Subject: Dynamic cast fails.
Posted by lzanetti on Tue, 10 Oct 2017 17:06:40 GMT
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Hello everyone. I've been dusting off my simulator after a couple of months and, sure enough, "something" broke --it is a well known fact that programs break just by existing on a HDD.

The error is the following:

...

[INFO   ] ============== FairRunSim: Initialising simulation run ==============
Info in <TGeoManager::TGeoManager>: Geometry FAIRGeom, FAIR geometry created
[INFO   ] FairGeoMedia: Read media
[ERROR] Dynamic cast fails.
[ERROR] Dynamic cast fails.
[ERROR] Dynamic cast fails.
[ERROR] Dynamic cast fails.

...

And the problem is that the simulation output is empty --actually, R3BXBall tells me that no hit is present and no event is written. Since I didn't see (or notice) the errors above and the simulator was working the last time I used it, and the programs are exactly the same, I'm assuming it has something to do with it.

I'm using the latest version of R3BRoot, except the very last commit, which doesn't work for me (opened an issue on GitHub).

Cheers,
L.

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UPDATE: Actually, it seems to be possible to cope some life into the simulator, so the error above should have nothing to do with the simulation being empty. All the same, since it's flagged as an error, it might be worth to investigate the "dynamic cast fail". Also because it was NOT there before.
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