
Subject: Re: Square root of negative number in PndRiemannTrack::dY ?

Posted by [Andreas Pitka](#) on Mon, 11 Mar 2013 12:42:59 GMT

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The last thing happening before the crash is the following:

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Start Plane from Points: (-1/-1/21/5/1) (-1/-1/23/2/1) (-1/-1/23/0/1)  
Layer: 5 hitInLayer: 0 hitID 6 Point (-1/-1/21/5/1) -I- PndRiemannTrackFinder::CheckHitInTrack  
- Hit: 6 already in track!  
Layer: 6 hitInLayer: 0 hitID 1 Point (-1/-1/21/0/1) : dist 0.4 szDist 2 szChi2 3.1  
dist larger than 0.05  
Layer: 6 hitInLayer: 1 hitID 2 Point (-1/-1/21/1/1) : dist 1.2 szDist -1.8 szChi2 1.1  
dist larger than 0.05  
Layer: 6 hitInLayer: 2 hitID 5 Point (-1/-1/21/4/1) : dist -0.66 szDist 6.6 szChi2 31  
dist larger than 0.05  
Layer: 6 hitInLayer: 3 hitID 7 Point (-1/-1/21/6/1) : dist 5.6 szDist -2.3 szChi2 2.3  
dist larger than 0.05  
Layer: 7 hitInLayer: 0 hitID 9 Point (-1/-1/21/8/1) : dist 0.44 szDist 1.3 szChi2 1.5  
dist larger than 0.05  
Layer: 8 hitInLayer: 0 hitID 4 Point (-1/-1/21/3/1) : dist 2.6 szDist -1.6 szChi2 2  
dist larger than 0.05  
Layer: 10 hitInLayer: 0 hitID 3 Point (-1/-1/21/2/1) : dist -1.8 szDist -16 szChi2 1.6e+02  
dist larger than 0.05  
Layer: 13 hitInLayer: 0 hitID 8 Point (-1/-1/21/7/1) : dist 2.4 szDist -16 szChi2 67  
dist larger than 0.05  
Layer: 15 hitInLayer: 0 hitID 11 Point (-1/-1/23/1/1) Hits: 12 11 too close 0.49  
Layer: 15 hitInLayer: 1 hitID 12 Point (-1/-1/23/2/1) -I-  
PndRiemannTrackFinder::CheckHitInTrack - Hit: 12 already in track!  
Layer: 15 hitInLayer: 2 hitID 13 Point (-1/-1/23/3/1) : dist -1.1e-14 szDist 1 szChi2 0.9  
actHit added: 13 r: 33 orig: -6.2 -34  
Hits: 13 13 too close 0  
Layer: 17 hitInLayer: 0 hitID 10 Point (-1/-1/23/0/1) -I-  
PndRiemannTrackFinder::CheckHitInTrack - Hit: 10 already in track!  
Too Close Point 11: (-1/-1/23/1/1): dist 0.45 szDist -0.48 szChi2 1.1  
dist larger than 0.05  
Track added! 6 12 10 r: 33 orig: -6.2 -34 sz-m: -0.72 sz-t: 3.9 dip: 0.81  
Hits in Track: 4  
(-1/-1/21/5/1) (-1/-1/23/2/1) (-1/-1/23/0/1) (-1/-1/23/3/1) numHits: 4
```

*** Break *** floating point exception
