GammaLib - Feature #604

Allow fitting for point source positions in Fermi-LAT analysis

11/30/2012 11:47 AM - Knödlseder Jürgen

| Status: | Closed | Start date: | Start date: Due date: | | |
|--|--|--|--------------------------------------|---|--|
| Priority: | Normal | Due date: | | | |
| Assigned To: | Knödlseder Jürgen | % Done: | 100% | | |
| Category: | | Estimated time: | 0.00 hour | | |
| Target version: | 1.5.0 | | | | |
| Description | | | | | |
| So that, the position | s of point source cannot be fitted in t | he Fermi-LAT analysis. Fitting s | hould be enabl | ed. | |
| The PSF for point so precise position of the | aches, a fast and easy (but less pred purces are precomputed using the Gi he source, but if the position is only c so that the actual position and the po | LATMeanPsf class. Formally, th changed slightly, the content sho | e content of GL ould not really c | ATMeanPsf depends on the hange. We could this adopt | |
| • | d be to recompute the content of GL/ not so expensive at the end. At least | | on is changed. | This takes some computing | |
| | nd compare the speeds and precision | ans | | | |
| We could test both a | and compare the speeds and precisic | 5113. | | | |
| We could test both a Related issues: | | 515. | | | |

History

#1 - 11/30/2012 11:57 AM - Knödlseder Jürgen

- Subject changed from Allow fitting for point sources in Fermi-LAT analysis to Allow fitting for point source positions in Fermi-LAT analysis

- Description updated

#2 - 06/21/2016 10:18 PM - Knödlseder Jürgen

- Target version set to 1.2.0

#3 - 03/03/2017 10:15 AM - Knödlseder Jürgen

- Target version changed from 1.2.0 to 1.3.0

#4 - 06/06/2017 10:24 PM - Knödlseder Jürgen

- Target version deleted (1.3.0)

#5 - 10/19/2017 04:49 PM - Knödlseder Jürgen

- Related to Bug #2183: All pixels have the same TS value for Fermi-LAT analysis using cttsmap added

#6 - 10/19/2017 04:50 PM - Knödlseder Jürgen

- Status changed from New to Closed
- Assigned To set to Knödlseder Jürgen
- Target version set to 1.5.0
- % Done changed from 0 to 100

This is at the end a duplication of #2183. I therefore close this issue since #2183 is about to be closed.