

Stuff

TDCCountTranslator Update ?

Current args. of getDriftLength in SimpleTDCCountTranslator:

getDriftLength(..., const WireID& wireID , float timeOfFlightEstimator, bool, float z, float);

My proposal

- Move to getDriftLength(..., const TVector3& posOnWire, const TVector3& posOnTrack, const TVector3& momentum, const WireID& wireID, float timeOfFlightEstimator);
- Likewise for getDriftLengthResolution.
- The one w/ new args. is already overloaded in Simple- & Realisti-TDCCountTranslators (getDriftLengthResolution not yet overloaded)

Ozaki-san wants this to be resolved, soon, but I have to think about this. If you have strong opinions, please let me know. I think we should not wait 2 weeks with this.

Reason

```

39 void TrackCandConverterModule::event()
40 {
41     StoreArray<TrackCand> trackCands;
42     for (auto & trackCand : trackCands) {
43
44         StoreArray<RecoTrack> recoTracks;
45         RecoTrack* recoTrack = recoTracks.appendNew();
46
47         for (unsigned ii = 0; ii < trackCand.getNHits(); ++ii) {
48             TrackCandHit* trackCandHit = trackCand.getHit(ii);
49
50             if (trackCandHit->getDetId() == Const::CDC) {
51                 WireTrackCandHit* wireTrackCandHit = static_cast<WireTrackCandHit*>(trackCandHit);
52                 StoreArray<CDCHit> cdcHits;
53                 recoTrack->addRelationTo(cdcHits[trackCandHit->getHitId()],
54                                         //Not yet what we want!!
55                                         //We want relation weight to be:
56                                         // +/- --> "PseudoCharge" of the Track
57                                         // |w| >/< 1 --> left/right ambiguity
58                                         // X,"..." --> "..." actual weight???)
59                                     wireTrackCandHit->getLeftRightResolution());
60             } else { // not a wire hit.
61                 B2WARNING("Not yet implemented.");
62             }
63         }
64     }
65 }
66 }

```

I restarted work on RecoTrack etc. but only slowly. I need a couple of days to get mentally into the thing again.

There are some issues, with the fact, that the current TrackCands aren't split at the point of turning.

There were as always discussions about time scales etc. we may ask you in the about more detailed plans from you in the near future.