

Time Offsets in Disambiguation

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- DisambigAlg35t.cxx in HitFinderLBNE gets time offsets from DetectorProperties
 - `double tz = hitsZ[z]->PeakTime() - detprop->GetXTicksOffset(hitsZ[z]->WireID().Plane,hitsZ[z]->WireID().TPC,hitsZ[z]->WireID().Cryostat);`
 - `double tu = hitsUV[0][u]->PeakTime() - detprop->GetXTicksOffset(0,hitsZ[z]->WireID().TPC,hitsZ[z]->WireID().Cryostat);`
 - `double tv = hitsUV[1][v]->PeakTime() - detprop->GetXTicksOffset(1,hitsZ[z]->WireID().TPC,hitsZ[z]->WireID().Cryostat);`
- Should time offsets be the same for all types of hit reconstruction?
- i.e. will RawHitFinder, GausHitFinder, HitCheater, etc. produce the same size time offsets for each wire plane?