I think it makes sense to post this information here in case other people will run into the same problem with the FTS digitization:

Previously, it was discovered that the digitization has problems for tracks which are close to the beam pipe.

As a temporary workaround one can use the MCPoint positions. To do that PndFtsHitProducerRealFast.cxx has to be modified like this:

1) add comment to the line 225: // TVector3 position = tube->GetPosition();
2) uncomment line 224: TVector3 position(point->GetX(), point->GetY(), point->GetZ()); //point info