
Subject: Reco hit production with two inputs.

Posted by [Lia Lavezzi](#) on Wed, 21 Apr 2010 15:29:17 GMT

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Hi Genfitters,

I have a question concerning the reco hit production: is it mandatory to use the GFRecoHitProducer or can I create a PndSttRecoHitProducer, inheriting from GFAbsRecoHitProducer, and use that one?

I ask this because since I started using the STT tube map to access the geometrical information I had to access the parameters from inside the PndSttRecoHit::PndSttRecoHit(PndSttHelixHit *currenthit) and this slows down the code. To speed it up I would do like I do in digi and reco:

- 1) access the parameters only once per run
- 2) fill the tubeArray with the objs PndSttTube, which represent the tubes
- 3) have something like PndSttRecoHit::PndSttRecoHit(PndSttHelixHit *currenthit, TClonesArray *tubeArray) to pass the tubeArray directly to the recohit and avoid accessing the parameters at each hit.

I tried the PndSttRecoHitProducer solution and it seems to me that it works, but I wanted to ask if this is "permitted" before putting it on svn.

Cheers,
Lia.
