
Subject: What do you think of this bulletin board?
Posted by [tonyj](#) on Wed, 21 Jan 2004 08:58:08 GMT
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Please vote using the poll.

Bulletin Board(total votes: 8)

Its great 8/(100%)

Just use Hypernews 0/(0%)

Keep Looking 0/(0%)

Subject: Re: What do you think of this bulletin board?
Posted by [tonyj](#) on Thu, 22 Jan 2004 08:01:17 GMT
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behnke wrote on Wed, 21 January 2004 23:43Hi,

its not bad, but a few points:

- can one "subscribe" to a forum a la hypernews? It seems one can subscribe to a message, but it is not clear whether this will work for all messages in a forum?

Yes it is, this was one of my "must have" features.

To subscribe to a forum click "Home" (top right) then click on the forum of interest, and then click [subscribe] (top left)

You can check which forums you are subscribed to by clicking "Profile", and then "Subscriptions".

The entire system is very customizable, so we could highlight the subscribe button to make it more obvious. Also possibly replace the default F.A.Q. which currently covers some fairly obscure features with more basic questions like this.

Quote:

- the performance at least from Europe is somewhat slow -
I guess this is a matter of the network connection,
not the system as such? Is there a way to set up the system
so that the loading of graphical elements is minimised?

Overall however its nice.

I should have mentioned that the system is temporarily running on my home system with only a slow DSL link, which may be why the graphics load a little slowly. If this looks like a viable system I will set it up somewhere better.

Subject: Re: What do you think of this bulletin board?
Posted by [NormanGraf](#) on Thu, 22 Jan 2004 17:44:21 GMT
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I like that it is easily customizable and I don't have to depend on an institution to provide the forums etc.

Subject: Re: What do you think of this bulletin board?
Posted by [tonyj](#) on Fri, 23 Jan 2004 02:36:57 GMT
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The forum has now been moved to a new location, where it has a much faster internet link. Please let me know if the graphics still seem slow. The new url is:

<http://forum.linearcollider.org/>

I have also changed the default icons to give the site a more "professional" look (no more animated smilies!).

I copied the site database on Thursday, so if you signed up or posted messages on the old board in the last two days you will have to repeat it on the new board.

To answer Ties' question on the old board:

When you are viewing a topic (=thread) you can subscribe/unsubscribe to that topic.

When you view the entire forum you can subscribe/unsubscribe to that forum. For example when reading this message you can click on "General Questions" at the top to go to the "General Questions" forum, and then click on "Subscribe".

Tony

Subject: Re: What do you think of this bulletin board?
Posted by [admin](#) on Mon, 02 Feb 2004 16:46:18 GMT
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It turns out that notifications (=subscriptions) were not working until yesterday. They should be fixed now.

I have discovered that subscribing to a forum will only cause e-mail's to be sent when a new topic is created. If you want to see replies in this topic you will have to subscribe to that topic.

There have been several suggestions to change this behaviour in the FUDforum discussion board. The best suggestions seems to be to have an option to auto-subscribe to all topics.

Subject: Re: What do you think of this bulletin board?
Posted by [torrence](#) on Fri, 12 Mar 2004 18:35:19 GMT
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Hi Tony,

Is there any moderation for this board, or can anybody from the general public post stuff here?

-Eric

Subject: Re: What do you think of this bulletin board?
Posted by [langeveld](#) on Fri, 12 Mar 2004 18:54:00 GMT
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I think it's not bad. By the way, I tried voting, but I can't seem to get it to work. It just shows me the current results.

Subject: Re: What do you think of this bulletin board?
Posted by [tonyj](#) on Sat, 13 Mar 2004 19:31:23 GMT
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Hi Eric, the software supports many options for moderation. For any forum you can choose to restrict posts to registered users, or to send entries to a moderator for approval before posting. You can also require that each new user be approved by a moderator. Moderators can also easily

remove, or move, inappropriate messages, or messages posted to the wrong forum.

Currently we have the system configured to be quite open, but if this turns out to be a problem we can change this quite easily.

Tony

Subject: Re: What do you think of this bulletin board?
Posted by [tonyj](#) on Sat, 13 Mar 2004 19:36:10 GMT
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I think when I created the poll I inadvertently gave it a lifetime of only 3 days, so it was not accepting any more votes. I have fixed that, so you can try again if you like.

Tony

Subject: Re: What do you think of this bulletin board?
Posted by [langeveld](#) on Wed, 17 Mar 2004 00:15:40 GMT
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Yep, works now...

Subject: Re: What do you think of this bulletin board?
Posted by [mora](#) on Wed, 17 Mar 2004 14:50:05 GMT
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It's great, but I'd like to post the same message here and for other peoples not yet registered in the Linear Collider Forum. Is it possible, to have a kind of "simulation@forum.linearcollider.org"-like address to be able to post something from outside this Web page?

Cheers, Paulo.

