
Subject: Correction: Still "old" TOF hit producer in the release
Posted by [Volker Frieze](#) on Mon, 17 Sep 2007 14:24:18 GMT
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Contrary to the announcement, the new TOF hit producer is not yet in the repository, thus it is not part of the AUG07 release. See Diego's mail below.

Sorry for the misunderstanding.

Dear Volker,

I have to apologize because the latest version of the HitProducer is not yet in subversion. There are three reasons for it, while the main one is my lack of time in the last months, in view of our incoming HADES-RPC commissioning (strictly speaking, 'half commissioning'):

1) I wanted to implement before-hand your classes for providing random access to my CBMTofPoint. The previous version of the HitProducer (done in 'my way') I could have been included in subversion, but I do not expect any significative change for most of the simulations currently ongoing, and I did not have the time to optimize the cuts for secondary production. Only simulations that strongly rely on the shape of the Tof response could suffer (prominently, fluctuation studies, I think). Moreover, the secondary production is highly dependent on the detector structure and chosen energy cuts and engines... that are by no means optimized taking this very effect into account, so first results could also be highly misleading.

2) Even if it is hard to believe, the new TofHitProducer provides just the structure for properly dealing with secondaries. The second part of the algorithm (as mentioned above) is related to the production of secondaries themselves. Of those, according to the current studies we did, delta-ray production and hadronic interactions are the dominant (and probably the only relevant) secondary processes. Optimization of the corresponding cuts/engines must be done.

3) I could not compare my results with FOPI data yet, due to some problems they had up to now.

D. Gonzalez-Diaz
