Subject: Strict-merge option
Posted by a_boso on Wed, 13 May 2015 15:34:28 GMT

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