
Subject: Sorting objects

Posted by [Marcel Tiemens](#) on Fri, 08 Jan 2016 16:03:51 GMT

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Hello everyone, it's me again, with hopefully a simple problem:

- I have a tree with some objects in it (in my case, EmcClusters), where each event in the tree has some of these objects in it.
- Next, I would like to sort them all (not just within an event) in some way.
- And then write the sorted stream of objects back into a tree, where I group the objects in some way to form a new event for that tree.

That was it. I know there is something called FairRingSorter, but does that also work for objects that aren't hits? And one more thing, there is second branch with objects that are linked to the objects I would like to sort. Will the sorting respect those links?

Cheers,
Marcel
