
Subject: Re: TPC digitization blocks everything for too many cluster events
Posted by [Jens Sören Lange](#) on Tue, 08 Jun 2010 06:49:30 GMT

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Hi all,

yes, the same happens not only for pgun, but sometimes for EvtGen generated events, which are "normal" input events (i.e. there is a priori no low momentum particle in the generated event). It means: if these are spiraling tacks, they must originate from Geant.

However, it is not blocked. It is true that it takes a lot of time, but it continues. I had events which needed ~2 hours (same as Gosia, ~30000 clusters or more), but they are always finished. One can also see in the CPU consumption ("top") that it continues to run.

cheers, Soeren
