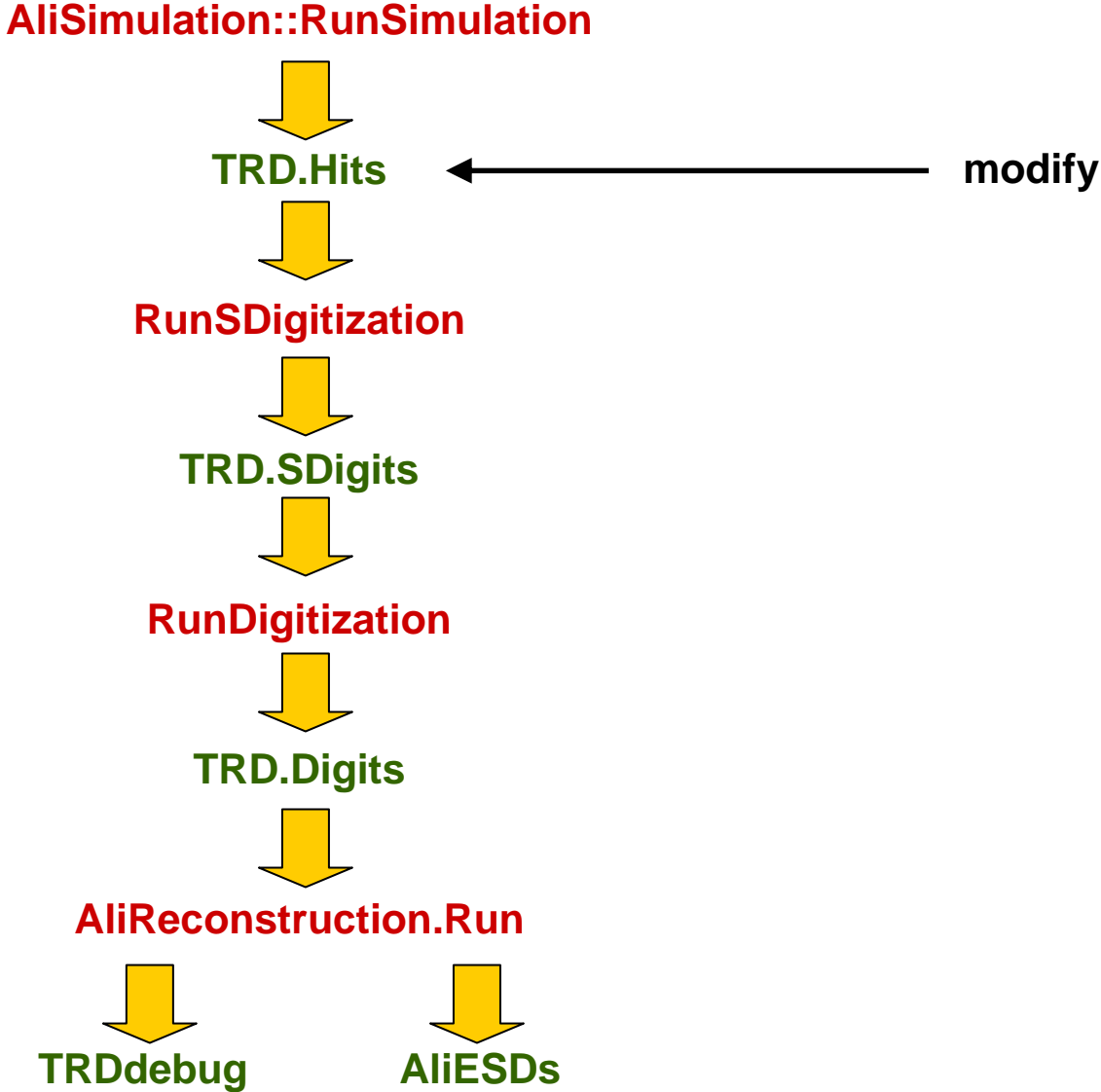
