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Subject: Addressing Hits by Array-index

Posted by [Sebastian Neubert](#) on Wed, 23 May 2007 11:26:32 GMT

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Hi!

For the pattern recognition I have the following problem:

There are many cases where I have to sort my hits(Clusters resp.) in some way (e.g. according to radius). This obviously distorts their order in the array.

I conclude that the array index is not a good way to index objects.

However for the moment there might be this workaround:

Anyway for the sorting I copy pointers into a `std::vector` and use the `std` sorting algorithms. This leaves the original `TClonesArray` untouched. But I have to give the hits a member which keeps track of their index.

Any comments?

Cheers! Sebastian.

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