

## SBND code - Bug #13029

### Geometry tests fail

06/23/2016 08:30 PM - Gianluca Petrillo

<b>Status:</b>	Closed	<b>Start date:</b>	06/23/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>	Geometry	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Occurs In:</b>	v05_12_01
<b>First Occurred:</b>	v05_12_01		

**Description**

The most thorough geometry tests are failing with the current geometry.

This is probably a problem of the geometry, not of the test.  
The two tests have been disabled, and need to be checked again when the new geometry is in.

#### Associated revisions

##### Revision 3314c4fe - 06/23/2016 08:26 PM - Gianluca Petrillo

Added simulation + reconstruction chain and geometry to unit tests.

Geometry tests were there already, but disabled.  
Two of them are failing, and we'll have to fix them (issue #13029).

The other test is a simulation + reconstruction job.  
Right now the reconstruction job is `standard_reco_sbnd_basic.fcl`, because `standard_reco_sbnd.fcl` does not work.

#### History

##### #1 - 10/25/2017 06:22 PM - Gianluca Petrillo

- Status changed from *New* to *Resolved*
- % Done changed from 0 to 100

With the new geometry (v 1.0) the geometry test does not fail any more.  
Work from Gustavo Valdiviesso, Andrzej Szec, Gianluca Petrillo and probably a few more people.

##### #2 - 10/25/2017 06:23 PM - Gianluca Petrillo

- Status changed from *Resolved* to *Closed*