Subject: Re: R3BNeutronTracker2D crashes
Posted by C. A. Douma on Thu, 24 Mar 2016 10:44:25 GMT
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I am not sure if the problem is the NeulandPrimaryNeutronInteractionPoints. I just noticed that the tracker needs the LandFirstHits to check on the outcomes of the tracking. Hence I think that the tracker crashes because for the neuland-class, the LandFirstHits do not exist and NeulandPrimaryNeutronInteractionPoints should be used instead. But I am not sure of it. The only thing I am sure of is that the tracker gives a seg-fault for the neuland-class.

For the VETO I do not just need the efficiencies, I really need the distinct reconstructed neutron interaction points per event so I can decide which hits are due to neutrons and which hits are due to protons, so I can veto those.

Hence maybe you can explain something else to me. Suppose that I supply the R3BNeutronTracker with, say, 10 Energy cuts and a kappa. Will the tracker then automatically look for 10 tracks (given that the number of clusters and total energy deposition of that event falls between the last 2 cuts)? Or should the tracker be modified to identify more then 4 tracks? If so, how should I modify it? I need this in the case I have 4 neutrons and some protons in the same event.

Christiaan.