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Subject: Strict-merge option

Posted by [a\\_boso](#) on Wed, 13 May 2015 15:34:28 GMT

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Dear all,

which is the exact meaning of the "strict-merge" option in the preplay code?

As far as I understood "strict-merge" means we consider only events in which we have something in both the ancillaries and AGATA, while without requiring it we can have also events with only, let's say, FRS information.

Is that right?

Thanks,  
Alberto

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