Hi Dima,

right, they should not appear in final plots, but whenever you look at a cbmsim-Tree, they appear.
I have no preference, I only think we should stick to a standard to keep the confusion at a minimum level.

The output of ucesb depends on the mapping, so there we have the choice. As I have seen so far, channel numbers are 1-based there.
land02 was actually quite clever and automatically added +1 to channel numbers when writing into a TTree. So they were 0-based in the code and 1-based for the user in the TTree.

How is it done for Neuland, Califa, and others?

Cheers,
Ralf