
Subject: Re: GEANE: Propagate to Plane not implemented
Posted by [Tobias Stockmanns](#) on Wed, 15 Oct 2008 07:48:04 GMT
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Hi Mohammad,

thank you for your reply.

I think I solved the PropagateToPlane problem. There was an error in CbmGeanePro::PropagateToPlane.

The position of the final plane was not given correctly. The o-Vector was internally calculated as the cross product of u and v , which is wrong. The o-Vector has to come from the plane itself. With this fix at least the propagated points at the plane look reasonably. I still have to figure out if this is true for the errors as well.

Cheers,

Tobias