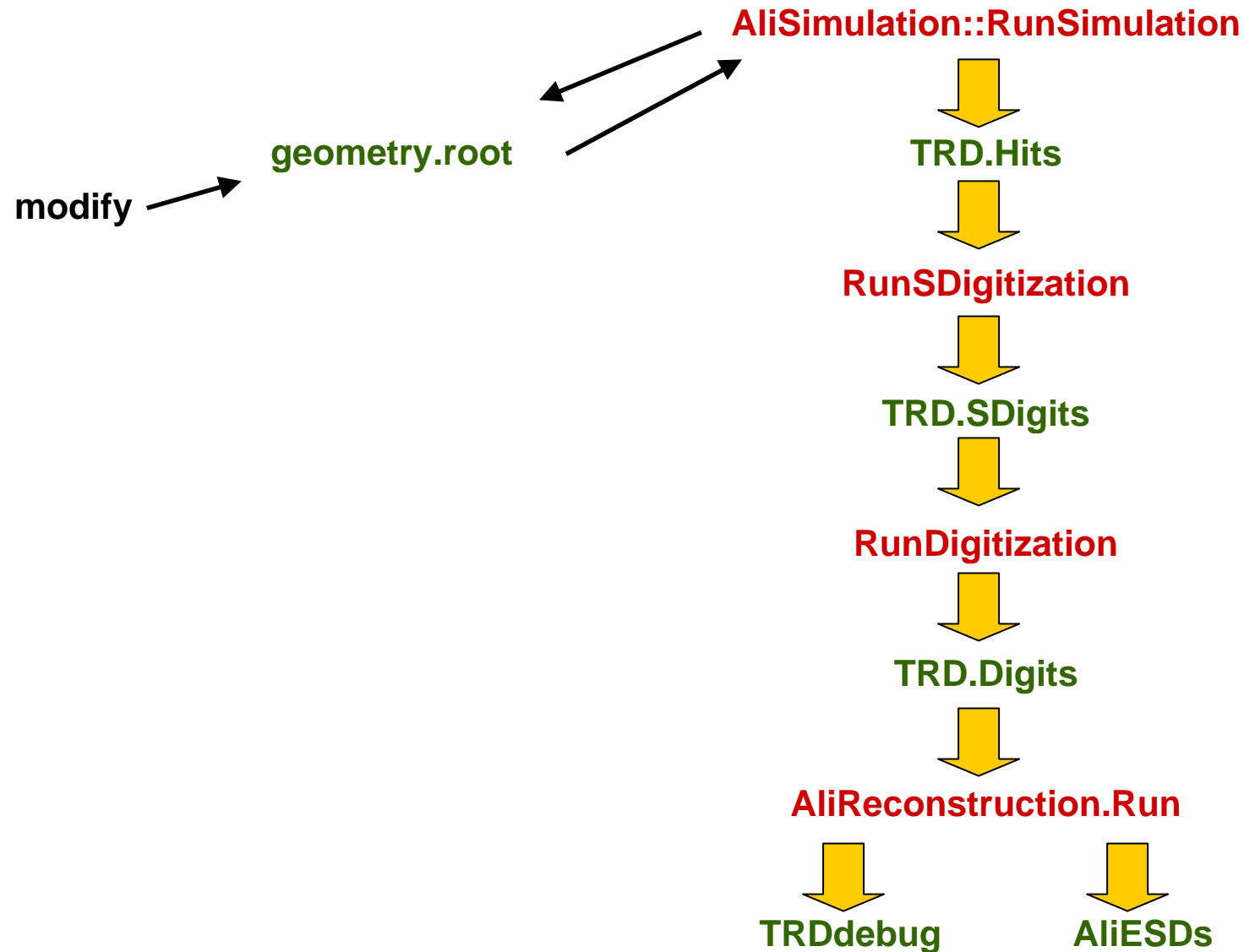


