Hi Ralf,

when creating dch geometry, I use the Pandaroot libraries in the macro (and thus have access to the CBMGeom manager and media definitions). I create the media in the macro in order to use them there. Their names are stored in the final geometry file, but not the definitions. So each volume has the information from which material it is built, but you have to make sure later on in the program (when loading the geometry), that the material is created there as well (at least I guess so).

ola