
Subject: Re: Raw data read and write
Posted by [Ken Oyama](#) on Thu, 30 Nov 2006 14:32:34 GMT
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Hi all,

Thanks Raphaelle for your comments.

Concerning raw data simulation, I am now moving my private test code and so on onto AliTRDrawData.

Since I do not like to break Bogdan's preliminary raw data simulator implemented as Digits2Raw member, I change this method just as a switcher of the raw data simulator.

So, now there are 3 more methods:

```
virtual Bool_t      SetRawVersion(Int_t v);  
virtual Bool_t      Digits2RawV0(AliTRDdigitsManager* digitsManager);  
virtual Bool_t      Digits2RawV1(AliTRDdigitsManager* digitsManager);
```

and several internal parameters of this class.

SetRawVersion will tell the class which version of raw data simulator should be used (currently 0 or 1). And Digits2RawV0 is the copy of Bogdan's implementation and it will stay without change. Digits2RawV1 is new one I'm implementing now. The version must be chosen in AliTRD by calling SetRawVersion. Default is still 0.

The prototype declaration of Digits2Raw also changed:

```
virtual Bool_t      Digits2Raw(TTree *digits, TTree *tracks = NULL);
```

Now it has tracklet information.

Does anybody feel problem on this way of implementation?

best regards,
