## Subject: PndSttHitProducerRealFast() depends on event type? Posted by donghee on Wed, 15 Apr 2009 14:23:34 GMT

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Dear all,

During the debugging of my code, I found that Stt part was problem in my code. When I try to use hit provider for STT detector, following class is called to digitize

PndSttHitProducerRealFast\* sttHitProducer = new PndSttHitProducerRealFast(); fRun->AddTask(sttHitProducer);

But run is stopped with below message at certain event. If I don't use this class, I can go to the end.

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Hit array contains 79 hits

\*\*\* Break \*\*\* floating point exception

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And one more strange thing is that some event can passing through without error. Here is the output before crashing

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Hit array contains 107 hits

**Event Number 0** 

caution: wrong drift time caution: wrong drift time caution: wrong drift time caution: wrong drift time

Nr of Points: 4

- -I- PndMvdHybridHitProducer: 4 PndMvdMCPoints, 3 Digi created. 3 (event 0)
- -I- PndMvdNoiseProducer: Noise produced 0xStripRect 0xStripTrap 0xPixels

Ideal Hit Producer -Point-: 0xb5d5f50

- -I- PndTofHitProducerIdeal: 1 TofPoints, 1 Hits created.
- -I- PndTofHitProducerIdeal: 0 SciFTofPoints, 0 sciF Hits created.

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So, I assume that STT hit producer give up some calculation. I don't know how they decide it. Could anybody explain how STT class works?

Thank you!