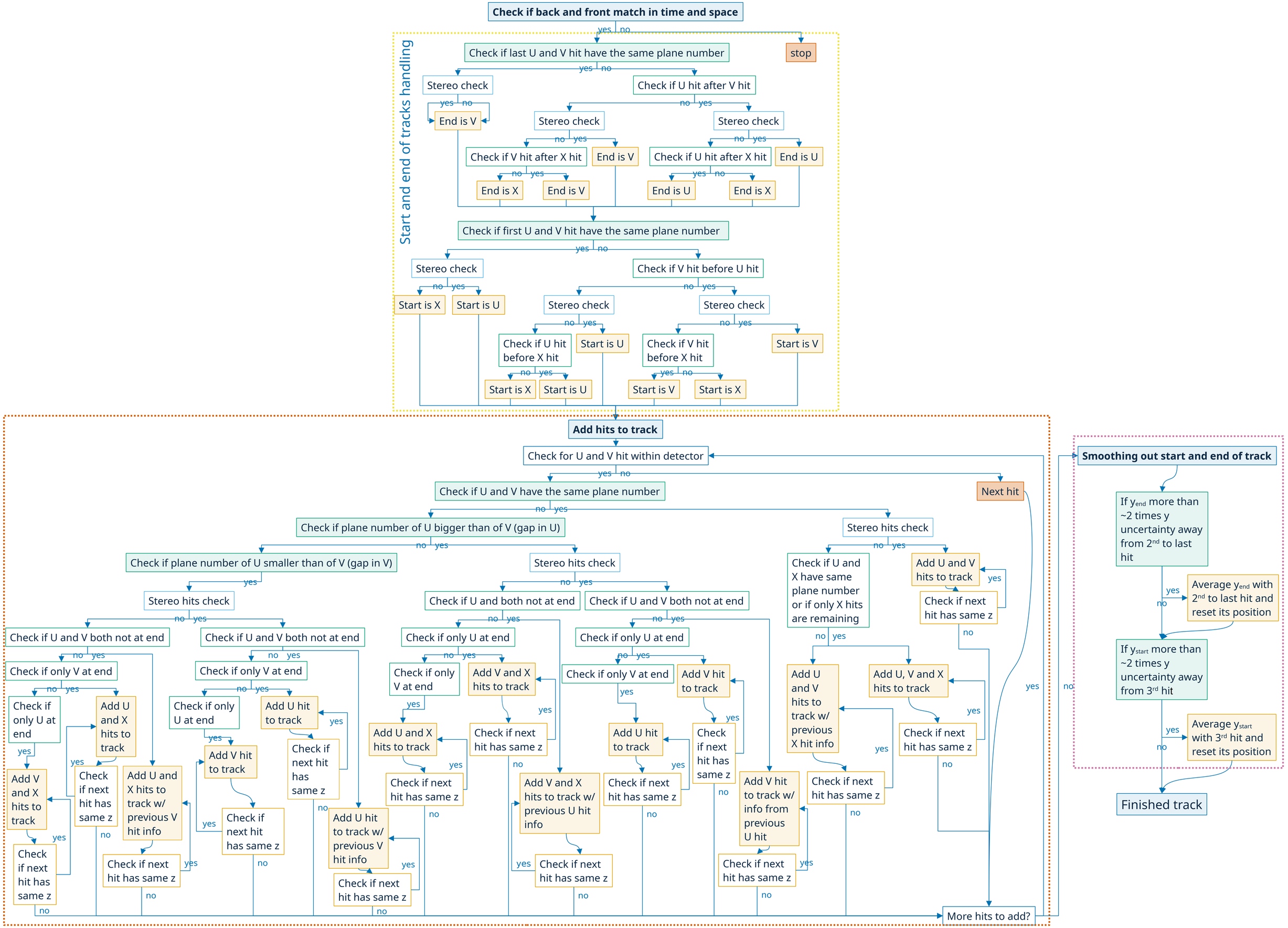
Check if back and front match in time and space
yes
no
Start and end of tracks handling
Check if last U and V hit have the same plane number
stop
Stereo check
Check if U hit after V hit
End is V
Check if V hit after X hit
Check if U hit after X hit
End is U
End is X
Check if first U and V hit have the same plane number
Start is X
Start is U
Check if V hit before U hit
Check if U hit before X hit
Start is V
Add hits to track
Check for U and V hit within detector
Next hit
Check if U and V have the same plane number
Check if plane number of U bigger than of V (gap in U)
Check if plane number of U smaller than of V (gap in V)
Stereo hits check
Check if U and both not at end
Check if U and V both not at end
Check if only U at end
Check if only V at end
Add U and X hits to track
Add V and X hits to track
Add V hit to track
Add U hit to track
Add U and V hits to track
Add U, V and X hits to track
Check if next hit has same z
Add U and X hits to track w/ previous V hit info
Add V and X hits to track w/ previous U hit info
Add U hit to track w/ previous V hit info
Add V hit to track w/ info from previous U hit
Add U and V hits to track w/ previous X hit info
More hits to add?
Smoothing out start and end of track
If y_{end} more than ~2 times y uncertainty away from 2nd to last hit
Average y_{end} with 2nd to last hit and reset its position
If y_{start} more than ~2 times y uncertainty away from 3rd hit
Average y_{start} with 3rd hit and reset its position
Finished track