Subject: Re: What do you think of this bulletin board?
Posted by [tonyj](#) on Wed, 07 Apr 2004 23:57:03 GMT
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There are some options for gatewaying to/from mailing lists, but I have not yet experimented with them.

Tony

Subject: Re: mail announcements

Posted by [tonyj](#) on Tue, 13 Apr 2004 16:40:54 GMT

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I have discovered a bug in the e-mail notifications. I have reported it to the author of the forum (with a fix) and am waiting for him to release a new version.

I have already put my fix into the freehep version of the forums (<http://forum.freehep.org>) so if there is not a new release in a few days I will also install my own fixed version here.

For more details see:

<http://bugs.freehep.org/browse/INFRASTRUCTURE-33>

Subject: Re: mail announcements

Posted by [tonyj](#) on Thu, 15 Apr 2004 00:15:01 GMT

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I have now upgraded to the most recent version of FudForum, and the e-mail notification problem should be fixed.

Tony

Subject: Re: mail announcements

Posted by [admin](#) on Thu, 29 Apr 2004 22:35:12 GMT

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The from address on generated e-mails is now forum@linearcollider.org.

Subject: Access Dataset from slac directly

Posted by [wpark](#) on Sat, 07 Jan 2006 18:48:04 GMT

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Dear,

Usually, I download dataset using web-browser to access the following links::
ftp://ftp-lcd.slac.stanford.edu/lcd/ILC/singleParticle/sidau_g05/slci/slic/

I wonder if there is anyway to access directly from noric machine at slac. I need this when I use dataset in noric.

Thanks, Woochun

Subject: Re: Access Dataset from slac directly
Posted by [NormanGraf](#) on Sat, 07 Jan 2006 20:02:33 GMT
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Hello Woochun,
You can access the datafiles from the SLAC unix machines directly at

/nfs/slac/g/lcd/public_data/ILC

Norman

Subject: Re: What do you think of this bulletin board?
Posted by [antonio.bulgheroni](#) on Wed, 31 Jan 2007 14:50:14 GMT
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Dear Tony,
the idea of Paulo, quoted below, looks very interesting also to me. Did you have any chance to experiment such gatewaying features?

Thanks Antonio

mora wrote on Wed, 17 March 2004 06:50It's great, but I'd like to post the same message here and for other peoples not yet registered in the Linear Collider Forum. Is it possible, to have a kind of "simulation@forum.linearcollider.org"-like address to be able to post something from outside this Web page?

Cheers, Paulo.

Subject: Re: What do you think of this bulletin board?
Posted by [tonyj](#) on Wed, 31 Jan 2007 17:56:10 GMT
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Hi Antonio, the forum software we use certainly supports e-mail gateways and NNTP gateways:

Quote:

FUDforum includes tools which will allow the forum to be used to archive newsgroups (NNTP) and mailing lists. In addition, FUDforum allows the administrator to permit forum members to post messages back to a mailing list or a newsgroup. This feature makes FUDforum an ideal access point to newsgroups and mailing lists for those who cannot access those resources directly.

In case you are interested more documentation is available here:

http://fudforum.org/doc/d/html/admin.mailing_list.manager.html

We have not really looked into this possibility up to now -- partly due to lack of time, but also because the current system seems easy to use -- you can subscribe to any forum or topic to receive e-mail about new posts, and the e-mail contains a hyperlink you can use to post replies. Allowing e-mail to directly flow into the forum would also open us up to spam, and would probably require us to moderate all the forums.

I'm interested in hearing from others about whether they think setting up an e-mail <--> mailing-list gateway would greatly increase the usefulness of the forums.

Tony

Subject: Re: What do you think of this bulletin board?
Posted by [antonio.bulgheroni](#) on Thu, 01 Feb 2007 08:15:29 GMT
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Thanks Tony for your reply!

I believe that receiving new posts directly on your mail box is already a very useful feature so that people doesn't have to go the forum website to see if there is something new.

I had a look at the docu link you sent me, and I'm convinced that having the possibility of merging a mailing list with a forum would be an added value.

Or at least in our case... We are working in the EUDET framework to develop an analysis and

reconstruction tool using the Marlin framework. We are working in many different labs spread out all around Europe (three labs in Italy, DESY, Geneva and Warsaw) and so our primary need is to keep in touch each other... and you probably agree with me when I say that the easiest way is using a mailing list. At the same time, we would like to be active members of the ILC "soft" community, for that the best way is having a dedicated forum on forum.linearcollider.org

Conclusion: merging the forum and the mailing list (of course, it is possible and it seems so) is the best solution!

If you want, and of course, if also other users are considering it a good idea, we can be the first beta tester of this functionality!

Thanks a lot,

cheers

Subject: Re: What do you think of this bulletin board?
Posted by [tatsiana](#) on Thu, 01 Feb 2007 09:30:09 GMT
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Hi,

This possibility looks quite useful for me. May be we could really test it. If we have any kind of trouble with it we can always refuse it.

