Subject: Re: Question about using pointers to fill TClonesArray
Posted by MartinJGaluska on Fri, 19 Dec 2014 12:42:24 GMT

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Thank you very much for the detailed explanation! It is indeed tricky to get the handling of the TClonesArrays right. The problem I was having with my code was connected with the storing of a class I implemented myself into a TClonesArray. In the end, I realized that I don't need to do that as I have other means of obtaining the output I need for parameter optimization and degugging and removed the corresponding code. This fixed the crashes I saw before.

Kind regards and happy holidays,
Martin