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Subject: Re: Vertex fitters' problems

Posted by [Stefano Spataro](#) on Fri, 26 Jul 2013 11:26:46 GMT

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Very interesting...

```
root [0] TVector3 e(1,2,3)
root [1] TVector3 f=(1,2,3)
root [2] e.Print()
TVector3 A 3D physics vector (x,y,z)=(1.000000,2.000000,3.000000)
(rho,theta,phi)=(3.741657,36.699225,63.434949)
root [3] f.Print()
TVector3 A 3D physics vector (x,y,z)=(3.000000,0.000000,0.000000)
(rho,theta,phi)=(3.000000,90.000000,0.000000)
root [4] TVector3 d
root [5] d=(1,2,3)
(class TVector3)41869040
root [6] d.Print()
TVector3 A 3D physics vector (x,y,z)=(3.000000,0.000000,0.000000)
(rho,theta,phi)=(3.000000,90.000000,0.000000)
```

and without a single complain...

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