Subject: Re: libstt.so error
Posted by Johan Messchendorp on Sun, 21 Mar 2010 17:07:47 GMT
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Hi,

Just to let you know, I did some simple investigations running the real track finding QA macro based on the macros in the qa/stt directory. I run on 40 jobs on 40 machines, 10 events (particle gun, each event: 3 mu+ and 3 mu-, 1 GeV/c) each using a different random seed. Only 18 jobs finished within a few minutes successfully, whereas the other 22 are still running (meanwhile more than 350 minutes)... are you sure its not hanging, but still crunching tracks?

Greetings,

Johan.