Subject: RDF Syndication
Posted by [benjeffery](#) on Tue, 08 May 2007 11:17:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,
Is it possible to have the RDF feed turned on for this forum?
Its currently disabled, but would be very useful.
Thanks,
Ben

Subject: Re: RDF Syndication

Posted by [tonyj](#) on Tue, 08 May 2007 17:48:43 GMT
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Hi, I have enabled it, a basic feed is available from:

<http://forum.linearcollider.org/rdf.php>

I have not had time to look at how it works in detail, let me know if you have problems.

Tony

Subject: Re: RDF Syndication
Posted by [benjeffery](#) on Wed, 09 May 2007 12:16:40 GMT
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Thanks a lot, its working great.

For people who might want to use this in a reader the url:

<http://forum.linearcollider.org/rdf.php?mode=m&l=1&n =30&basic=1>
is working for me.

Ta,
Ben

Subject: Registering and using forum.linearcollider.org
Posted by [tonyj](#) on Sun, 27 May 2007 23:01:00 GMT
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I have written up some additional instructions on how to register with and use the forum.linearcollider.org web site. You can find these instructions at:

<http://confluence.slac.stanford.edu/x/d4Q>

These instructions are meant to complement the help built-in to the forum web site.

Feedback and suggestions are welcome.

Subject: 2 things: thread links in mails and email address
Posted by [ralf](#) on Wed, 12 Sep 2007 09:05:26 GMT

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Hello,

I noticed that the notification mails I get when I subscribe to a topic or subforum contain the wrong link to the thread.

I mean this line: "To participate in the discussion, go here:

<http://forum.linearcollider.org/index.php?t=rview&th=39>". This does not lead to the thread quoted in the mail but to a different one.

The second thing I noticed when trying to write a mail regarding this to the email address "forum@linearcollider.org" using the mailto-link at the bottom of the page: I got back a notification the the recipient doesn't exist.

Best regards, Ralf.

Subject: Re: 2 things: thread links in mails and email address

Posted by [tonyj](#) on Wed, 12 Sep 2007 16:17:11 GMT

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ralf wrote on Wed, 12 September 2007 02:05Hello,

I noticed that the notification mails I get when I subscribe to a topic or subforum contain the wrong link to the thread.

I mean this line: "To participate in the discussion, go here:

<http://forum.linearcollider.org/index.php?t=rview&th=39>". This does not lead to the thread quoted in the mail but to a different one.

Hi, I have not exactly seen this myself, but we have noticed a sudden increase in spam in the last couple of weeks. We typically delete this right away, which may lead to notifications which point to postings which have already been deleted, which perhaps explains this phenomenon.

Currently the sign up for new accounts is completely automated, I think we will have to switch to requiring a moderator to approve all new accounts, which will slow down registration but which should get rid of the spam.

Quote:

The second thing I noticed when trying to write a mail regarding this to the email address

"forum@linearcollider.org" using the mailto-link at the bottom of the page: I got back a notification the the recipient doesn't exist.

Yes, thanks for reminding me about this, the forum@linearcollider.org e-mail got broken when the linearcollider.org domain was taken over by the GDE folks, I have been meaning to get it fixed.

Subject: Category "Analysis Tools" disappeared ?
Posted by [mitaroff](#) on Fri, 14 Dec 2007 17:57:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

the category "Analysis Tools" has disappeared, together with all the contributions therein.

Please, restore it again.

Thanks and cheers,

Winfried (HEPHY Vienna)

Subject: Re: Category "Analysis Tools" disappeared ?
Posted by [tonyj](#) on Fri, 14 Dec 2007 21:05:29 GMT
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Hi, it appears to be still there to me. Are you sure you didn't hide it using the +- icon next to "Analysis and Reconstruction"?

Tony

Subject: Re: Category "Analysis Tools" disappeared ?
Posted by [tonyj](#) on Wed, 19 Dec 2007 06:04:12 GMT
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I looked more carefully and realized the permission had accidentally been changed on this topic. They have now been restored.

Tony

Subject: One suggestion about abbreviation
Posted by [zhangqm](#) on Fri, 18 Jan 2008 22:54:08 GMT
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As we know, there are so many abbreviations in this project.

So I suggest someone who is familiar with them set up a glossary on abbreviations which can facilitate new comer!

Subject: Re: One suggestion about abbreviation
Posted by [tonyj](#) on Sat, 19 Jan 2008 00:56:44 GMT
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zhangqm wrote on Fri, 18 January 2008 14:54 So I suggest someone who is familiar with them set up a glossary on abbreviations which can facilitate new comer!

SLAC has a "SLACSpeak" page at:

<http://www.slac.stanford.edu/history/slacspeak/>

This has definitions for many abbreviations, including:

<http://www.slac.stanford.edu/spires/find/slacspeak/www?PH=GD E>

<http://www.slac.stanford.edu/spires/find/slacspeak/www?PH=LO I>

but perhaps insightfully not

<http://www.slac.stanford.edu/spires/find/slacspeak/www?PH=CD 0>

You can also suggest new terms you think should be included.

