

## LArSoft - Necessary Maintenance #20568

### Use of ValidHandle::failedToGet break use of ParticleInventory/BackTracker/PhotonBackTracker in gallery

08/08/2018 05:29 PM - David Last

<b>Status:</b>	Closed	<b>Start date:</b>	08/08/2018
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Jason Stock	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	1.00 hour
<b>Target version:</b>	v07_02_00	<b>Spent time:</b>	0.25 hour
<b>Experiment:</b>	-		
<b>Description</b>			
As this member will always return false if the art::ValidHandle can be created, then any check of what failedToGet returns is predetermined. The member does not exist in gallery::ValidHandle so having the check is problematic for gallery implementation of these Service Providers.			

#### History

##### #1 - 08/08/2018 05:37 PM - Jason Stock

- Target version set to v07\_02\_00

I've talked to David about this issue already. We understand it, it is definitely necessary maintenance for the BackTracking ServiceProviders to work in Gallery, and I will address it as soon as I wrap up my MCC11 work on the SNB runs.

##### #2 - 08/13/2018 10:33 AM - Kyle Knoepfel

- Status changed from New to Assigned

##### #3 - 08/16/2018 02:49 AM - Jason Stock

- Estimated time set to 1.00 h

I am just getting started on this now.

##### #4 - 08/16/2018 02:59 AM - Jason Stock

Should be fixed with commit e9842072b628bd4168e93b46bdfba788d841e2d6

Testing now.

##### #5 - 08/16/2018 04:08 AM - Jason Stock

- Status changed from Assigned to Resolved

Resolved. I will leave it open for a few days.

##### #6 - 08/16/2018 10:39 AM - Lynn Garren

Thank you Jason. Please be aware that this fix has missed larsoft v07\_02\_00 and will be part of the next release.

##### #7 - 08/16/2018 12:05 PM - Jason Stock

Thanks for the update Lynn.

I had hoped to catch 7\_02\_00, but, mcc11 interfered. David has assured me this is not an urgent need (No need to request a special tag). We will wait for v7\_03\_00.

Cheers!

##### #8 - 08/27/2018 10:35 AM - Lynn Garren

- Status changed from Resolved to Closed

- % Done changed from 0 to 100

