## Subject: Re: coordinates...
Posted by StefanoSpataro on Mon, 22 Aug 2011 14:06:03 GMT

Dear Mohammad,
only now I have the time to check carefully your presentation.

If I have understood well, the BG events are taken in sequential order. I have not well
understood what happens once you consumes all the BG events. Is the BG file rewinded, or it
just stops?

I mean, let us assume we want to run 100 signals events, and an average of 20 bg events for
each signal. In this case we would need 2000 bg events, but of course if one uses some TF1
time distribution the number could be also exceeded. What happens in this case? I think the
answer is in your slide 14 -> the code limits the number of processed signals. I would like just
to be sure.

Maybe a good way in order to have not so huge bg files would be to take bg events randomly,
so that the same bg event could be used several times in different signal topologies... or
maybe I have not understood well the philosophy of such mixing code

Could you please help me to clarify the concept?