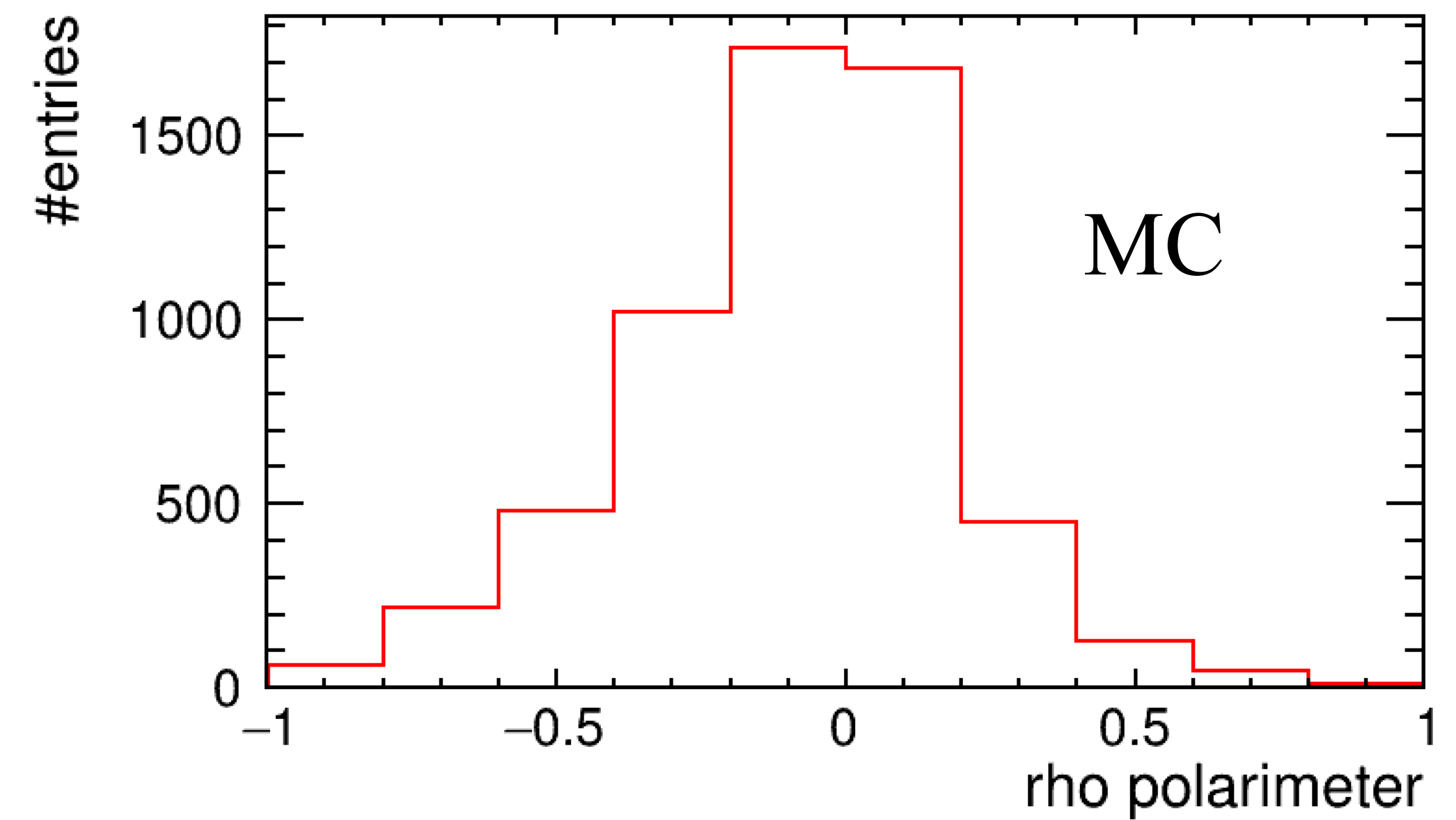