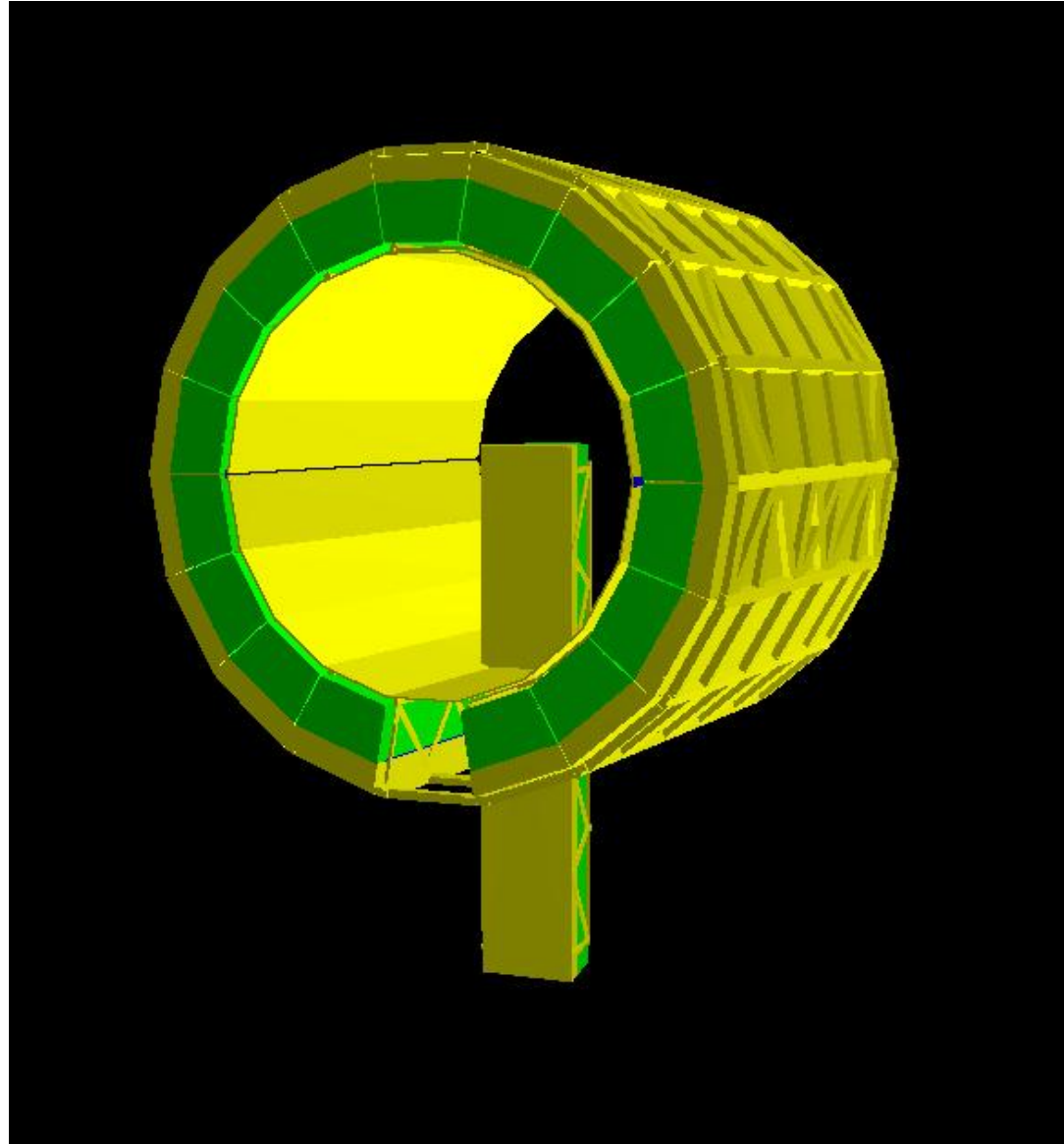
(mis)alignment by shifting hits (September 2005)



