Subject: Re: A crash in reco Posted by StefanoSpataro on Wed, 28 Apr 2010 08:11:51 GMT View Forum Message <> Reply to Message

Hi,

could you please add the following line in PndLheTrackFitter, so that I can see which numbers are giving problems? In particular, please add at line 220 (before if (ih==0)):

cout << ih << "\t" << track->GetCharge() << "\t" << x << "\t" << y << "\t" << z << "\t" << px << "\t

So that I can try to guess what is going wrong at the track when the code is crashing. I have never seen such kind of error.

Many thanks.

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