

Hi,

thanks a lot for the replies.

I was implicit fitting before showing the massing, the problem is only appearing when applying the PndKinVtxFitter.

Actually i was doing the following:

```
for (int j=0;j<aD.GetLength();j++)
{
  counter++;
  cout<<"-----"<<endl;
  PndKinVtxFitter FitteraD(aD[j]);

  FitteraD.Fit();

  double mass_aD=aD[j].GetFit()->M();
  cout<<"Mass: "<<mass_aD<<endl;
  TLorentzVector d1_p4=aD[j].GetFit()->Daughter(0)->P4();
  TLorentzVector d2_p4=aD[j].GetFit()->Daughter(1)->P4();
  TLorentzVector moth_p4=d1_p4+d2_p4;
  double mass_moth=moth_p4.Mag();
  cout<<"Mass by daughters P4: "<<mass_moth<<endl;
}
```

But perhaps Ralf thats interesting for you:

Here is a list what happens with the different fitters:

PndKinVtx

- Fails, something is wrong with the fitted fourvectors.

PndVtxPRG with fast fitting:

- Works properly.

PndKinVtx

- Works (anything else would be bad for a pure kinematic fitter...)

PndChiVtxFitter, Pnd4CFitter and

PndVtxPRG with full fitting:

- Errors with:

Error in <TVectorT<double>::operator()>: Request index(23) outside vector range of 0 - 20

PndVtxFitter:

- Errors with:

PndVtxFitter::DoVertexFitWOCorr: 0 tracks

Error in <TMatrixTRow_const(const TMatrixT<Element> &,Int_t)>: row index out of bounds

Thanks again and sorry if i caused confusion

Andreas
