
Subject: Re: Track Visualization questions
Posted by [Christian Leitold](#) on Tue, 01 Sep 2009 11:06:23 GMT
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I use macro/run/drawGLTracks.C, the interesting (which means, crashing) part is:

```
TGeoTrack *tr;
TObjArray *TrList= geoMan->GetListOfTracks();
geoMan->SetAnimateTracks();
for (Int_t j=0; j< t->GetEntriesFast(); j++) {
t->GetEntry(0);
    Double_t *point;
for (Int_t i=0; i<t->GetEntriesFast(); i++) {
    tr=(TGeoTrack *)fT->At(i);
        Int_t Np=tr->GetNpoints();
        FairVTrack *pt = new FairVTrack(Np);
        pt->SetLineColor(tr->GetLineColor());
        pt->SetLineWidth(2);
        pt->SetTrack(tr);
        pt->SetParticle((TParticle *)tr->GetParticle());
        for (Int_t n=0; n<Np; n++){
            point=tr->GetPoint(n);
            pt->SetPoint(n,point[0],point[1],point[2]);
        }
        pt->Draw();
    }
}
```

As you can see, in the inner loop, the FairVTrack *pt is created, leading to the crash.

Thanks
Christian