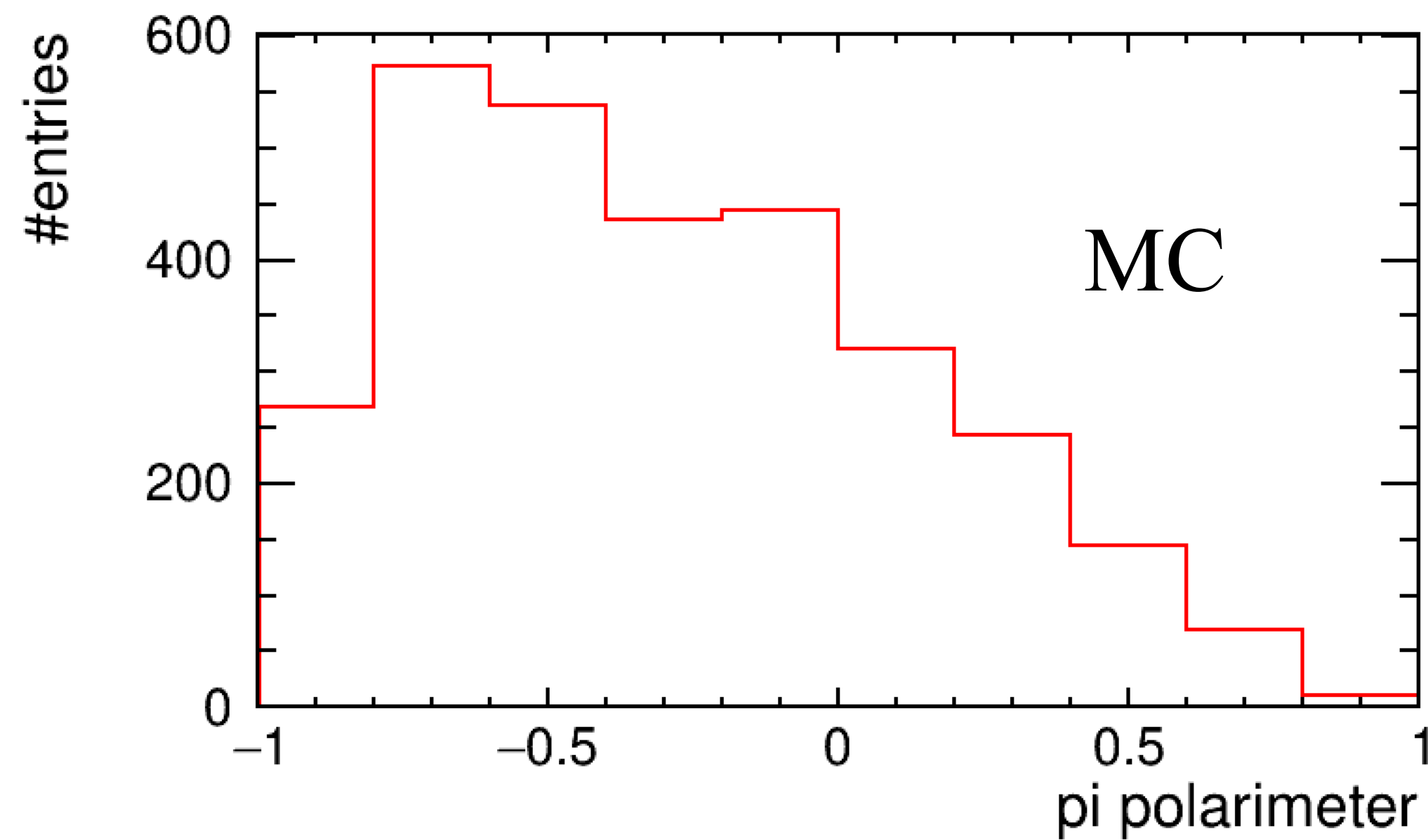