Tony

Subject: Re: One suggestion about abbreviation
Posted by [zhangqm](#) on Tue, 22 Jan 2008 17:00:35 GMT
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Thank you very much!

Subject: Class not found

Posted by [bweinert](#) on Mon, 01 Jun 2009 19:43:43 GMT

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Hi I'm a undergraduate working for Professor Steve Manly at the University of Rochester. I tried running a few programs, including MuonReco, and I run into the error Class not found. The programs compile fine but they won't run. At first I thought that this was because I tried running programs that weren't drivers, but MuonReco is a driver. What does this mean, and how can I fix something like this? Thank you.

-Ben

File Attachments

1) [MuonReco.java](#), downloaded 506 times

Subject: Re: Class not found

Posted by [jfstrube](#) on Tue, 02 Jun 2009 07:51:33 GMT

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Hi Ben,

I'm sorry, I'm not really sure what exactly you are doing.
Are you trying to execute that code in JAS3?

The reason why you encounter a class not found is that you have put the code into a subpackage. (See the first line in your code)
JAS3 doesn't know where to look for your code, if you don't explicitly tell it. You can do that in File->Load->Set Classpath

packages are directories in Java, so Jas will expect to find a .class file somewhere in org/lcsim/recon/muon.

If you just want to load the code into JAS3 and run it there, I would recommend removing the package statement at the top. If, on the other hand, you want to develop the code for inclusion in org.lcsim, the easiest way would be to follow <http://confluence.slac.stanford.edu/display/ilc/Creating+a+D+river+using+Netbeans>

Good luck.
Jan

Subject: Re: Class not found
Posted by [bweinert](#) on Tue, 02 Jun 2009 18:17:19 GMT
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Hi, I commented out the top line and added all the import statements to get the program to compile. It compiles and it runs, but the loop terminates due to error early on in the program. It says:

```
java.lang.IllegalArgumentException: Unknown event component Tracks
  at hep.physics.event.BaseEvent.get(BaseEvent.java:48)
  at org.lcsim.event.base.BaseLCSimEvent.get(BaseLCSimEvent.java: 100)
  at org.lcsim.event.base.BaseLCSimEvent.getTracks(BaseLCSimEvent .java:80)
  at MuonReco.process(MuonReco.java:74)
  at org.lcsim.util.DriverAdapter.recordSupplied(DriverAdapter.java:74)
  at org.freehep.jas.extensions.recordloop.MyChain.recordSupplied (MyChain.java:55)
  at org.freehep.jas.extensions.recordloop.InteractiveRecordLoop.
supplyRecord(InteractiveRecordLoop.java:533)
  at org.freehep.jas.extensions.recordloop.RecordLoopManager.run(
RecordLoopManager.java:66)
  at java.lang.Thread.run(Unknown Source)
```

How would I go about fixing this error, is there a problem with all of the programs that MuonReco calls?

Also, it seemed like there was some confusion about what I was trying to do with this code. I was under the impression that I should execute this code in JAS3. Is this wrong, is this code supposed to be run in something else or is it just batch code? Thank you for your help.

-Ben

Subject: Re: Class not found
Posted by [tonyj](#) on Tue, 02 Jun 2009 20:40:51 GMT
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bweinert wrote on Tue, 02 June 2009 11:17Hi, I commented out the top line and added all the import statements to get the program to compile. It compiles and it runs, but the loop terminates due to error early on in the program. It says:

```
java.lang.IllegalArgumentException: Unknown event component Tracks
  at hep.physics.event.BaseEvent.get(BaseEvent.java:48)
  at org.lcsim.event.base.BaseLCSimEvent.get(BaseLCSimEvent.java: 100)
```

```
at org.lcsim.event.base.BaseLCSimEvent.getTracks(BaseLCSimEvent.java:80)
at MuonReco.process(MuonReco.java:74)
at org.lcsim.util.DriverAdapter.recordSupplied(DriverAdapter.java:74)
at org.freehep.jas.extensions.recordloop.MyChain.recordSupplied(MyChain.java:55)
at org.freehep.jas.extensions.recordloop.InteractiveRecordLoop.
supplyRecord(InteractiveRecordLoop.java:533)
at org.freehep.jas.extensions.recordloop.RecordLoopManager.run(
RecordLoopManager.java:66)
at java.lang.Thread.run(Unknown Source)
```

How would I go about fixing this error, is there a problem with all of the programs that MuonReco calls?

Hi, what this error means is that MuonReco processor is attempting to access the track list "Tracks" from the event, however the event you are reading do not contain any "Tracks". This is most likely because you are reading events generated from SLIC (simulation) but have not run the tracking algorithm on the event.

Quote:

Also, it seemed like there was some confusion about what I was trying to do with this code. I was under the impression that I should execute this code in JAS3. Is this wrong, is this code supposed to be run in something else or is it just batch code? Thank you for your help.

