Subject: verbose level
Posted by ForamShah on Wed, 23 Apr 2014 15:54:29 GMT
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hi,
 // Verbosity level
 Int_t iVerbose = 0;
 Int_t nEvents = 0;
what is the basic use of verbosity level?

Subject: Re: verbose level
Posted by MartinJGaluska on Wed, 23 Apr 2014 15:59:01 GMT
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A variable with such a name is usually used as a "switch" for putting out some debugging information. The higher the number is, the more information is written to the screen.

However, as these two lines could come from any kind of code it is hard to tell what exactly it does. I would recommend to search for the name iVerbose and check where it is being used and for what purpose.

For future posts, please consider to give more detailed information about your questions. Once you start doing that, you will probably recognize that you will be able to answer your own questions in many cases.

Subject: Re: verbose level
Posted by ForamShah on Wed, 23 Apr 2014 16:05:31 GMT
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thanks for ur reply.I would try to be more precise next time

Subject: Re: verbose level
Posted by Shyam Kumar on Thu, 24 Apr 2014 14:20:42 GMT
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Hi,
 If you really want to understand it please go to a directory /pandaroot/sds/SdsDigi and open this class PndSdsCalcStrip.cxx then you will find there are many statement like (for example):
if (fVerboseLevel > 2){
    std::cout<<" part of last strip : "<<(nuOut-prevOut)<<std::endl ;
    std::cout<<" charge : "<<Q2<<std::endl ;
    std::cout<<" end of previous strip : "<<prevOut<<std::endl ;
  }
so when you will choose verboselevel greater than two than the below cout statement will be show the details of what is happening at the time of execution of macro. so It gives the detailed information of what is happening at the time of running of macro.