LArSoft - Feature #12097

Update sim::Channel

03/29/2016 02:29 PM - Herbert Greenlee

Status:	Closed		**Start date:**	03/29/2016
Priority:	Normal		**Due date:**	
Assignee:	Lynn Garren		**% Done:**	100%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	1.00 hour
Experiment:	MicroBooNE		**Co-Assignees:**	

Description

Update definition of class sim::IDE in larsim/Simulation/SimChannel.h. Change five doubles to floats. Purpose is to save memory and disk space. Changes are available in feature branch feature/greenlee_small_simchannel of larsim. No source file changes other than the header and dictionary are required. Data format is forward and backward compatible using root's automatic schema evolution. Possible issue: does float have enough precision for dune, or even for other detectors?

Update is available on branch feature/greenlee_small_simchannel of larsim.

History

#1 - 03/29/2016 03:20 PM - Brian Rebel

I do not see an issue for LArIAT if this change is adopted.

#2 - 03/29/2016 04:20 PM - Tingjun Yang

This should be fine for DUNE.

#3 - 03/31/2016 05:27 PM - Lynn Garren

- *Status changed from New to Resolved*

- *Assignee set to Lynn Garren*

This is part of the larsoft v05_07_00 release.

#4 - 03/31/2016 05:28 PM - Lynn Garren

- *% Done changed from 0 to 100*

#5 - 04/11/2016 10:28 AM - Lynn Garren

- *Status changed from Resolved to Closed*