-Ben

You should be able to compile and run code in JAS3. If you are still getting errors please attach the complete error message here.

Tony

Subject: Re: Class not found
Posted by [bweinert](#) on Wed, 03 Jun 2009 13:58:04 GMT
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Sorry to keep on bringing this up, but is there a program which I left out that I should be running to do this tracking algorithm or do I have to write an algorithm to do it? It was also suggested that the code might be old and the tracking programs that were used have been replaced by new programs. If so, are there any new programs, within the past 3 years, that have replaced those that are used in the code? Thank you for your time and help.

-Ben

Subject: Re: Class not found

Posted by [tonyj](#) on Wed, 03 Jun 2009 16:27:46 GMT

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bweinert wrote on Wed, 03 June 2009 06:58 Sorry to keep on bringing this up, but is there a program which I left out that I should be running to do this tracking algorithm or do I have to write an algorithm to do it? It was also suggested that the code might be old and the tracking programs that were used have been replaced by new programs. If so, are there any new programs, within the past 3 years, that have replaced those that are used in the code? Thank you for your time and help.

-Ben

Hi Ben, no problem about the questions, that is what the forum is for.

No you do not have to write the tracking algorithm, it should already exist. Lots of work has been done on tracking in the last three years, but probably not much work on documentation, so it is probably not easy to figure out how to call the tracking algorithms you need.

We will try to get together an example of how to call the tracking which has been used for the recent SiD LOI.

Subject: Re: Class not found

Posted by [partridge](#) on Wed, 03 Jun 2009 16:41:53 GMT

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To run the standard track reconstruction processing, you can use the following driver:

```
org.lcsim.recon.tracking.seedtracker.ReconTracking.SiD02ReconTrackingDriver
```

If you load this driver in Jas and then process an event, you should be able to see that tracks are reconstructed using either the wired event display or the event browser.

Subject: package dne

Posted by [bweinert](#) on Thu, 04 Jun 2009 18:37:23 GMT

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Hi, I'm trying to compile a MC Muon Reconstruction program and I get an error. I get the error the error:


```
package org.sandbox.proulx.ganging does not exist
import org.sandbox.proulx.ganging.IDDecoderBinUtil;
```

I've compiled and ran the program IDDecoderBinUtil. So I don't know what is wrong. Do I have the wrong import statement (the 7th line), and if so what is wrong, or is there something else? Thank you for your help and time.

-Ben

File Attachments

1) [MuonReconstruction.java](#), downloaded 438 times

Subject: Re: package dne
Posted by [tonyj](#) on Fri, 05 Jun 2009 00:24:31 GMT
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Hi Ben, what you have done sounds right. When you compiled the IDDecoderBinUtil did it have the

```
package org.sandbox.proulx.ganging;
```

statement at the top, if not you would just need

```
import IDDecoderBinUtil;
```

instead of

```
import org.sandbox.proulx.ganging.IDDecoderBinUtil;
```

Subject: SLIO file
Posted by [bweinert](#) on Wed, 10 Jun 2009 20:05:49 GMT
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I've been looking for an sid01 slio data file with b quarks or Z's with leptonic decays, does one of these exist? If so, could someone send me a link?

-Ben

Subject: Re: SLIO file
Posted by [NormanGraf](#) on Thu, 11 Jun 2009 05:53:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Ben,

You can find 10k b-bbar events at:
`ftp://ftp-lcd.slac.stanford.edu/ilc/ILC500/qqbar/sid02/slci0`
`/slci/panpybbbar-0-1000_SLIC-v2r5p3_geant4-v9r1p2_LCPhys_sid 02.slci0`

through

`ftp://ftp-lcd.slac.stanford.edu/ilc/ILC500/qqbar/sid02/slci0`
`/slci/panpybbbar-9-1000_SLIC-v2r5p3_geant4-v9r1p2_LCPhys_sid 02.slci0`

If you're just starting out you should begin with sid02.
Please let me know if you have any further questions.
Norman

Subject: Re: Class not found
Posted by [bweinert](#) on Fri, 19 Jun 2009 13:13:35 GMT
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Hi, I've run into a new problem. I'm running muon reconstruction, but nothing ever makes it to the muon list. The data all seems to be right, I've done distributions of theta, rho, momentum, phi and all of them seem normal. It creates the virtual hits, I'm pretty sure that the problem is with the matching in BarrelSegmentFinder. I put a few changes in BarrelSegmentFinder and compiled and ran it. The only thing is that it doesn't seem like the muon reconstruction program calls the new and improved version of the BarrelSegmentFinder, it calls the original one. I tried saving and overriding the BarrelSegmentFinder and that did nothing. I also tried changing its name and creating a new file. The problem with that was that when I tried importing it and compiling muonreco, the compiler said that it didn't recognize the new variable BarrelSegmentFinder1. Is this because it isn't part of the original build, although I saved it in the right spot and called it correctly? Is there anything I should do?

