uBooNE Production - Feature #14753

Update Lifetime

12/05/2016 03:01 AM - Wesley Ketchum

Status:	Resolved		**Start date:**	12/05/2016
Priority:	Normal		**Due date:**	12/08/2016
Assignee:	Wesley Ketchum		**% Done:**	100%
Category:			**Estimated time:**	0.00 hour
Target version:	MCC8		**Spent time:**	0.00 hour

Description

Need to update lifetime value in fcl files. Suggestion from Sowjanya is 30 ms, or conservatively 50 ms.

History

#1 - 12/05/2016 10:21 AM - Wesley Ketchum

- Due date set to 12/08/2016

- Status changed from New to Assigned

- Assignee set to Wesley Ketchum

Via email amongst experts, proposed 9999 ms lifetime to use as default value. Wes will take responsibility for communicating and making the change.

#2 - 12/07/2016 07:06 AM - Wesley Ketchum

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

services_microboone_basic now has an override in place. It gets picked up properly in

If there is a better place to put it, we can, but that should ensure it's picked up across the board (reco and sim). Fhicl-dumps confirm that it gets picked up properly.

#3 - 12/07/2016 07:06 AM - Wesley Ketchum

Sorry, should have said, this is in feature branch:

```
feature/wketchum_mcc8_updates
```