

Hi,

In case of ascii geometry the following part of code works in hit processing, which defines the volume where hit took place

```
401  if (nam.BeginsWith("emc"))
402  {
403      sscanf(nam,"emc%dr%dc%d", &nMod, &nRow, &nCrys);
404
405      // Crys 1-5000; copyNo 1-20; nRow 1-100, nMod 1-6
406      if ((nMod==1) || (nMod==2))
407          id = gMC->CurrentVolOffID(2,copyNo);
408      if ((nMod==3) || (nMod==4) || (nMod==6))
409          id = gMC->CurrentVolOffID(1,copyNo);
410      // 1 -because the pad stays inside flayer4 (Emc4), so only "1" as inheritance.
411      // In barrel part one pad stays into Emc1 which stays inside Emc12 (and after Emc12
412      // is
413      // copied and rotated -> the inheritance level is "2"
414  }
```

whereas the lines 126-389 with a lot of if statements works for root geometry.

And after that from line

```
432  fVolumeID = nMod*100000000 + nRow*1000000 + copyNo*10000 + nCrys;
```

and code is universal for ascii and root geometry.

Concerning the warning I have no suggestions at the moment.

Best regards,

Dima
