

# System Tests

Systests are up to date for both GlastRelease and v4r4.

Trying to understand why “SurfaceMuons” always quietly exits before generating the requested number of events. Could this suggest a problem with the code that generates this source?

It would be nice to revisit how we specify the Gleam runs for EM. There are some systests directories (with JO files) off LatIntegration/src/. It would be nice to use them.

- Do we really need 3 (identical) executables? Em1, Em2 and LatIntegration are all the same and just used to store things like jobOptions files. It would be much easier for me if they were all merged into the same package.

What is the verdict on the recent changes to CalValsTool (see systests slides from Aug 16)? Intentional and good? Or accidental and bad?