Changes in DT LocalReco for real data

- Reco algorithm for 1d RecHit building
- in MC used Parametrized reconstruction, which takes into account impact angle and B-field effect on time-to-distance relationship.
- in Cosmic runs always used a constant, unique drift velocity with Linear T2D.
- Anyhow, resolution dominated by lack of bunched beam.
- For real data taking, we prefere to use a conservative approach, by using a Linear T2D.
- For more flexibility, use v_{drift} as well as single hit resolution, from DB (rather than from cfg.py), setting the values SL per SL.
- conf. files ready, fake ESSource ready (Sara B.), DB filled [?] (Silvia M, Paolo R.)

Results

Drift velocity measured from data from CSA08 studies (Silvia M. at al)