previous result

no ISR, no Beamstrahlung, no FSR



there seems to be some bugs in my code...

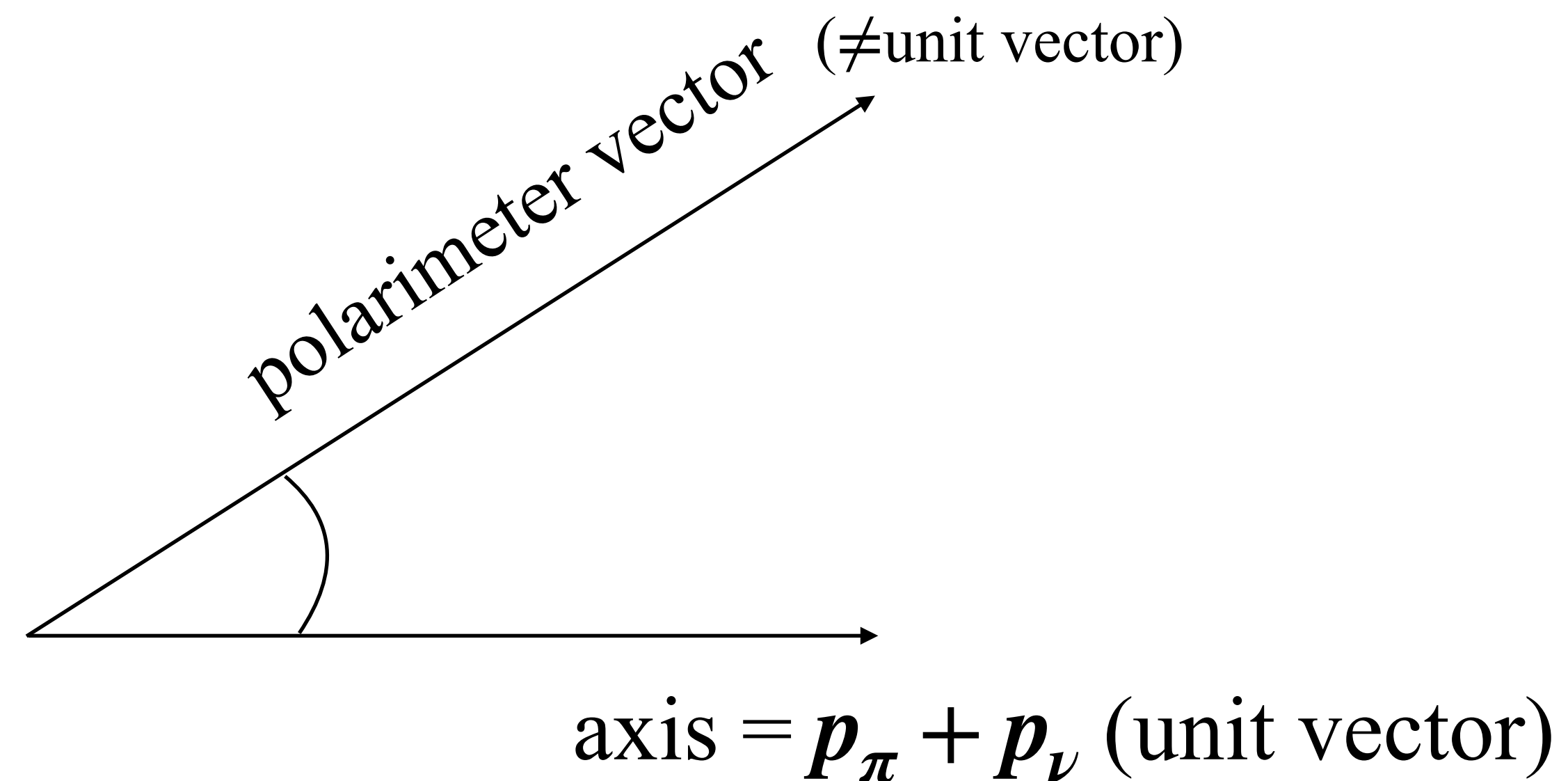
```
axis = ( pi4mom + recoNeuMom ).Vect().Unit();  
polvec = tauUtils::getGunionPolarimeter_pi( pi4mom, recoNeuMom );  
pol = polvec.Dot( axis );
```

