Posted by Ralf Kliemt on Thu, 10 Apr 2008 14:35:29 GMT
View Forum Message <> Reply to Message

Toggle Spoiler
The multiplicities are 2.9 for strips and 2.3 for pixels (DPM@6GeV)

So playing with these numbers:(26000/2.2) + (72000/(2.9*2)) = 24200

So this looks OK from my point of view.

In the end you should have the same order in the numbers of Points and Hits.

Hopefully this helps,

Ralf.

File Attachments
1) pixelclustmult.png, downloaded 1387 times