
Subject: Re: Channel / Crystal / Bar / Detector numbers
Posted by [Dmytro Kresan](#) on Fri, 05 Feb 2016 10:14:59 GMT
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Content of data members of a class, as it is at the runtime, is directly streamed to the output tree. The only possibility is private data member having 1-based values, and public Getter() function making shift to 0, to be used in the code. Making things already not transparent.

Summary: mapping is mostly 1-based, CAD also, currently CALIFA and NeuLAND in r3broot as well, and users prefer 1-based as well. This makes 5 points for 1-based against only my personal taste.

Let us fix and document "physical" indexing (starting at 1), and programmers have to take care when accessing arrays. I am not very much for implementing automatic conversion, as explained before.

Cheers,
Dima
