Subject: [FIXED] Bug with parameters set to '0.' in Fast Sim
Posted by Klaus Götzen on Fri, 18 Apr 2014 01:36:12 GMT
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Hi all,

thanks to Donghee reporting it, I just fixed some issue in PndFsmAbsDetector.cxx with parameters set to '0.' in Fast Sim. For some reason I don't remember, parameters with value set to 0 were only accepted as '0' or '0.0', but not as '0.' or something equivalent.

I added now explicitly the acceptance as '0.', so please update fsim and/or stick to one of the two versions given above for the time being, until I find a more general fix after my vacations.

Best and have a nice easter,
Klaus