

3D version: version number 610

PPS version: git branch Mathieu-dev

### Merging differences

Core/include/

File name	used	PPS	3D	Diff
1. clusters.h line 10: added function getSumChargePP	PPS	+	+	Yes
2. dut.h line 25: ToTCalib* totcalib; line 32: ... totcalib->addToTCalib ... line 34: ... totcalib->q ...	PPS	+	+	Yes
3. e4_totcalib.h	PPS	+	-	
4. etacorrections.h	PPS	+	+	No
5. eventbuilder.h	PPS	+	+	No
6. event.h a. added comments to flags	PPS	+	+	Yes
7. looper.h	PPS	+	+	No
8. moduleDict.h	PPS	+	+	No
9. module.h	PPS	+	+	No
10. moduleLinkDef.h	PPS	+	+	No
11. root_totcalib.h	PPS	+	-	
12. simDataKeeper.h	PPS	+	+	No
13. simdut.h	PPS	+	+	No
14. simPixelEdep.h	PPS	+	+	No
15. simThreeVector.h	PPS	+	+	No
16. simTruthHit.h	PPS	+	+	No
17. tbanalysis.h	PPS	+	+	No
18. tbconfig.h	PPS	+	+	No
19. tblogger.h	PPS	+	+	No
20. tbutils.h line 6: #include "TH1.h" line 24: added function getFoldedX line 25: added function getFoldedY line 27: added function getPixelY	PPS	+	+	Yes
21. totcalib.h a. in PPS version all functions are switched off	3D	+	+	Yes
22. TrackDict.h	PPS	+	+	No
23. Track.h	PPS	+	+	No
24. TrackLinkDef.h	PPS	+	+	No

Core/src/

File name	used	PPS	3D	Diff
1. clusters.cc line 22: added function getSumChargePP	PPS	+	+	Yes
2. dut.cc line 7: #include "e4_totcalib.h" line 19: this->totcalib = new E4ToTCalib(); line 30: this->totcalib = new E4ToTCalib();	PPS	+	+	Yes
3. e4_totcalib.cc	PPS	+	-	
4. etacorrections.cc	PPS	+	+	No
5. looper.cc	3D	+	+	
6. module.cc	PPS	+	+	No
7. root_totcalib.cc	PPS	+	-	
8. simThreeVector.cc	PPS	+	+	No
9. tbconfig.cc line 152: //exit(-1); line 199: //exit(-1); a. also added comments	PPS	+	+	Yes
10. tbutils.cc line 95: added function getFoldedX line 101: added function getFoldedY line 107: added function getPixelY	PPS	+	+	Yes
11. totcalib.cc a. in PPS version all functions are switched off	3D	+	+	Yes
12. Track.cc	PPS	+	+	No

eventbuilders/include/

File name	used	PPS	3D	Diff
1. anglecuts.h	PPS	+	+	No
2. battrack.h	PPS	+	+	No
3. checkregion.h a) added comment	PPS	+	+	No
4. chi2builder.h	PPS	+	+	No
5. clusterdumper.h	PPS	+	–	
6. clusterfinder.h a) added comment	PPS	+	+	No
7. dutsync.h	PPS	+	+	No
8. etaCutter.h	PPS	+	+	No
9. eubuildtrack16.h	PPS	+	–	
10.eubuildtrack.h line 9: added comment line 71: void addTranslation(...);	PPS	+	+	Yes
11.maskandlvl1.h	PPS	+	–	
12.maskreader.h	PPS	+	–	
13.pixelmasker.h line 5: added comment	PPS	+	+	No
14.simBaseBuilder.h	PPS	+	+	No
15.simDutRunner.h	PPS	+	+	No
16.simPixelEdepBuilder.h	PPS	+	+	No
17.simTruthBuilder.h	PPS	+	+	No
18.totcalibreader.h	PPS	+	–	
19.translator.h line 21: added comment line 23: added comment line 26: void addTranslation(...);	PPS	+	+	Yes

