
Subject: Re: running error

Posted by [Florian Uhlig](#) on Mon, 09 Jul 2007 11:23:45 GMT

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Hi Alicia

This has to do with our cmake generated libraries compared to automake generated libraries. If there is a mathematical not defined operation like $\sqrt{-1}$ or a division by zero with cmake generated libraries you get a floating point exception. With automake generated libraries the result of such an operation is NaN (Not a Number). With this all mathematical operation can work and the result is again a NaN.

But going on like that you don't know what's going on in your program.

In my opinion the better way is that the program crashes when there is an error.

The problem in this case is that the error don't occur in our code. I' am on a conference this week, but i will try to locate the error in GEANT4 and try to correct it as fast as possible.

Ciao

Florian
