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.