
Subject: Re: riemann track finding

Posted by [Tobias Stockmanns](#) on Wed, 06 Feb 2008 08:05:44 GMT

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I am sorry that I did not take part in the discussion about CbmHit but I was busy in the last couple of days with celebrating Karneval .

I see two different points for the PndRiemannHit:

Do we need a constructor and a Set function taking a pointer to CbmHit as parameter?

Do we need a data member CbmHit* inside PndRiemannHit which points back to the point the parameters for the RiemannHit were coming from?

For the first point I would clearly say yes. Here I have the same opinion as Stefano. CbmHit should be the base class for all data classes which give you 3D hit information. So a set function could be used by various subdetectors. I am not really happy with the implementation of CbmHit but this is a different topic.

For the second point I am not sure if it is really needed.

Maybe we can arrange an EVO meeting about Riemann-Tracking? I think it is easier to discuss these things directly instead of using a forum.

Alaaf (already over again),

Tobias