eventbuilders/src/

File name	used	PPS	3D	Diff
1. anglecuts.cc	PPS	+	+	No
2. battrack.cc	PPS	+	+	No
3. checkregion.cc line 13: changed "skipCols" on "skipCols-1" line 14: changed "skipCols" on "skipCols+1" line 15: changed "skipRows" on "skipRows-1" line 16: changed "skipRows" on "skipRows+1"	PPS	+	+	Yes
4. chi2builder.cc	PPS	+	+	No
5. clusterdumper.cc	PPS	+	–	
6. clusterfinder.cc	PPS	+	+	No
7. dutsync.cc	PPS	+	+	No
8. etaCutter.cc	PPS	+	+	No
9. eubuildtrack16.cc	PPS	+	–	
10. eubuildtrack.cc I removed first 9 lines, it was trash?! line 27-30: added comments line 177: void EuBuildTrack::addTranslation(...);	PPS	+	+	Yes
11. maskandlvl1.cc	PPS	+	–	
12. maskreader.cc	PPS	+	–	
13. pixelmasker.cc	PPS	+	+	No
14. simBaseBuilder.cc	PPS	+	+	No
15. simDutRunner.cc	PPS	+	+	No
16. simPixelEdepBuilder.cc	PPS	+	+	No
17. simTruthBuilder.cc	PPS	+	+	No
18. totcalibreader.cc	PPS	+	–	
19. translator.cc line 27: void Translator::addTranslation(...);	PPS	+	+	Yes

simdut/include/

File name	used	PPS	3D	Diff
1. Full3D_HP.h	3D	+	+	Yes
2. Full3D_Vadim.h	3D	+	+	Yes
3. pixel_simple.h	3D	+	+	No

simdut/src/

File name	used	PPS	3D	Diff
1. Full3D_HP.cc	3D	+	+	No
2. Full3D_Vadim.cc	3D	+	+	Yes
3. pixel_simple.cc	3D	+	+	No

analysis/include/

File name	used	PPS	3D	Diff
1. angledist.h	PPS	+	+	No
2. batcorrelation.h	PPS	+	+	No
3. batunbiased.h	PPS	+	+	No
4. beamprofile.h  line 12: TH2D* h_angle;  line 13: TH2D* h_angle_normalcuts;  line 14: TH2D* h_beamProfile_noAngleCut;  line 16: TH2D* h_corr_PosVsAngle_XX;  line 17: TH2D* h_corr_PosVsAngle_XY;  line 18: TH2D* h_corr_PosVsAngle_YX;  line 19: TH2D* h_corr_PosVsAngle_YY;	3D	+	+	Yes
5. blank.h	PPS	+	—	
6. checkalign.h	PPS	+	+	No
7. checkalignsimp.h	PPS	+	—	
8. checkdutsync.h	PPS	+	+	No
9. checktrack.h	PPS	+	+	No
10.checktranslations.h line 11: vector<double> deltaX; line 12: vector<double> deltaY; line 13: vector<int> run;	PPS	+	+	Yes
11.clusize.h	PPS	+	+	No
12.clusterchecker.h	PPS	+	+	No
13.correlations.h	PPS	+	+	No
14.edgeefficiency.h need more carfule analyze. Perhaps will need to create two different fuctions. a) Not merged yet	PPS	+	+	No
15.edgeefficiencyshift.h	PPS	+	—	
16.efficiency2.h	PPS	+	—	
17.efficiency.h	PPS	+	+	No
18.efficiencysimp.h	PPS	+	—	
19.etawidth.h	PPS	+	+	No
20.getetacorr.h	PPS	+	+	No

