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Subject: problem with dev-branch NeuLAND digitizer  
Posted by [C. A. Douma](#) on Tue, 22 Mar 2016 09:16:51 GMT  
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Dear Mr. Kresan,

The NeuLAND digitizer from the dev-branch does no longer work. With the master-branch digitizer I never had any problems. Can you help me?

Christiaan.

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#### File Attachments

1) [DigiLog.txt](#), downloaded 447 times

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Subject: Re: problem with dev-branch NeuLAND digitizer  
Posted by [Dmytro Kresan](#) on Tue, 22 Mar 2016 09:31:52 GMT  
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If you use NeulandDigitizer (the new one), you also need to use the corresponding Neuland detector class in the simulation: R3BNeuland (instead of R3BLand).

Cheers,  
Dima

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Subject: Re: problem with dev-branch NeuLAND digitizer  
Posted by [C. A. Douma](#) on Tue, 22 Mar 2016 10:52:35 GMT  
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Is this the NeuLAND class located in `${VMCWORKDIR}/neuland/` ?  
Will this class also work with the clusterfinder, neutroncalibr2D and neutrontracker? I do not see those files in `${VMCWORKDIR}/neuland/`

Christiaan.

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Subject: Re: problem with dev-branch NeuLAND digitizer  
Posted by [Dmytro Kresan](#) on Tue, 22 Mar 2016 11:06:19 GMT  
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C. A. Douma wrote on Tue, 22 March 2016 11:52: Is this the NeuLAND class located in `${VMCWORKDIR}/neuland/` ?

Yes.

C. A. Douma wrote on Tue, 22 March 2016 11:52: Will this class also work with the clusterfinder, neutroncalibr2D and neutrontracker? I do not see those files in `${VMCWORKDIR}/neuland/`

I did not try it myself, so I do not know.

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Subject: Re: problem with dev-branch NeuLAND digitizer  
Posted by [C. A. Douma](#) on Tue, 22 Mar 2016 11:48:41 GMT  
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Is there also a way I could make the NeuLAND digitizer work for LandPoints?

I was thinking about modifying R3BNeuLandDigitizer.cxx on line 74.

Christiaan.

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Subject: Re: problem with dev-branch NeuLAND digitizer  
Posted by [Dmytro Kresan](#) on Tue, 22 Mar 2016 11:52:36 GMT  
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Yes, this should solve the problem.

Dima

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Subject: Re: problem with dev-branch NeuLAND digitizer  
Posted by [Jan Mayer](#) on Tue, 22 Mar 2016 17:11:58 GMT  
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Hello,

I have added compatibility for "LandPoint" to the NeulandDigitizer, see the Pull Request.  
Note that at some point in the future the data type of NeulandPoints might (or might not) change, in this case the compatibility will fail.

Sorry for the inconvenience,  
Jan

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Subject: Re: problem with dev-branch NeuLAND digitizer  
Posted by [C. A. Douma](#) on Tue, 22 Mar 2016 19:36:49 GMT  
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Thank you. I will try it out tomorrow.

Christiaan.

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