

TrajCluster - Bug #18263

Could not display trajcluster in event display

11/14/2017 11:25 AM - Tingjun Yang

Status:	Resolved	Start date:	11/14/2017
Priority:	Normal	Due date:	
Assignee:	Tingjun Yang	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
I could not display trajcluster in event display using v06_56_00. v06_55_01 is working on the same reco file. I am investigating.			
lar -c evd_lariat.fcl /pnfs/lariat/scratch/users/vito/ci_output/lariatsoft_CIbuild_92/ci_reco2D_RUN2_regression_test_lariatsoft/lariat_r009535_sr0400_reco2D_Current.root			

History

#1 - 11/14/2017 11:27 AM - Tingjun Yang

- Subject changed from *Could you display trajcluster in event display* to *Could not display trajcluster in event display*

- Status changed from *New* to *Assigned*

#2 - 11/14/2017 11:48 AM - Tingjun Yang

- % Done changed from *0* to *50*

Bruce and I both found the cause:

I grabbed lareventdisplay and used the debugger to find that clusters aren't drawn if there are no space points.

```
// We want to draw the hits that are associated to "free" space points (non clustered)
// This is done here, before drawing the hits on clusters so they will be "under" the cluster
// hits (since spacepoints could be made from a used 2D hit but then not used themselves)
// Get the space points created by the PFParticle producer
std::vector<art::Ptr<recob::SpacePoint>> spacePointVec;
this->GetSpacePoints(evt, which, spacePointVec);

// No space points no continue
if (spacePointVec.size() < 1) continue;
```

Tracy is notified and fixing the problem.

#3 - 11/14/2017 12:06 PM - Tingjun Yang

- % Done changed from *50* to *100*

Fixed by Tracy's [lareventdisplay:0bcaf719eb1551a42fc0564220b9ae1af4e82a3d](#)

#4 - 11/14/2017 12:06 PM - Tingjun Yang

- Status changed from *Assigned* to *Resolved*