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

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

When I add that line into the .h file, I get the error

Error: Can't call PScatterCrossSection::GetFunction() in current scope
Draw_q_costheta.C:206:
Possible candidates are...
(in PScatterCrossSection)
(in PAngularDistribution)
(in PDistribution)
(in TF1)
(in TFormula)
Error: non class,struct,union object GetFunction() used with . or -> Draw_q_costheta.C:206:
*** Interpreter error recovered ***

I placed that line into the protected section of the .h file.
I also placed it in the public, but still did not work.

Also, what would linear interpolation do? I would think with the histograms fitted and filled to be
smooth, further interpolation would not be needed.