Subject: Addressing Hits by Array-index
Posted by Sebastian Neubert on Wed, 23 May 2007 11:26:32 GMT

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 their might be this workaround:
Anyway for the sorting I copy pointers into a std::vector and use the stl 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.