
Subject: Re: Bear Smear and Cross Sections

Posted by [Ingo Froehlich](#) on Wed, 05 Sep 2012 11:30:15 GMT

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This is your q vs. cos_theta plane:

One can easily play with it already before the event loop by adding the following line in PScatterCrossSection.h:

```
PF2EvalBatch *GetFunction(void) {return pf2;};
```

and using in the macro:

```
model->GetFunction()->Draw("surf");
```

One can see that it has a quite complicated structure, and also some jumps between you slices. I don't know if a linear interpolation could help...?

File Attachments

1) [c1.png](#), downloaded 498 times
