

MAUS - Bug #593

Simulation fails with multiple primaries in the same spill

21 July 2011 08:21 - Rogers, Chris

Status:	Rejected	Start date:	21 July 2011
Priority:	Normal	Due date:	
Assignee:	Rogers, Chris	% Done:	0%
Category:	Simulation	Estimated time:	0.00 hour
Target version:	Future MAUS release		
Workflow:			
Description			
Some weird g4 behaviour when I put multiple primaries in the same spill - primaries after the first are not tracked. See attached run script, log, output.			

History

#1 - 27 July 2011 14:29 - Rogers, Chris

- File *valgrind.log* added

Works okay on 32 bit but not on 64 bit - indeed, it now crashes with segmentation fault in 64 bit. Valgrind log attached. Looks like json or potentially geant4. I'll try to get Valgrind working on my 64 bit machine so I can see what's going on there. (Nb: python is not compatible with valgrind - has it's own malloc system. Assume the native C++ stuff is not affected by this, but the python stuff is).

#2 - 01 August 2011 16:51 - Rogers, Chris

- Status changed from *Open* to *Rejected*

- % Done changed from *0* to *100*

Humm, think it must have been some problem with my dev environment. Works fine in my trunk copy and no memory problems registered...

Files

simulate_mice_test.py	2.82 KB	21 July 2011	Rogers, Chris
simulate_mice_test.log	1.64 KB	21 July 2011	Rogers, Chris
simulation.out	2.42 MB	21 July 2011	Rogers, Chris
valgrind.log	352 KB	27 July 2011	Rogers, Chris