Dear Tobias,

I never said I want to store information about planeId in the PndTrackCand. I meant that for this we should use the fDetId member of the PndTrackCandHit class. There would be no changes to the PndTrack{,Cand,CandHit}.{h,cxx} classes AT ALL.

Another issue is the MC propagation. The information that used to be coded in the fDetectorId is still there, only coded at some bits of the Int_t. To retrieve this information is trivial - as Christian agrees - and the bit shift operations are virtually costless.

You expressed concern also about the misuse of the scheme proposed by me and possibility of creating MVD Bumps. Well, it is always possible and you even now you cannot avoid users using integers out of the the enum fDetectorType of PndDetectorList.h.

Anyways, as I see my idea was generally disliked, so we still have to think a bit more about this problem.

Yours,
radek