I was not able to find any match with "TrackPoint" branch in R3BRoot. Did you mean "TraPoint"? In this case, those are the hits from Tracker. Matching of data to a detector is done using the name: R3BXBall (detector) - R3BXBallPoint (hits of particles), the name of the branch has to be changed to "XBallPoint" (XBCrystalPoint is currently used).

There is enum type in r3bdata/R3BDetectorList.h, but it is used for counting how many points in each detector an MC track has, and not for storing together with simulated hits.

fDetectorID is meant to be sub-system internal, and it looks like, in case of XBall, it is the Volume ID. This number changes, depending on the order you add your detectors to the simulation run in the macro. It is better to use R3BXBallPoint.fCrystalType (1,2,3,4) and .fCrystalNb (running index, I suppose).

Best regards,
Dima