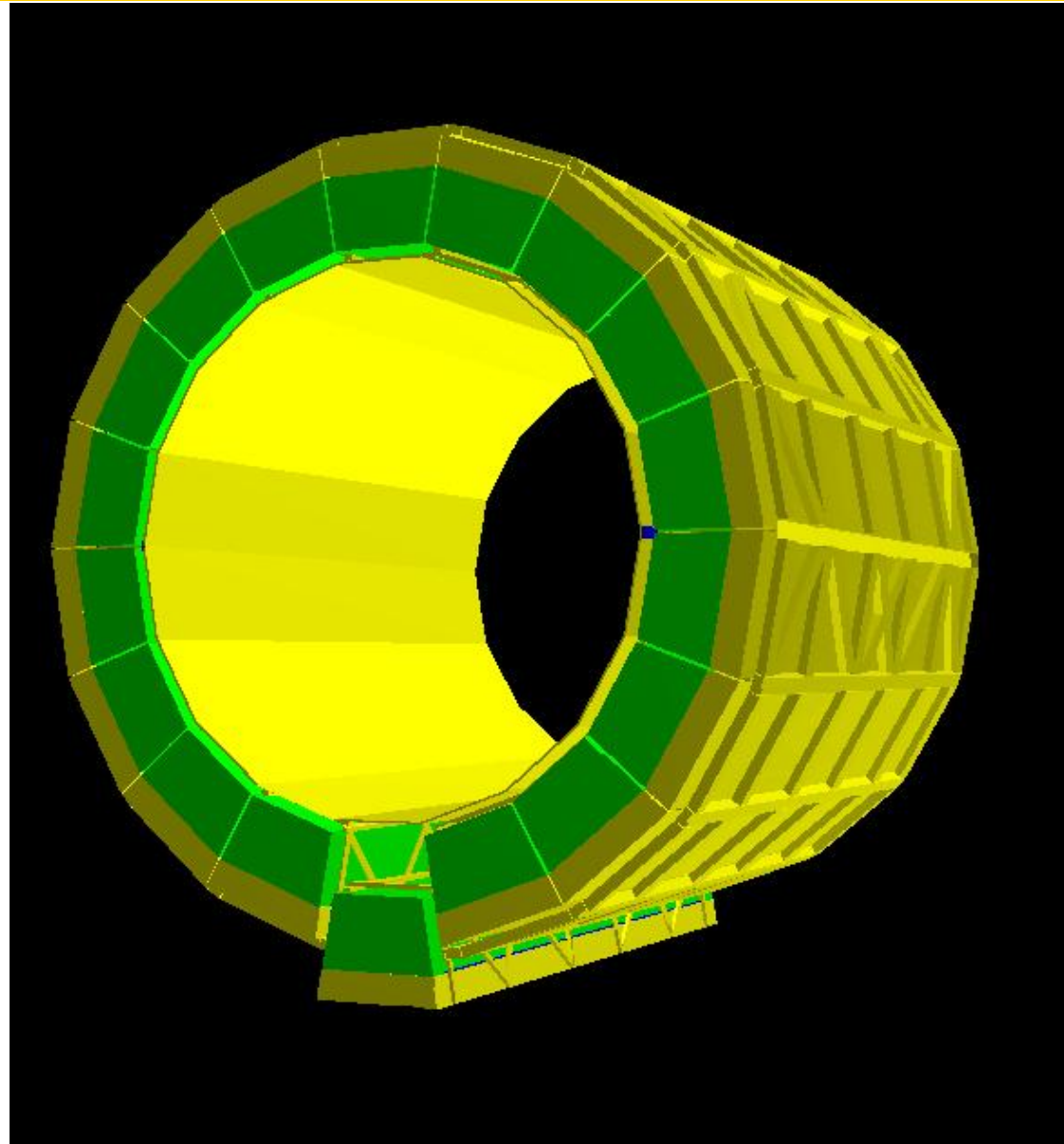
(mis)alignment by modifying geometry



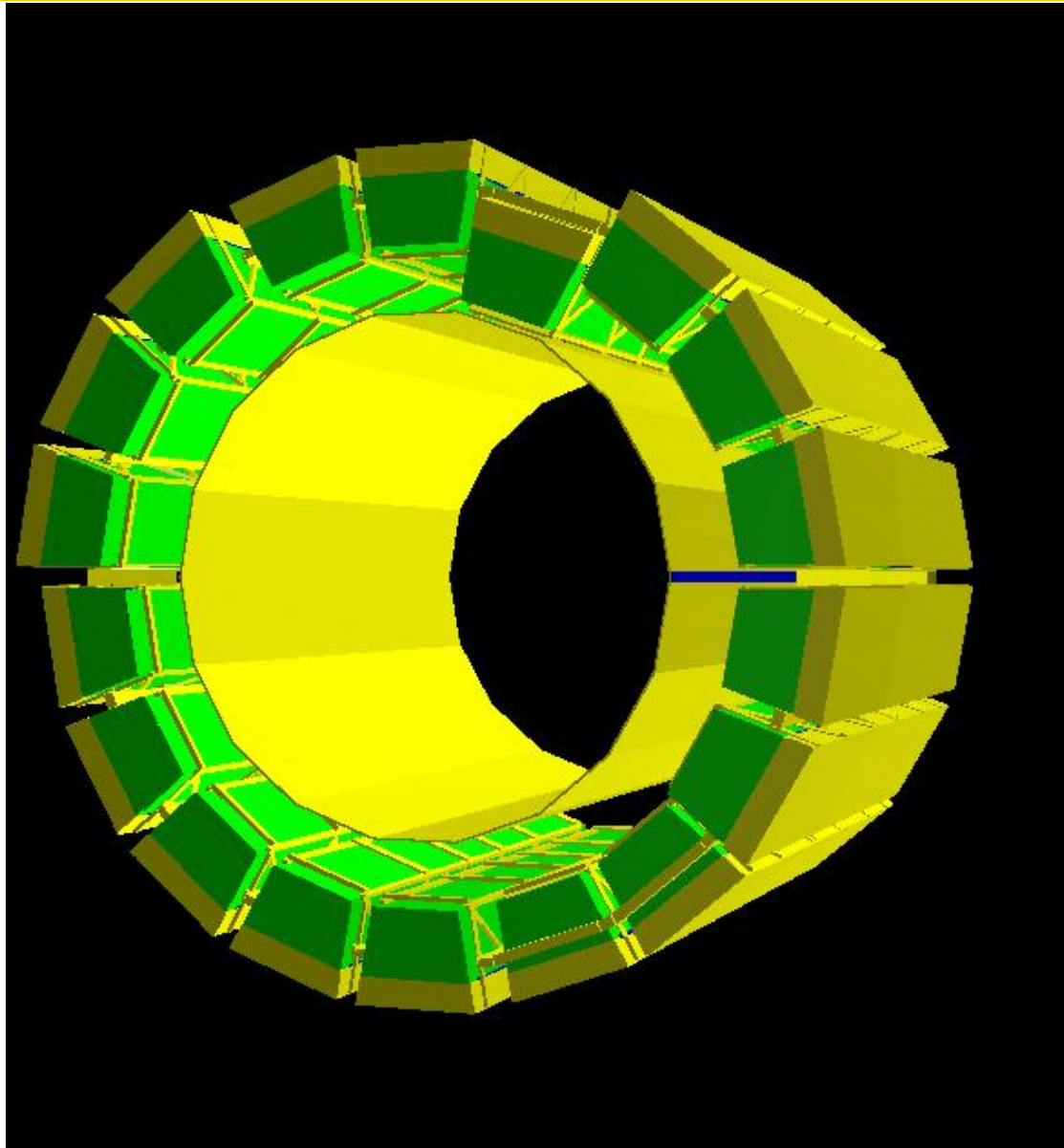
first attempt to modify geometry



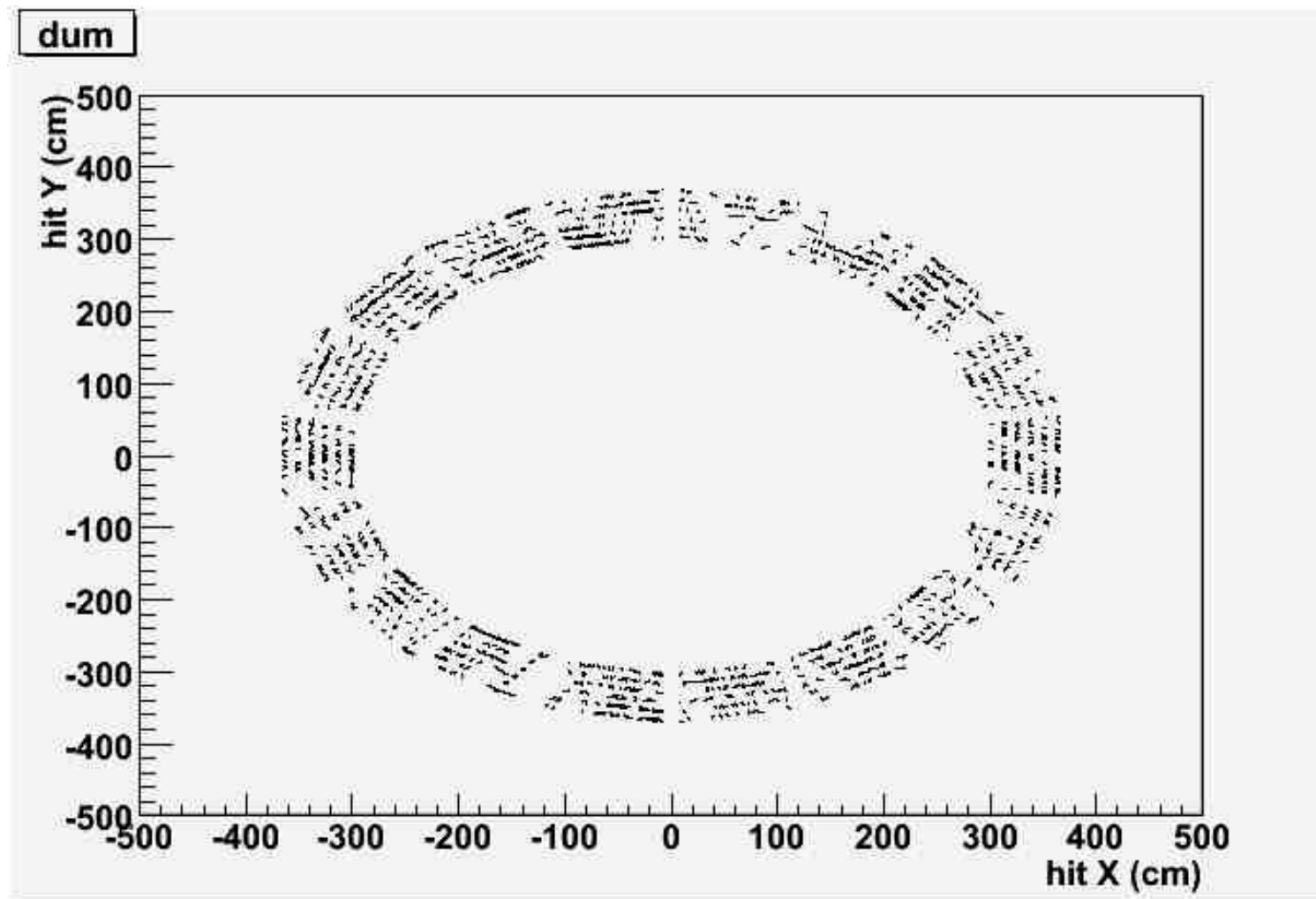
second attempt to modify geometry



