art - Bug #19890

art requires dictionary for non-persistent product

05/04/2018 03:56 PM - Raymond Culbertson

Status:	Closed		Start date:	05/04/2018
Priority:	Normal		Due date:	
Assignee:			% Done:	100%
Category:	Infrastructure		Estimated time:	0.00 hour
Target version:	3.02.00		Spent time:	0.00 hour
Occurs In:	2.10.04		Experiment:	Mu2e
Scope:	Internal		SSI Package:	art

Description

In a producing service, I declare a product:

```
produces<mu2e::myProduct,art::InSubRun>("", art::Persistable::No);
```

I do not add the class to classes_def.xml since I should not need
to make a dictionary, but I get an error:

```
---- LogicError BEGIN
NoDictionary: Could not find dictionary for: std::vector<mu2e::myClass>
despite passing runtime dictionary checks.
```

My understanding is that this error is not the expected behavior.

History

#1 - 05/07/2018 10:55 AM - Kyle Knoepfel

- Status changed from New to Accepted

This behavior was not intentional. For the time being, adding a persistent="false" tag to the selections XML file should be sufficient. The long-term solution involves removing some dependence of framework infrastructure on ROOT.

#2 - 11/07/2018 09:51 AM - Kyle Knoepfel

- Category set to Infrastructure

- Status changed from Accepted to Resolved

- Target version set to 3.02.00

- % Done changed from 0 to 100

This issue has been resolved with the separation of art into art and art_root_io for art 3.02.00.

#3 - 01/31/2019 02:06 PM - Kyle Knoepfel

- Status changed from Resolved to Closed