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) c1.png, downloaded 1434 times