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Subject: Re: Channel / Crystal / Bar / Detector numbers  
Posted by [Dmytro Kresan](#) on Fri, 05 Feb 2016 07:39:33 GMT  
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Hi Ralf,

to my opinion, channel / module / detector indexing is something code internal, which does not appear on the plots with final results.

to my taste, since we are writing c++ code, and often use GetChannelId() directly as index in the array, I would stick to 0 based numbering.

How is it done in Ucesb? Because r3broot readers receive already mapped data.

Cheers,  
Dima

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