Subject: Re: Full sim: all detected particles have PDG ID zero
Posted by Christian Leitold on Fri, 11 Sep 2009 20:56:07 GMT
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Yes, as you say, it is passed as a pointer. The TF1 object itself is created in the sim macro. So I don't think it would be a good idea to delete it in the PndDpmDirect class, would it? So, the memory already gets allocated in the sim macro, and should also be freed there, in my opinion. Paul has changed our PndDpmDirect from the "*.old" version (see above) to the current one, that at least does not crash.

But when looking at it again, I think it is a little bit strange as well. There is that bit of code in the .cxx file:

TF1 * fDensityFunction = new TF1();

Thus, memory is allocated here for a second time. Then, in the constructor:

fDensityFunction = DensityFunction;

where DensityFunction is the argument of the constructor. So, the pointer is now directed at the "original" object from the simulation. Isn't that a memory leak or am I completely misinterpreting the code?

Kind regards
Christian