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Subject: Re: crash

Posted by [Tobias Stockmanns](#) on Thu, 23 Feb 2017 20:01:01 GMT

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Dear Gianluigi,

the problem is the line:

```
TClonesArray* fClone;
```

You do not allocate memory for the TClonesArray which causes the crash.

Replace it with:

```
TClonesArray* fClone = new TClonesArray("PndSdsDigiPixel");
```

Cheers,

Tobias

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