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Subject: Re: How to get a volume path by id's  
Posted by [Tobias Stockmanns](#) on Wed, 20 Feb 2008 07:42:04 GMT  
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Hi Ralf,

you are right. I have introduced the additional string in PndMvdMCPoint to store the (encoded) full path of a detector hit. Another way to get the volume which was hit is by the function `geoManager->FindNode(x,y,z)`.

Take the `pos` and `posOut` position and calculate the mean of these two . With this position you can use `FindNode` to give you the node of your volume.

Cheers,

Tobias

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