
Subject: Dynamic cast fails.

Posted by [lzanetti](#) on Tue, 10 Oct 2017 17:06:40 GMT

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Hello everyone. I've been dusting off my simulator after a couple of months and, sure enough, "something" broke --it is a well known fact that programs break just by existing on a HDD.

The error is the following:

...

```
[INFO ] ===== FairRunSim: Initialising simulation run =====  
Info in <TGeoManager::TGeoManager>: Geometry FAIRGeom, FAIR geometry created  
[INFO ] FairGeoMedia: Read media  
[ERROR ] Dynamic cast fails.  
[ERROR ] Dynamic cast fails.  
[ERROR ] Dynamic cast fails.  
[ERROR ] Dynamic cast fails.
```

...

And the problem is that the simulation output is empty --actually, R3BXXBall tells me that no hit is present and no event is written. Since I didn't see (or notice) the errors above and the simulator was working the last time I used it, and the programs are exactly the same, I'm assuming it has something to do with it.

I'm using the latest version of R3BRoot, except the very last commit, which doesn't work for me (opened an issue on GitHub).

Cheers,
L.

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UPDATE: Actually, it seems to be possible to cope some life into the simulator, so the error above should have nothing to do with the simulation being empty. All the same, since it's flagged as an error, it might be worth to investigate the "dynamic cast fail". Also because it was NOT there before.

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Subject: Re: Dynamic cast fails.

Posted by [Jan Mayer](#) on Tue, 10 Oct 2017 17:57:11 GMT

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Hi,

The only occurrences of "Dynamic cast fails." are in FairMCApplication.cxx, if a detector is not derived from FairDetector. Can you attach your Simulation macro?

Jan

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Subject: Re: Dynamic cast fails.  
Posted by [lzanetti](#) on Tue, 10 Oct 2017 19:08:24 GMT  
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Hi,

Thanks for your answer!

It's not a macro, it's a program. But it's just a user: it doesn't define new detectors, it just uses those that are already there --specifically, in my R3BRoot, which does have a couple of funny detectors in it.

But those did not change since the last time I run the program.

Does the inheritance have to be direct to avoid freakouts in FairMCApplication? Or would a detecto that inherits from another detector that inherits from FairDetector work? It should, I think...

Cheers,  
L.

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