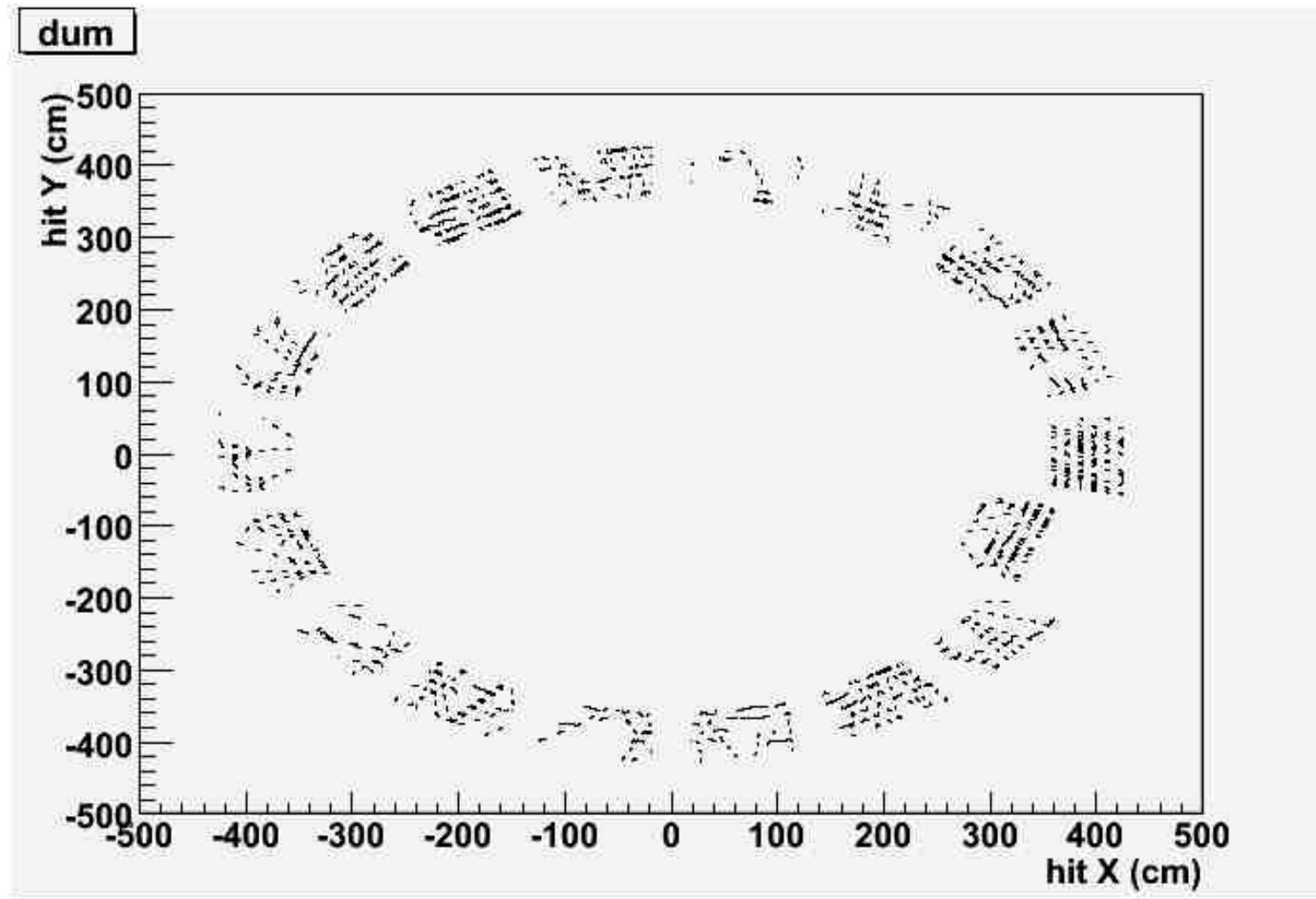
third attempt to modify geometry



hits with nominal geometry



hits with modified geometry



(mis)alignment by modifying geometry

AliSimulation::RunSimulation



