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Subject: Detector ID

Posted by [Ina Syndikus](#) on Wed, 07 Jun 2017 13:33:08 GMT

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I'm looking at the output file of my simulation and trying to find out which secondary particles my protons produce in the (active) volume of XB. One of the things that I looked at is TrackPoint.fDetectorID. Its value is always 38. Is this XB? How do I find out which detector has which number? Is there a list?

And when we talk about detector IDs: R3BXBallPoint has also a XBCrystalPoint.fDetectorID, which has the values 6,8,10 & 12. I assume the numbers stand for the 4 crystal shapes. Am I right?

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