Subject: Re: Reading from TGeoManager does not work
Posted by Mohammad Al-Turany on Thu, 05 Jul 2012 11:46:21 GMT
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Hallo Volker,

Quote:There are some straightforward bugs in FairModule::ConstructRootGeometry().

Line 257
n=v1->GetNode(0);

Since v1 is the volume to be copied (the node below the top node), this sets the node n to its first daughter, i.e. the second node level. Consequently, the wrong transformation matrix is applied when adding v1 to the cave.

if you look at this same method few lines below you see:

TGeoMatrix* M = n->GetMatrix();

and when v1 is added to the cave you see:

Cave->AddNode(v1,0, M);
So this is not really a problem and the right matrix is used.

If a medium is assigned whose material name does not correspond to a medium in the TGeoManager (i.e., present in media.geo), the method FairModule::AssignMediumAtImport will create a new medium with the same (material) name but empty properties and assign this to the respective volume. This leads (in my case) to a crash in the transport. It is hard to notice that since there is only a FairLogger output on debug level.

This is corrected now, if the media is not found in Media file or TGeoManager, it is a FATAL and it exit.

Using the TGeoManager is not working for now and we are trying to solve this problem.

regards,

Mohammad