Thank you for your time and help.

-Ben

Subject: Re: Class not found

Posted by [tonyj](#) on Mon, 22 Jun 2009 23:55:06 GMT

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Hi Ben, I am not sure exactly what the problem is, but I am also not clear on how you are compiling the class that you want to replace BarrelSegmentFinder. What may work best is if we can arrange a shared desktop session so I can see what you are doing.

If you could try installing EVO from <http://evo.caltech.edu/> and register for an account we could try setting up a private meeting and I can see exactly what you are doing.

Tony

Subject: Re: Class not found

Posted by [bweinert](#) on Wed, 01 Jul 2009 14:54:45 GMT

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Hi now I'm having another problem, I originally attempted to match the Cell ID's of virtual and real hits to see if the program worked. It now seems better if I could decode the Cell ID's and take a look at each parameter. The problem is it doesn't recognize methods like getX or other method similar to that. Is there another way to decode the cell ID? Sorry for all the questions, and thank you for your help.

-Ben

Subject: IDDecoder

Posted by [bweinert](#) on Tue, 07 Jul 2009 14:33:24 GMT

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Hi I'm trying to decode Cell ID's to get there position, but I'm having a bit of trouble. I'm not quite sure how to do this, I found something called the IDDecoder but when I tried importing it, I got an error stating that it couldn't be used outside of it's package. Is there something else I could do to decode the cell ID? I read something about MetaData but I'm not sure how I would use that. Thank you for your help.

-Ben

Subject: Re: IDDecoder

Posted by [NormanGraf](#) on Tue, 07 Jul 2009 17:59:02 GMT

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Hello Ben,

If you are only interested in getting a calorimeter cell's position, you should be able to simply use the `CalorimeterHit.getPosition()` method. In normal use, you should not need to access the `CellID`.
Norman

Subject: Re: IDDecoder

Posted by [bweinert](#) on Wed, 08 Jul 2009 13:36:52 GMT

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I tried graphing the `hit.getPosition()` and I can't figure out what it is graphing. Is it the distance to the origin, or something else?

-Ben

Subject: Re: IDDecoder

Posted by [NormanGraf](#) on Wed, 08 Jul 2009 20:36:41 GMT

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Hello Ben,

`CalorimeterHit.getPosition()` returns an array of doubles representing the cartesian position of the cell in global coordinates.

Norman

Subject: Re: IDDecoder

Posted by [bweinert](#) on Fri, 10 Jul 2009 18:32:20 GMT

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I'm not quite sure what you mean. When I loop through and graph `getPostion()`, I get I single number for each hit. Is this number a representation of a point in the detector?

-Ben

Subject: Re: IDDecoder

Posted by [Dmitry Onoprienko](#) on Sat, 11 Jul 2009 20:20:05 GMT

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Hello Ben,

CalorimeterHit.getPosition() returns an array of 3 double values, not a single number. If you still have a problem, please post a piece of code you are trying to use, then we can tell you what it is doing.

- Dima.

Subject: Re: IDDecoder

Posted by [bweinert](#) on Mon, 13 Jul 2009 14:00:56 GMT

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I still get a single number for the getPosition() method. Here is the bit of code I use:

```
List<CalorimeterHit> hits1 = null;
try {
    hits1 = event.get( CalorimeterHit.class, ecalHitmapName);
}
// catch(DataNotAvailableException e) {
catch(Exception e) {
//    System.out.println(" Evt "+_event.getEventNumber()
//        +": No data in collection "+colName);
//    // This happens quite frequently with tail catcher,
//    // when no energy leaks into it
}
// return if no collection in event
if(hits1==null) return;

for( int j = 0; j<hits1.size(); ++j ) {
    CalorimeterHit jhit = hits1.get(j);
System.out.println ("EM Hit Position: " + jhit.getPosition());
```

Here is an example of the output: E Cal Position : 68.25.
Is there anything wrong with the code?

-Ben

Subject: Re: IDDecoder

Posted by [Dmitry Onoprienko](#) on Mon, 13 Jul 2009 15:12:45 GMT

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The output you quoted was not produced by the code you posted - notice that it prints "E Cal Position" instead of "EM Hit Position:".

The posted code should print something like

"EM Hit Position:[D@1ba4a2f" because you are printing an array object instead of its elements.

