It is not clear to me why we should copy this number another time, and invent a new mask
scheme, inside the track candidate.

Maybe the answer is in some message of the thread, but I was not able to find exactly the
reason. Could you please short comment about, just to have a better idea?
