Sorry, my fault. The branch is indeed TraPoint. I assume the tracker is the SSD Detectors surrounding the target (which is called "TRACKER" when I include it in the r3bsim.C file)?

I have another question about the classes "XBallPoint" & "XBallCrystalHitSim". It seems that "XBallPoint" includes all the particles passing XB, including a lot of electrons. But what is with "R3BXBallCrystalHitSim"? It includes much less particles and seems to get rid of all the electrons. How is this done? Is there a cutoff (additional to the one for Geant)? And is the energy of the electrons summed to the energy of the other particles?