$$\mathbf{a} \cdot \mathbf{b} = |\mathbf{a}| |\mathbf{b}| \cos \theta$$

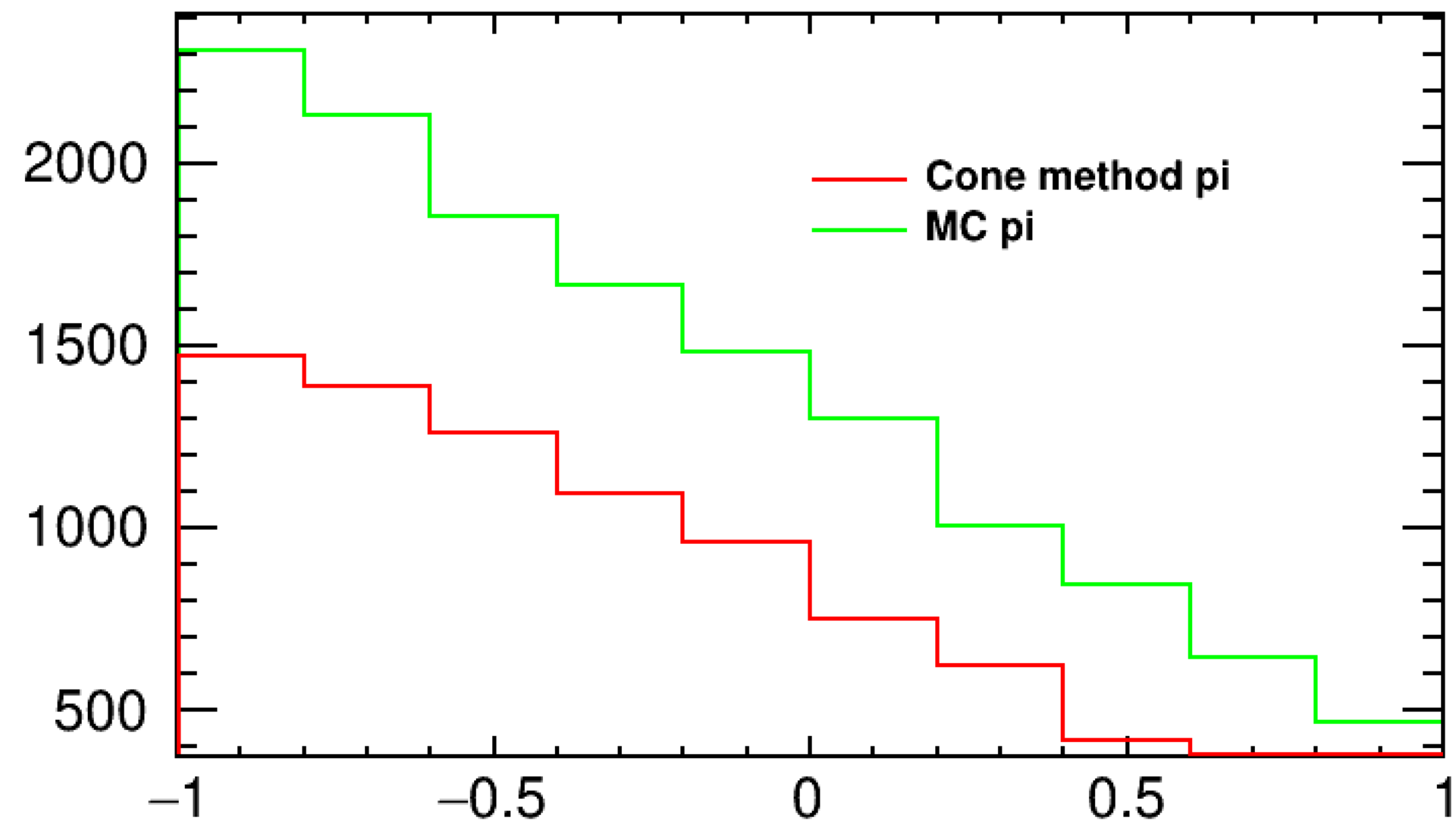
in this case, polarimeter vector is not a unit vector

```
axis = ( pi4mom + recoNeuMom ).Vect().Unit();  
polvec = tauUtils::getGunionPolarimeter_pi( pi4mom, recoNeuMom );  
pol = cos( polvec.Angle( axis ) );
```

