Subject: floating point exception in geane Posted by Anonymous Poster on Mon, 16 Jun 2008 14:44:48 GMT View Forum Message <> Reply to Message

Hi,

I found a problem with geane. It is related to the propagation to the point of closest approach:

In the method CbmGeanePro::Track3ToPoint a floating point can be produced in two places (maybe even more, but to me it happened in two cases only):

m3 = 1./e3.Mag(); // e3.Mag()==0

and

xpR[1] = 0.5\*(xp32[0]\*xp3[0]/xp3[1]+ xp3[1]); // xp3[1]==0

In the moment I work around this problem by throwing an exception if any of the two conditions happen. But of course this issure should be solved. I believe it happens when the 3 points lie in one line. I bet the behaviour depends on the stepping defined inb the geo file. Maybe that is why Sebastian diodnt see it before.

Anyway this should be dealt with. Since you dont use exception handling, you could use your error flags for this and abort the operation if this happens.

Cheers, Christian

Page 1 of 1 ---- Generated from GSI Forum