
Subject: [NeuLAND] New Neuland Digitizer
Posted by [Jan Mayer](#) on Thu, 13 Aug 2015 11:48:40 GMT
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Hello everyone,

I have extracted the logic of the digitization process from land/R3BLandDigitizer into a separate "digitizing engine", used by neuland/R3BNeulandDigitizer.

<https://subversion.gsi.de/trac/fairroot/browser/r3broot/trunk/neuland/digitizing/DigitizingEngine.h>

The previous code was quite convoluted, but it turned out that it actually did not do "that much" with many LoC. I hope the smaller, more object oriented pieces are easier to understand.

The output should be about the same, however some of the "constants" that were previously set depending on the physical setup or the beam energy might need some reevaluation, e.g.:

<https://subversion.gsi.de/trac/fairroot/browser/r3broot/trunk/neuland/digitizing/DigitizingEngine.cxx#L22>

In addition, the code remaining under Exec() in R3BNeulandDigitizer (xyz positions) needs some additional love & care.

I would like to invite everyone to have a look at the code, especially the few parts where actual physics is involved (e.g. parts with '@mheil:').

Any questions or comments is appreciated.

Jan
