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.

 DIGI EXECUTION *********************
Hit array contains 79 hits
 *** Break *** floating point exception

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

DIGI EXECUTION *********************
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.

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!