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Subject: PndSttHitProducerRealFast() depends on event type?

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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  
-l- PndMvdHybridHitProducer: 4 PndMvdMCPoints, 3 Digi created. 3 (event 0)  
-l- PndMvdNoiseProducer: Noise produced 0xStripRect 0xStripTrap 0xPixels  
Ideal Hit Producer -Point-: 0xb5d5f50  
-l- PndTofHitProducerIdeal: 1 TofPoints, 1 Hits created.  
-l- 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!