

NOvA-ART - Bug #6749

Re-enable pion truth variables in nue sandbox

08/05/2014 01:06 PM - Christopher Backhouse

Status: Closed	Start date: 08/05/2014
Priority: Normal	Due date:
Assignee:	% Done: 100%
Category:	Estimated time: 0.00 hour
Target version:	
Description FillNueSandbox_module.cc has this: // TEMPORARILY DISABLING CODE BELOW // TO BE REVERTED SOON // The code below calls sim::Particle::Daughter() which is sometimes // busted. This will be fixed in newly produced sim files, but for // now, just skip the storing of this info. return; This is why Ji isn't seeing the pion variables filled. The word "soon" was written 2014-03-21. I guess we still have these bad files around, but we should revert this before we make the next set of CAFs.	

History

#1 - 08/05/2014 02:42 PM - Dominick Rocco

Should there be a fcl parameter for this, just in case anyone ever wants to turn it off?

#2 - 08/05/2014 02:43 PM - Dominick Rocco

Also, I think those newly produced sim particles were produced in S14-03-25.

#3 - 08/13/2014 11:07 AM - Gavin Davies

- Status changed from New to Resolved

- % Done changed from 0 to 100

Re-enabled with a switch added (SkipPionTruth) and default set to false.

#4 - 11/15/2016 04:47 PM - Alexander Himmel

- Status changed from Resolved to Closed