21.hotpixelfinder.h	PPS	+	+	No
22.lv11cut.h	PPS	+	—	
23.maxcellresiduals.h	PPS	+	+	No
24.qEfficiency.h need more carful analyze. Perhaps will need to create two different fuctions. Not merged yet	PPS	+	+	Yes
25.qshare1D.h	PPS	+	+	No
26.qshare2D.h line 5: #include "TH3D.h" line 8-21: added comments line 28: TH3D* chargeDirect; line 29: TH3D* chargeShareScatter; line 30: bool doCharge;	PPS	+	+	Yes
27.readout.h	PPS	+	—	
28.residuals.h	PPS	+	+	No
29.simDutEdep.h	PPS	+	+	No
30.simResiduals.h	PPS	+	+	No
31.sumtot.h	PPS	+	+	Yes

analysis/src/

File name	used	PPS	3D	Diff
2. angledist.cc line 9-14: changed -0.1 on -0.01 in histograms. Also removed commented code, lines 52, 67, 68	PPS	+	+	Yes
3. batcorrelation.cc	PPS	+	+	No
4. batunbiased.cc	PPS	+	+	No
5. beamprofile.cc line 5: changed values 80, -5000, 15000 on 200, -15000, 15000 line 6: changed values 80, -5000, 15000 on 200, 15000 15000 added a lot of histograms: h_angle, h_angle_normalcuts, h_beamProfile_noAngleCut, h_corr_PosVsAngle_XX, h_corr_PosVsAngle_XY, h_corr_PosVsAngle_YX, h_corr_PosVsAngle_YY, h_trackY, h_angle_X, h_angle_Y, h_trackX_noAngleCut, h_trackY_noAngleCut	3D	+	+	Yes
6. blank.cc	PPS	+	—	
7. checkalign.cc	PPS	+	+	No
8. checkalignsimp.cc	PPS	+	—	
9. checkdutsync.cc	PPS	+	+	No
10. checktrack.cc	PPS	+	+	No
11. checktranslations.cc has additional code. Line 24, 25: changed 50 on 10;	PPS	+	+	Yes
12. clusize.cc	PPS	+	+	No
13. clusterchecker.cc line 5: added histo name “Cluster Multiplicity” line 6: added histo name “Cluster Size” line 7: added histo name “Number of Hits” line 20-22: changed saveToFile on drawAndSave	3D	+	+	Yes
14. correlations.cc	PPS	+	+	No
15. edgeefficiency.cc need more carful analyze. Perhaps will need to create two different fuctions. Not merged yet	PPS	+	+	Yes
16. edgeefficiencyshift.cc	PPS	+	—	
17. efficiency2.cc	PPS	+	—	
18. efficiency.cc added line 140: effMap->SetMinimum(0.8); added line 146:	PPS	+	+	Yes

config.saveToFile(name,"effmap",effMap); line 244: changed effplots_lowRange on 0.8 value.				
19.efficiencysimp.cc	PPS	+	–	
20.etawidth.cc	PPS	+	+	No
21.getetacorr.cc	PPS	+	+	No
22.hotpixelfinder.cc	PPS	+	+	No
23.lv11cut.cc	PPS	+	–	
24.maxcellresiduals.cc	PPS	+	+	No
25.qEfficiency.cc need more carful analyze. Perhaps will need to create two different fuctions. a) Not merged yet	PPS	+	+	Yes
26.qshare1D.cc line 10-14: added comments	PPS	+	+	No
27.qshare2D.cc added additional code	PPS	+	+	Yes
28.readout.cc	PPS	+	–	
29.residuals.cc I removed line 279, it was a copy of line 278. added additional histograms line 330 and 343: changed “false” on “true”	PPS	+	+	No
30.simDutEdep.cc	PPS	+	+	No
31.simResiduals.cc	PPS	+	+	No
32.sumtot.cc line 12: removed, because it was a copy of line 15; line 14, 17, 25, 27: increase binning in histograms a) added histograms h_clusterq_1, h_clusterq_2, h_clusterq_3, h_clusterq_4, h_clusterq_5ormore, h_clusterq_no_bg. b) Also everywhere changed drawAndSave on saveToFile c) in this file we used getFoldedX functions. d) Romeved histogramm: h_ElecDistQ	PPS	+	+	Yes