TRD.Hits



RunSDigitization



TRD.SDigits



RunDigitization



TRD.Digits



AliReconstruction.Run

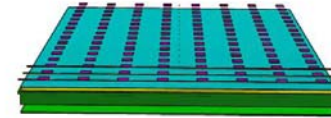


TRDdebug



AliESDs

Bogdan introduced "chamber"



Christoph introduced "real" geometry:

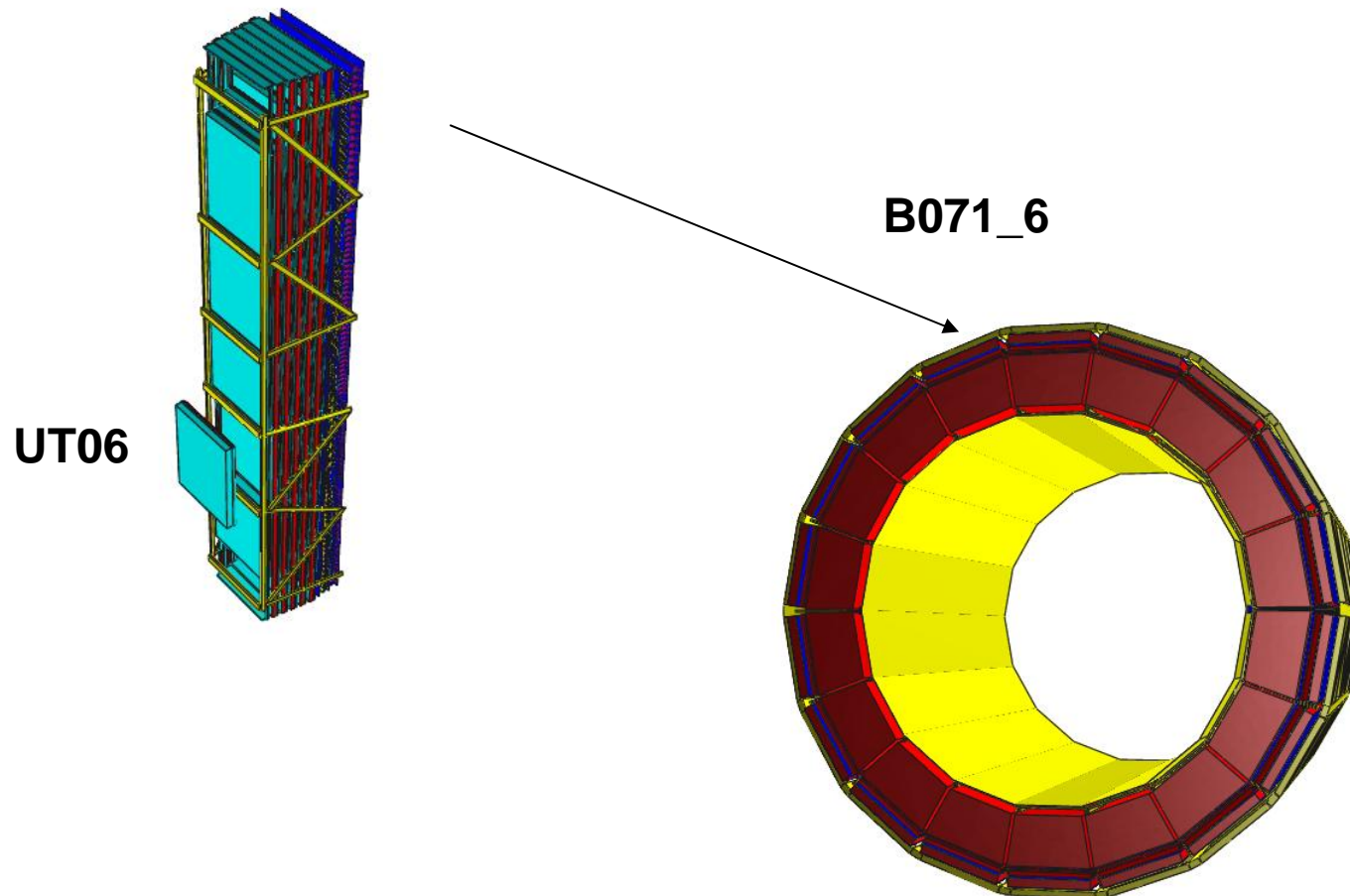
```
xmas[0]=hit->X();  
xmas[1]=hit->Y();  
xmas[2]=hit->Z();  
gGeoManager->SetCurrentPoint(xmas);  
gGeoManager->FindNode();  
gGeoManager->MasterToLocal(xmas,xloc);
```

