Subject: Re: segmentation violation in sim macro
Posted by StefanoSpataro on Tue, 17 Apr 2012 09:46:30 GMT
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Hi,
in reality running millions of events I have never seen such crashes, and I am curious to know from where they are coming, considering that the geometry was not changed in recent time... The strategy is to write geometry without overlaps, but it seens this was not done for all the detectors...