To obtain the cartesian coordinates of the hit, try

```
double[] position = hit.getPosition();
double x = position[0];
double y = position[1];
double z = position[2];
```

- Dima

Subject: Re: Class not found

Posted by [bweinert](#) on Mon, 13 Jul 2009 18:49:52 GMT

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I'm having a problem adding a few methods to Calorimeter hit. I tried adding a few old methods to it but it won't recognize them. These are the errors I get. I'll attach CalorimeterHit. I tried rebuilding lcsim in netbeans. It doesn't seem to recognize the new methods, it just calls the old CalorimeterHit. Is there something I did wrong, or that I can do?

```
C:\Documents and Settings\sven\LC_software\lcsim\src\org\lcsim\recon\muon\Bar
relCalSegmentFinder3.java:276: cannot find symbol
```

```
symbol : method getHits()
```

```
location: interface java.util.List<org.lcsim.event.CalorimeterHit>
```

```
    CalorimeterHit jhit = hits.getHits();
```

```
        ^
```

```
C:\Documents and Settings\sven\LC_software\lcsim\src\org\lcsim\recon\muon\Bar
relCalSegmentFinder3.java:386: cannot find symbol
```

```
symbol : method getHits()
```

```
location: interface java.util.List<org.lcsim.event.CalorimeterHit>
```

```
    CalorimeterHit jhit = hits.getHits();
```

```
        ^
```

```
C:\Documents and Settings\sven\LC_software\lcsim\src\org\lcsim\recon\muon\Bar
relCalSegmentFinder3.java:749: cannot find symbol
```

```
symbol : method getHits()
```

```
location: interface org.lcsim.event.CalorimeterHit
    for (Enumeration eCal = calHits.getHits());
        ^
```

```
C:\Documents and Settings\sven\LC_software\lcsim\src\org\lcsim\recon\muon\Bar
relCalSegmentFinder3.java:758: cannot find symbol
symbol : method getTowerID()
```

```
location: interface org.lcsim.event.CalorimeterHit
    cell.setTowerID(hit.getTowerID());
        ^
```

```
C:\Documents and Settings\sven\LC_software\lcsim\src\org\lcsim\recon\muon\Bar
relCalSegmentFinder3.java:759: cannot find symbol
symbol : method getPhiBin()
```

```
location: interface org.lcsim.event.CalorimeterHit
    int cellPhi = cell.getPhiBin();
        ^
```

```
C:\Documents and Settings\sven\LC_software\lcsim\src\org\lcsim\recon\muon\Bar
relCalSegmentFinder3.java:760: cannot find symbol
symbol : method getThetaBin()
```

```
location: interface org.lcsim.event.CalorimeterHit
    int cellTheta = cell.getThetaBin();
        ^
```

```
C:\Documents and Settings\sven\LC_software\lcsim\src\org\lcsim\recon\muon\Bar
relCalSegmentFinder3.java:761: cannot find symbol
symbol : method getLayers()
```

```
location: interface org.lcsim.event.CalorimeterHit
    int cellLayer = cell.getLayers();
```

File Attachments

1) [CalorimeterHit.java](#), downloaded 351 times

Subject: Re: IDDecoder

Posted by [bweinert](#) on Tue, 21 Jul 2009 18:11:12 GMT

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Hi, just trying to double check here. What units would it return? Thank you.

-Ben

Subject: Re: IDDecoder

Posted by [Dmitry Onoprienko](#) on Tue, 21 Jul 2009 18:28:13 GMT

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org.lcsim default units are millimeter, second, Tesla, and GeV.

Subject: location of SiD02 data files

Posted by [manly](#) on Mon, 27 Jul 2009 14:07:25 GMT

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Hi all,

I'm looking for sid02 lcio data. In particular I need something that has lots of muons and pions such as a b-bbar sample or a z-decay sample. When I go to the FTP site where the webpages send me, I find sid01 files ... but no sid02 files. What am I missing here?

Thanks,
Steve

Subject: Re: location of SiD02 data files

Posted by [NormanGraf](#) on Mon, 27 Jul 2009 15:13:43 GMT

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Hello Steve,

Please take a look at the files at:

`ftp://ftp-lcd.slac.stanford.edu/ilc/singleParticle/sid02/slc io/slic/`

and let me know if you need anything else.

Norman

Subject: sid01 vs sid02

Posted by [bweinert](#) on Tue, 28 Jul 2009 15:22:22 GMT

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Hi would there be any reason why using an sid02 event would change the results I'm getting for track matching. When I used the sid01file(mu_Theta4-176_1-50GeV-0-5000_SLIC-v2r3p10_geant4-v 9r0p1_LCPhys_sid01.slcio) I get real, virtual, and matched tracks that penetrate all the way to the edge of muon system. When I use the sid02 event

(mu_50.0GeV_Theta90_SLIC-v2r5p1_geant4-v9r1p2_LCPhys_sid02.s lcio) it only barely makes it to the muon detector for real, virtual, and matched hits. I've tried the same thing with higher energy sid02 events and I get the same result. Is there any reason why this might be the case? It looks like the problem is with the virtual track. I use TrackStepper from util/step to create the virtual tracks. Should I use something else now that I'm using sid02?

