Subject: Constructors of FairHit and FairBasePoint and const
Posted by Felix Boehmer on Wed, 28 Apr 2010 11:52:47 GMT

Dear developers,

as I am currently working on the inheritance of some TPC classes from FairHit I stumbled upon a "const issue":

The constructors of FairHit and FairBasePoint take non-const references to TVector3's. This is a problem as soon as you want to implement e.g. a copy-constructor for a derived class MyClass : public FairHit that takes a const reference to MyClass as usual. If you then want to extract a data field and pass it to the constructor of FairHit, you actually need to manually remove the const-ness of that data with a cast or work around that by using the default constructor and set-functions.

Is there a reason to keep this or could we agree on changing the constructors?

Kind Regards,

Felix