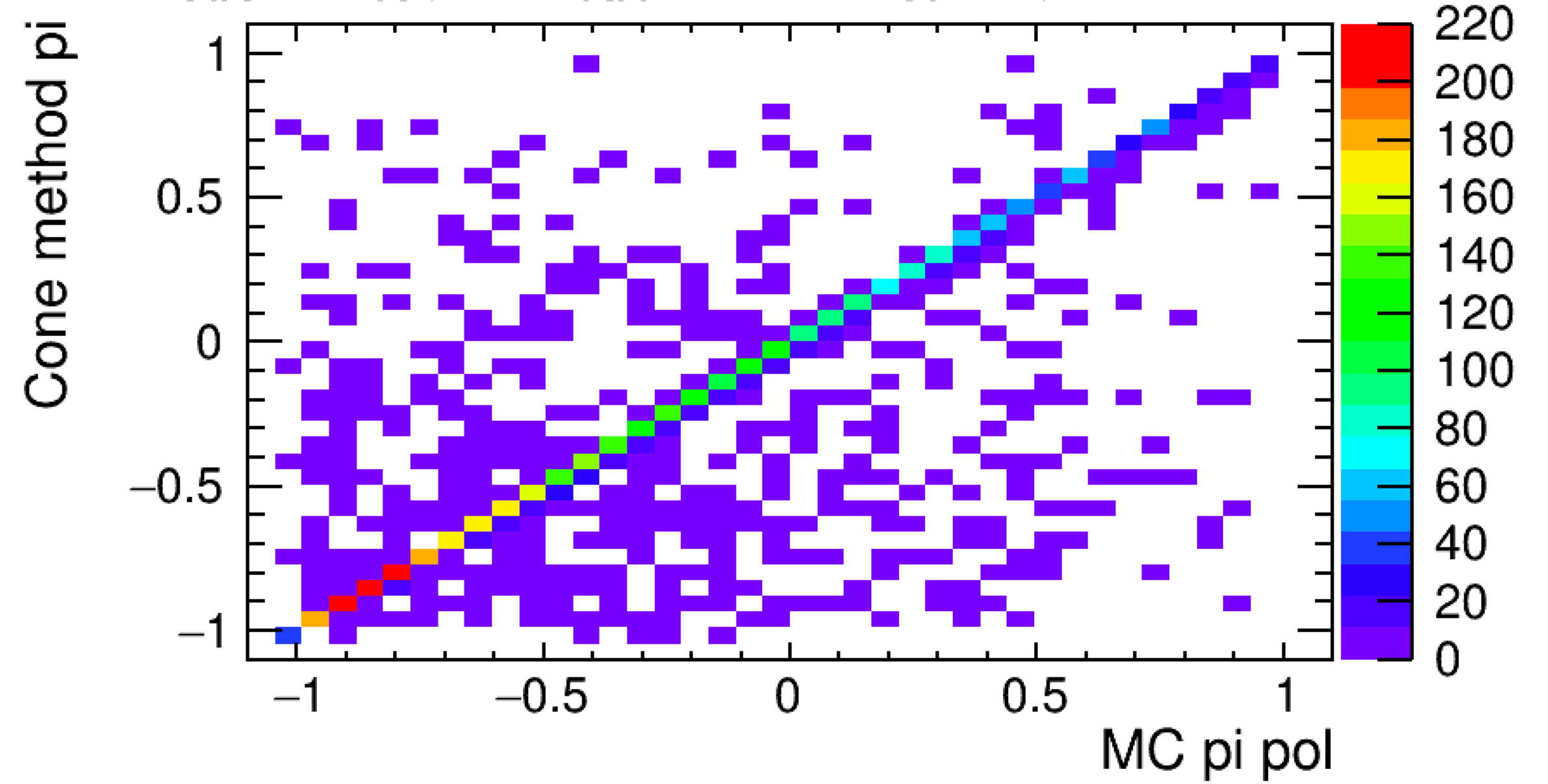
$$\mathbf{a} \cdot \mathbf{b} \neq \cos \theta$$



