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Subject: Re: Crash in FairTSBufferFunctional  
Posted by [Susanna Costanza](#) on Thu, 30 Jun 2011 08:01:33 GMT  
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Hi Tobias,

I have pixel and strip hits only for the first track.

Their position is the following:

- PIXEL hits (trk number, hit number, X, Y, Z)

```
0 * 0 * -2.257589 * 1.5035667 * 1.9800000 *
0 * 1 * -3.979701 * 2.6121165 * 3.4686405 *
0 * 2 * -3.105000 * 3.7149999 * 15.220000 *
0 * 3 * -4.746740 * -0.503832 * -3.474999 *
0 * 4 * 2.3050000 * -2.805000 * 6.9800000 *
0 * 5 * 2.6449999 * -2.964999 * 22.219999 *
0 * 6 * -5.295000 * -1.664999 * 7.4200000 *
0 * 7 * 4.0050001 * -0.335000 * 21.780000 *
0 * 8 * -1.904999 * -0.904999 * 6.9800000 *
```

- STRIP hits

```
0 * 0 * -7.724247 * 4.8897495 * 6.6544752 *
0 * 1 * -10.51684 * 6.4908652 * 8.9866571 *
```

Ciao,  
Susanna

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