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Subject: Re: plane id in track candidate

Posted by [Anonymous Poster](#) on Tue, 23 Feb 2010 16:11:06 GMT

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Hi,

yes this could be implemented. So to summarize, the detector ID in the trackCand would consist of a bit mask. Some part of this bit mask would be the kGemHit, kSttHit, kMvdPixelHit, ... which is used to produce hits in the RecoHitFactory. Could we do it a way that this kGemHit, kSttHit, kMvdPixelHit, ... info is in the least significant bits? That way it will be easiest for me.

Regards, Christian

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