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 $\mathrm{u}, \mathrm{v}, \mathrm{w}$ )
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.

