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Subject: Re: GEANE: Propagate to Plane not implemented

Posted by [Lia Lavezzi](#) on Wed, 15 Oct 2008 08:42:27 GMT

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Hi Tobias,

I think the cross product is correct, since in the PropagateToPlane(TVector3 &v0, TVector3 &v1, TVector3 &v2) you give as input the three vectors o, u and v.

They will be given to the EUFILP routine, which says to GEANE to "propagate to plane" in the Propagate(CbmTrackParP \*TStart, CbmTrackParP \*TEnd, Int\_t PDG) function (as Mohammad said).

To do this a vector is filled Float\_t plo[12], in this way:

```
TVector3 v1u=v1.Unit();  
TVector3 v2u=v2.Unit();
```

```
// first vector on plane
```

```
plo[0]=v1u.X();
```

```
plo[1]=v1u.Y();
```

```
plo[2]=v1u.Z();
```

```
// second vector on plane
```

```
plo[3]=v2u.X();
```

```
plo[4]=v2u.Y();
```

```
plo[5]=v2u.Z();
```

```
// origin of the plane
```

```
plo[6]=v0.X();
```

```
plo[7]=v0.Y();
```

```
plo[8]=v0.Z();
```

```
// normal to the plane (the third vector to define the reference system u, v, w)
```

```
TVector3 v3=v1u.Cross(v2u);
```

```
plo[9]=v3(0);
```

```
plo[10]=v3(1);
```

```
plo[11]=v3(2);
```

So what did you exactly change?

Ciao,

Lia.

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