

Hi Stefano,

your concern ist correct. The removal process will be bugged. Let me point you to a forum message I wrote some time ago exactly concerning that topic

<https://forum.gsi.de/index.php?t=tree&th=3737>

To do it correctly you can either store the length of the list beforehand like

```
Int_t n=l.GetLength();
for (l=0; l<n; ++l)
{
    i = l-n_removed;
    if( ... Some criterion ...)
    {
        list.Remove( list[i] );
        n_removed++;
    }
}
```

or (suggested by Radek) loop reversely through the list with

```
for (ii=l.GetLength()-1 ; ii>=0; --ii)
```

Or, as you mention, fill a new empty list with the non-removed candidates.

Best,  
Klaus