Hi,

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

| 401 402 | if (nam.BeginsWith("emc")) |
|------------|-------------------------------------------------------------------------------------|
| 403 | ່sscanf(nam,"emc%dr%dc%d", &nMod, &nRow, &nCrys); |
| 404 | // Crys 1 5000; copyNo 1 20; pRow 1 100, pMod 1 6 |
| 405 | 7 Crys 1-5000, copying 1-20, fiktow 1-100, fiktow 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 |
| is | |
| 412 | <pre>// copied and rotated -> the inheritance level is "2"</pre> |
| 413 | } |

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

And after that from line

432 fVolumeID = nMod*10000000 + 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

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