

---

Subject: Revised genfit

Posted by [Sebastian Neubert](#) on Mon, 09 Jun 2008 15:06:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dear colleagues!

I will shortly submit a new version of genfit etc. I have done some cleaning up in order to realize the SpacePoint Hits using virtual Detector Planes.

When you update the tracking packages (genfit, trackrep, recotasks) you will have to change small things in your own code where you use genfit (for the RecoHits) I have already done this for you in my local checkout but since I am not allowed to check in this stuff here at least comes a list of affected classes / packages:

```
tpc/tpcreco
recotasks/
trackrep/
mvd/MvdData/PndMvdRecoHit
dch/DchFitting/PndDchRecoHit
```

Cheers! Sebastian.

PS: The Demo has also been modified and currently there is a lot of debug output switched on! I hope this can be turned off soon, when we have solved the issue of covariances in the Kalman.

---

Subject: Re: Revised genfit

Posted by [Sebastian Neubert](#) on Mon, 09 Jun 2008 15:07:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi!

I will wait until this evening before I do the checking. So you can finish your work for today

S.

---

---

Subject: Re: Revised genfit

Posted by [Ralf Kliemt](#) on Tue, 10 Jun 2008 08:46:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi all:

I applied the following changes to PndMvdRecoHit:

I put the clone() function as inline into the .h file like in the PndTpcRecoHit  
virtual AbsRecoHit\* clone(){return new PndMvdRecoHit(\*this);};

Furthermore I removed the const of the first argument in the residualScalar(...) function to match it with the one in AbsRecoHit .

Tell me if more is needed.

Greetings from Dresden, Ralf.

---

---

Subject: Re: Revised genfit  
Posted by [Sebastian Neubert](#) on Tue, 10 Jun 2008 11:46:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi Ralf!

The constness is the important point!  
If it compiles all should be well.

Cheers! Sebastian.

---