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Subject: Re: Crash in TPC digitization

Posted by [StefanoSpataro](#) on Sat, 06 Nov 2010 08:42:05 GMT

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I am not sure if the Links are the real reason of the crashes. Maybe they are just making the objects bigger, and then the crash appears before than without them. But in theory these links are not filled, I have commented out all the SetLinks before.

It could also be, I fear, that the crashes are coming from somewhere else, and we will find again the crash running 100k events...

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