Marian introduced a switch for storing space-points on the ESD file

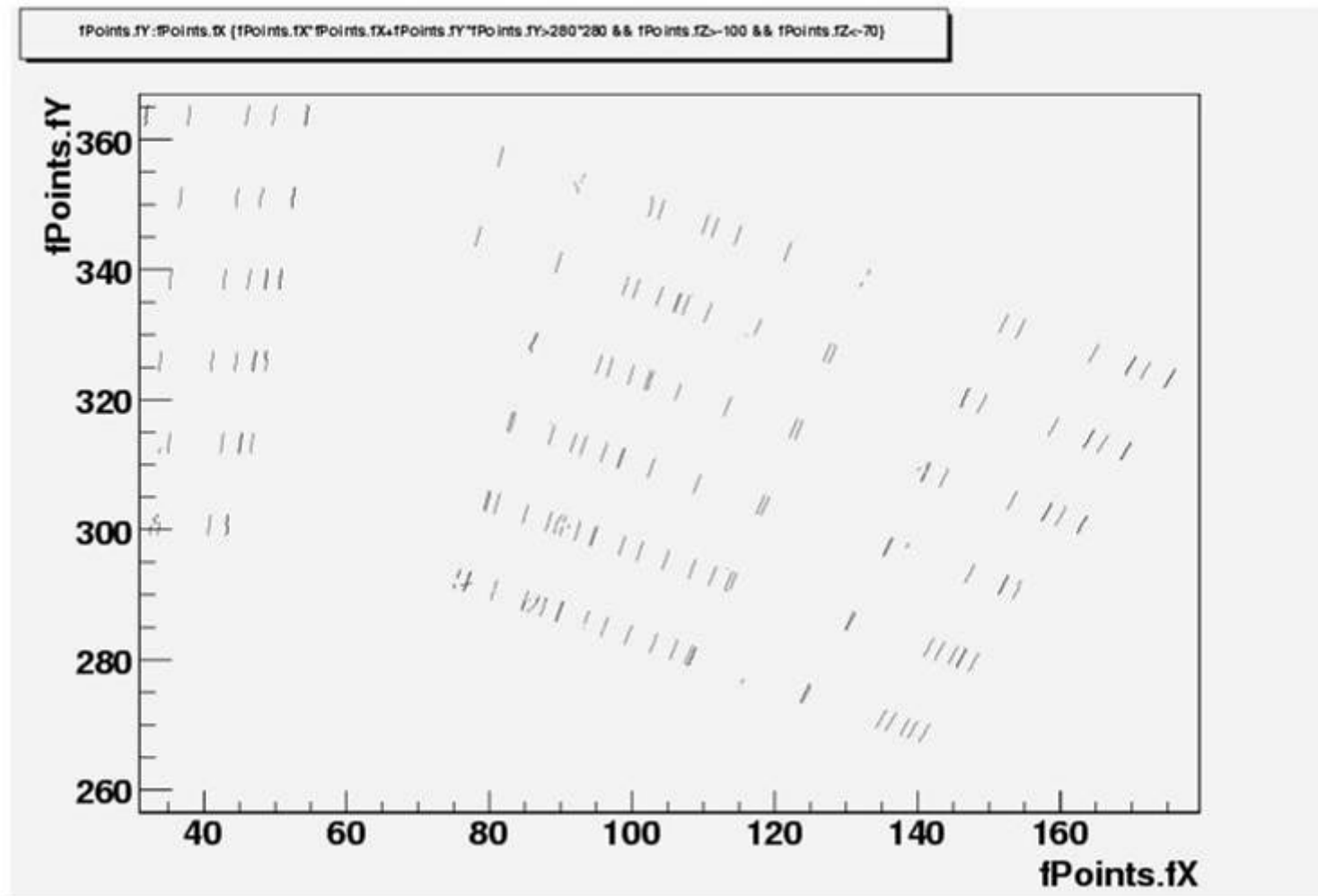
displacing one chamber

chamber 438 aka

/ALIC_1/B077_1/B071_6/BTR1_1/UTR1_1/UTS1_1/UTI1_1/UT06_1



space points with modified geometry



space points with ideal geometry

