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Subject: Re: Question on R3BNeutronTracker2D  
Posted by [Dmytro Kresan](#) on Thu, 07 Jul 2016 15:42:26 GMT  
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1) Yes, you understood me and code correctly. This is what I meant with misidentification.

```
2) if(TMATH::Abs(beta-beamBeta) > (0.05*600./beamEnergy) && ic > 0) {  
    continue;  
}
```

This is inverted condition - if deviation is larger -> skip the cluster.

3) Quote: In my case most particles are from background, not from the target, so their beta will not be close to the beam.

This is exactly the problem. R3BNeutronTracker2D was written to reconstruct signal neutrons. What about if you add to every event with Ca ion, interacting with target and producing mostly background, also "signal" neutron(s) from a particle gun (or ASCII). Then you can study how your Ca background affects detectors performance.

Best regards,  
Dima

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