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Subject: Re: NeuLAND tracking algorithm  
Posted by [C. A. Douma](#) on Fri, 18 Mar 2016 12:37:10 GMT  
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Thank you for the explanation. But I was just thinking that maybe I can first reconstruct each incoming particle as if it were a neutron and then simply throw away the tracks that are close to a VETO hit. That would not require too much work I think. But in order to do that I need the tracker to be able to reconstruct more then 4 distinct tracks.

Christiaan.

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