
Subject: Re: Data levels in R3Broot - suggestion
Posted by [Ralf Plag](#) on Thu, 21 Jan 2016 13:15:38 GMT
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Hm...

Besides the classes that hold the data, there are also classes that convert the data from one level to another. If we always keep the "Item" for the data classes, we could use the version without "Item" for the conversion classes, that convert into the named level:

data-class: R3B[detector][level]Item
conversion-class: R3B[detector][level]

E.g.: class R3BLandCal would convert data and write it into R3BLandCallItem

Alternatively, we could have another naming scheme for the conversion classes like:

R3BLandRaw2Cal or R3BLandFillCal or ...?
