Subject: Re: GEANE: Propagate to Plane not implemented Posted by Lia Lavezzi on Wed, 15 Oct 2008 08:42:27 GMT View Forum Message <> Reply to Message

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.