-Ben

I create the virtual tracks by using:

```
VirtPos[0] = rpVect[0];
```

```
VirtPos[1] = rpVect[1];
```

```
VirtPos[2] = rpVect[2];
```

```
VirtPosList.add(VirtPos);
```

I create the real hits by using (an example for the had calorimeter):

```
List<CalorimeterHit> hits = null;
```

```
try {
```

```
    hits = event.get( CalorimeterHit.class, hcalHitmapName);
```

```
}
```

```
catch (Exception e) {}
```

```
if(hits==null) return;
```

```
for( int i = 0; i<hits.size(); ++i ) {
```

```
    CalorimeterHit ihit = hits.get(i);
```

```
double[] Pos = ihit.getPosition();
```

```
matchHitsXYZ(ihit.getPosition());}
```

I match them by using:

```
protected void matchHitsXYZ(double [] realPos)
```

```
{
```

```
    AIDA aida = AIDA.defaultInstance();
```

```
    int nhitsTotal = 0;
```

```
// loop through virtual hits
```

```
for (double [] virtPos : VirtPosList) {
```

```

if(subdetName.equals(ecalSubdetName)) {
    if (((realPos[0]-3)<=virtPos[0] && virtPos[0]<=((realPos[0])+3))
        {
            if(((realPos[1]-3)<=virtPos[1] && virtPos[1]<=((realPos[1])+3)){
                if( ((realPos[2]-3)<=virtPos[2] && virtPos[2]<=((realPos[2])+3)){
                    aida.cloud2D("Y vs. X Matched").fill(realPos[0], realPos[1]);
                    aida.cloud1D("Rho
Matched" ).fill(Math.sqrt((realPos[0]*realPos[0])+(realPos[1]*realPos [1])+(realPos[2]*realPos[2]]));
                    MatchedPosList.add(realPos);
                    foundHits.add(new BasicHep3Vector(realPos[0],
realPos[1], realPos[2]));

                    nhitsTotal++;
                    MatchedPosList.add(realPos);
                }
            } }
        }
    else if(subdetName.equals(hcalSubdetName)) {
        if (((realPos[0]-10)<=virtPos[0] && virtPos[0]<=((realPos[0])+10))
            {
                if(((realPos[1]-10)<=virtPos[1] && virtPos[1]<=((realPos[1])+10)){
                    if( ((realPos[2]-10)<=virtPos[2] && virtPos[2]<=((realPos[2])+10)){
                        aida.cloud2D("Y vs. X Matched").fill(realPos[0], realPos[1]);
                        aida.cloud1D("Rho
Matched" ).fill(Math.sqrt((realPos[0]*realPos[0])+(realPos[1]*realPos [1])+(realPos[2]*realPos[2]]));
                        MatchedPosList.add(realPos);
                        foundHits.add(new BasicHep3Vector(realPos[0],
realPos[1], realPos[2]));

                        nhitsTotal++;
                        MatchedPosList.add(realPos);
                    }
                } }
            }
        }
    }
}

```

Subject: Re: 2 things: thread links in mails and email address
Posted by [ralf](#) on Fri, 25 Sep 2009 15:31:31 GMT
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I know that this is a very late reply

I wanted to revive this topic, since the problem of the misleading links to the wrong threads in the notification emails still exists.

This is not too dramatic, but leads every time to the situation that I am searching for the new post instead of getting right to the thread by clicking the link...

Am I the only one noticing this?

CU, Ralf.

Subject: Re: 2 things: thread links in mails and email address
Posted by [tonyj](#) on Fri, 25 Sep 2009 16:24:07 GMT
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Hi, I still didn't see an instance of this happening. Next time you (or anyone else) gets one of these messages with an incorrect link can you forward it to me (tonyj@slac.stanford.edu) so I can look into it.

There is a brand new version of the software that we use for these forums -- version 3.0.0
<http://fudforum.org/download.php> -- when it is released I will try it out and see if it has significant improvements (but probably I will wait for 3.0.1!)

Tony

Subject: Re: 2 things: thread links in mails and email address
Posted by [ralf](#) on Sat, 26 Sep 2009 16:28:06 GMT
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Hello Tony,

thanks for your fast answer

I just noticed by accident what might be the problem and why nobody else noticed it:

At work I read my emails in Thunderbird as "pure text". The email I got yesterday contained this link to the thread:

<http://forum.linearcollider.org/index.php?t=rview&th=39>

Today I have read the same email at home where I display the content as HTML. In the HTML version the link to the thread was the following:

http://forum.linearcollider.org/index.php?t=rview&goto=1_861#msg_1861

I looked also at some other notification emails and they all have the same problem: the link is okay in the HTML part of the email but not in the pure text version.

Hope this helps.

Thanks again, Ralf.

Subject: Detector Specifications

Posted by [bweinert](#) on Thu, 15 Oct 2009 15:05:18 GMT

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Hi, I'm running into a problem with the layer thickness of the muon system. The program updates the number of layers, when I run SID01 vs SID02 events, but it doesn't seem to update the layer thickness. It leaves me with 11 layers of 20mm thickness, so the detector stops early. This problem only occurs for the virtual tracks, not the real tracks. I've been trying to track down where the code gets the layer thickness from and I haven't found an actual number yet. Is there anywhere that I should look? Thank you.

-Ben
