
Subject: Re: Abandonware

Posted by [Stefano Spataro](#) on Thu, 23 Aug 2007 15:04:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

About the first warning, this is not so clear to me.

You define hitMap as:

```
map<Int_t, map<Int_t, Int_t> > hitMap;
```

Then:

```
Double_t wireX = pMhit->GetX(), wireY = pMhit->GetY();  
    (hitMap[mcTrackIndex])[wireX * wireX + wireY * wireY]++;
```

The map is <Int_t, Int_t> but then you give one index as [double].

I think you can (one of the two)

a) correct the map putting one double inside (map<Int_t, Double_t>)

b) overcast the wire id (Int_t)(wireX * wireX + wireY * wireY)

Just at a first sight the first should be the correct one, in each case I am wondering how does it work with this int/double ambiguity...