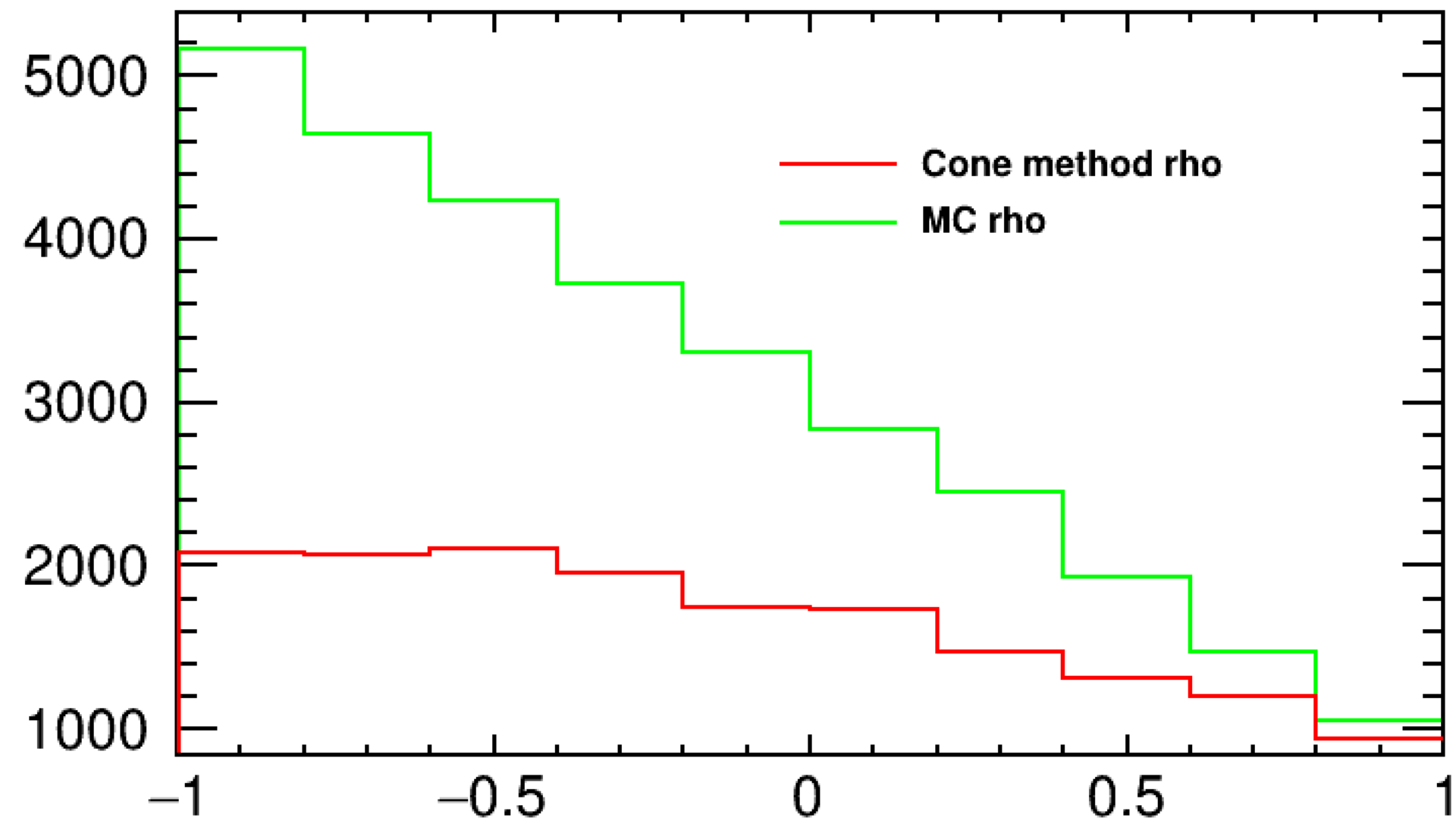
MCPiPol[0] { MCPiPol[0]>-9999 }



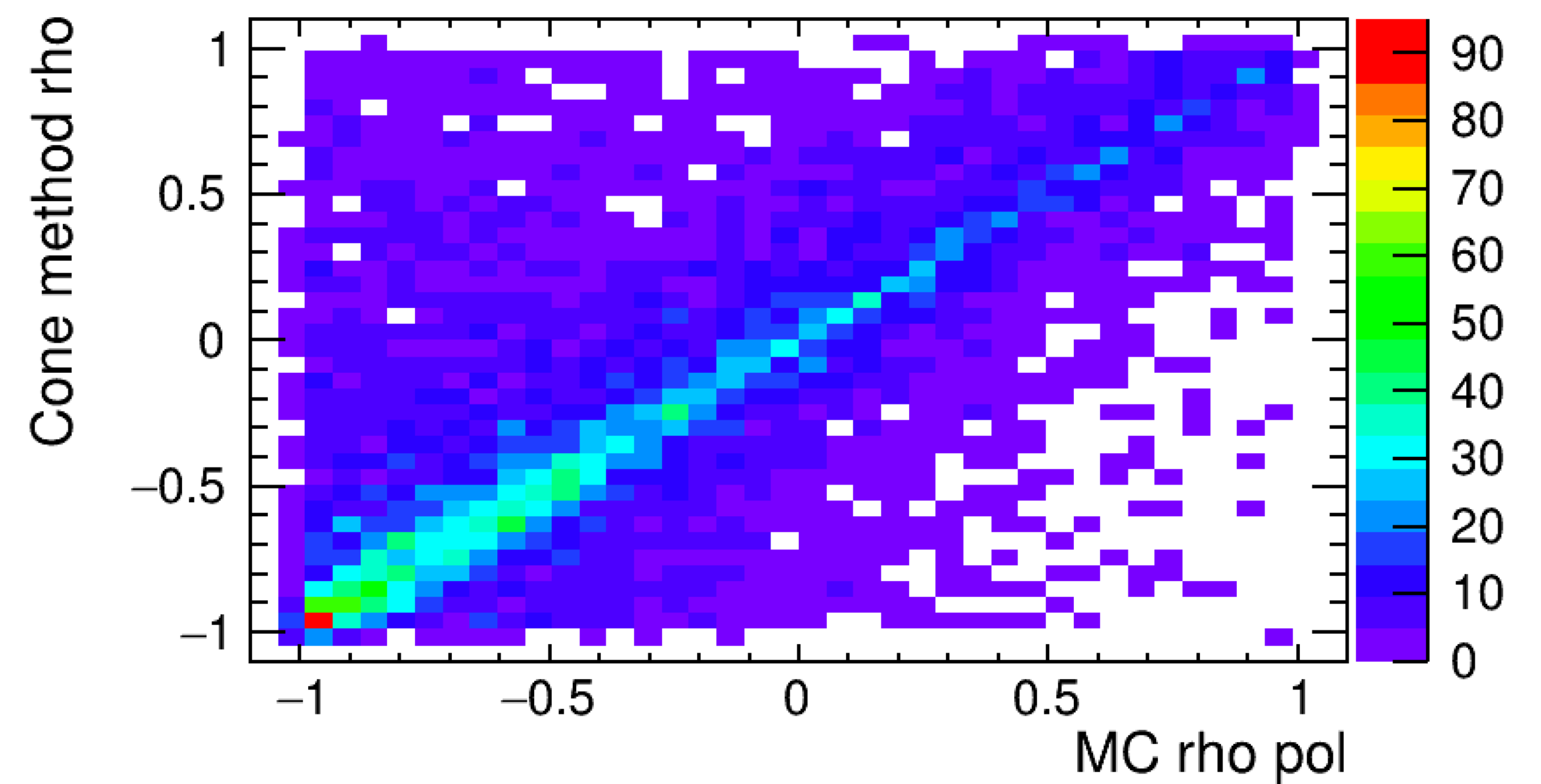
ConePiPol[0][0]:MCPiPol[0] { ConePiPol[0][0]>-9999 && MCPiPol[0] > -9999 }



MCRhoPol[0] { MCRhoPol[0]>-9999 }



ConeRhoPol[0][0]:MCRhoPol[0] { ConeRhoPol[0][0]>-9999 && MCRhoPol[0] > -9999 }



Plan

- Preparing a talk at ILCX
 - Cone method and Midpoint method results
- Look at π/ρ polarimeter with high statistics.
- Run a pseudo-experiments by using π/ρ polarimeter as a template.