Subject: Re: Bear Smear and Cross Sections Posted by Ingo Fröhlich on Wed, 05 Sep 2012 11:30:15 GMT

View Forum Message <> Reply to Message

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 struture, and also some jumps between you slices. I don't know if a linear interplation could help...?

## File Attachments

1) cl.png, downloaded 1226 times

