Subject: Re: riemann track finding
Posted by Sebastian Neubert on Tue, 05 Feb 2008 09:32:00 GMT

Hi Tobias!

The _cluster member is for bookkeeping only. So an index would be ok too I guess.

I do not agree that we need a base class for space points!
If so then this should be build around TVector3. I am not happy about the CbmHit construction. Anyhow we should restrict the use of inheritance wherever possible and I do not see a reason why to use it here.

Concerning the problem of the starting plane I probably have a solution for this but I need some more time. As you said: You can always define a plane through 3 points! I will call this the TripletRiemannTrackFinder Of course you will get ghost tracklets in the MVD!

Cheers! Sebastian.