Subject: Re: GEM tracking
Posted by Radoslaw Karabowicz on Wed, 15 Apr 2009 14:03:02 GMT
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Yes, one of the two hit coordinates I set always to zero, while the other is set to the radius distance of the hit to the center. The errors are then corresponding to the error in radius (hit->GetDr()), and error perpendicular to it (hit->GetDp()).
Concequently, the whole DetectorPlane is rotated by the angle of the hit. I hope I did it right, at least the track position (trk->getPos() corresponds to the point I have insterted there.

Don't I do it correctly?, first setting the vectors uu and vv:

```
 TVector3 oo (0.,0.,hit->GetZ()),
        uu ( TMath::Sin(phiAValue), TMath::Cos(phiAValue),0),
        vv ( TMath::Cos(phiAValue),-TMath::Sin(phiAValue),0);
```

and then setting the detector plane using the vectors:

```
  setDetPlane(DetPlane(oo,uu,vv));
```

I hope it was tested before.
I wanted to have the errors expressed in Dr and Dp, as it seemed to me the best choise.

yours,
radek