
Subject: Re: geane propagation: floating point exception
Posted by [Sebastian Neubert](#) on Thu, 06 Mar 2008 19:11:20 GMT
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Hi!

After a day of debugging I made some progress with GeaneTrackRep. I found out that I need to use the so called "spu" option to specify the direction of the particle momentum. The issue is a known problem to me, but the effects that happen when you miss something there were very hard to understand.

Please, Geane-Developers: Go ahead and make your code a little bit more robust and take a look at what I am struggling to do in GeaneTrackRep.

Best Regards, Sebastian.
