Subject: Re: Genfit problems with new code - STT (r5323) Posted by Felix Boehmer on Thu, 23 Apr 2009 10:47:49 GMT View Forum Message <> Reply to Message

Hello again Stefano, sorry for the late answer. i just tried to reproduce the problem, and indeed I get the same error as you did. root [1] cbmsim->StartViewer() File name : fit sttcombi.root root [2] <TCanvas::MakeDefCanvas>: created default TCanvas with name c1 Warning in <TSelectorDraw::ProcessFillObject>: Not implemented for TObjArray <TCanvas::MakeDefCanvas>: created default TCanvas with name c1 <TCanvas::MakeDefCanvas>: created default TCanvas with name c1 tv_tree->Draw("LheGenTrack.getMom().Mag()","","", 10, 0); Error in <TBufferFile::CheckByteCount>: object of class vector<map<int.int>*> read too few bytes: 6 instead of 31 <TCanvas::MakeDefCanvas>: created default TCanvas with name c1 Error in <TBufferFile::CheckByteCount>: object of class vector<map<int,int>*> read too few bytes: 6 instead of 31 Error in <TBufferFile::CheckByteCount>: object of class vector<map<int,int>*> read too few bytes: 6 instead of 31 Error in <TBufferFile::CheckByteCount>: object of class vector<map<int.int>*> read too few bytes: 6 instead of 31 Error in <TBufferFile::CheckByteCount>: object of class vector<map<int,int>*> read too few bytes: 6 instead of 31 Error in <TBufferFile::CheckByteCount>: object of class vector<map<int,int>*> read too few bytes: 6 instead of 31 Error in <TBufferFile::CheckByteCount>: object of class vector<map<int,int>*> read too few bytes: 6 instead of 31 Error in <TBufferFile::CheckByteCount>: object of class vector<map<int,int>*> read too few bytes: 6 instead of 31 Error in <TBufferFile::CheckByteCount>: object of class vector<map<int,int>*> read too few bytes: 6 instead of 31 Error in <TBufferFile::CheckByteCount>: object of class vector<map<int,int>*> read too few bytes: 6 instead of 31 Error in <TBufferFile::CheckByteCount>: object of class vector<map<int,int>*> read too few bytes: 6 instead of 31 root [3]

However, plotting works for me:

Why there is this error I don't know yet, but in principle everything seems to work. There must be something else wrong in your setup.

I will keep you updated.

Cheers

Felix

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