
Subject: Re: Problems with GEANE and trackbase
Posted by [Andrea Fontana](#) on Tue, 11 Mar 2008 10:12:24 GMT
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Dear Sebastian,

I focus only on the technical issues that you are raising with your email, since I am certainly not in a position to tell you what your responsibilities and duties are!

Our routines were carefully debugged and tested, but this does not exclude exceptions of course, which we can always fix. However we have looked at this particular case and the problem seems not to be in the code, but in the compiler's flags: the current CMakeLists.txt calls a macro named `Compiler_Check()` that causes your error.

The problem showed up after January 29th 2008, long after we released the code: we did not receive any complaint before and the same routine worked well for us (it is actually extensively used both in tutorial2 and in our Kalman filter).

I do not know the purpose of this compiler macro, but it is a recent change in the svn (it was not there at the KVI workshop): I would like to ask to Mohammad what is this new makefile macro for.

As a correction I think we can put a workaround by switching this flag off for geane (if this is possible).

Regarding y-z, in this case it is exactly the y-z plane in MARS (you shoot along x) which is used as starting plane for the SD1 to SD2 conversion.

Regards,
Andrea Fontana