
Subject: Re: Stt bug in Rev. 880

Posted by [Lia Lavezzi](#) on Fri, 15 Jun 2007 10:24:14 GMT

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Hallo,

I uploaded on the svn a new version of CbmSttMatchTracks.cxx where I moved
map<Int_t, Int_t>::iterator it;

right before the loop where it is used and I cancelled the "= 0" initialization.

I made some tests and it seems to work.

This should fix the bug in the stt code compiling.

Bye,

Lia.
