Subject: Re: PndSttHitProducerRealFast() depends on event type?
Posted by Anonymous Poster on Thu, 16 Apr 2009 10:30:50 GMT
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Hi,

I dont find it strange that Lia and Stefano had no problems, but someone using different generators has them. This is to my mind a division by zero problem or similar, and there can be a million reasons, why certain event topologies trigger this problem while others dont.

I think we should try to be a bit more careful in general with numerics. If you write any new code at least, try to avoid divisions by zero.

Cheers, Christian