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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...?

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### File Attachments

1) [c1.png](#), downloaded 1050 times

