

MAUS - Bug #1745

Memory clean up in MC

04 September 2015 11:34 - Rogers, Chris

Status:	Open	Start date:	04 September 2015
Priority:	Normal	Due date:	
Assignee:	Rogers, Chris	% Done:	0%
Category:	Simulation	Estimated time:	0.00 hour
Target version:	Future MAUS release		
Workflow:	New Issue		

Description

I found two memory issues in the MC:

- SpecialVirtual detectors were not properly deleting allocated memory at the end of the simulation.
- Virtual detectors were not properly deleting Virtual hits at the end of the simulation. Also VirtualHits copy constructor did not properly copy any existing Virtual hits.

This probably only effects things if user is reinitialising reconstruction a lot. But worth fixing

History

#1 - 04 September 2015 12:19 - Rogers, Chris

I found another subtle memory issue, when reinitialising the MC a lot. Looks like BTSolenoid does not reuse existing field maps, as it should, if there is an environment variable in the file name.

#2 - 04 September 2015 12:49 - Rogers, Chris

This is now in test as maus_rogers, branch lp:~chris-rogers/maus/1745