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Subject: Increase bits for storage dch points in the track  
Posted by [Arkadiusz Bubak](#) on Fri, 14 Mar 2008 13:27:26 GMT  
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Dear All

Could anybody to increase the number of bits in CbmMCTrack for storage of number of points for DCH detector (I am allowed to make no changes in mcstack directory). Currently only 4 bits are available. It allows to store only 15 points. For DCH tracks this number is to small. I don't ask about a lot :). Only 2 bits more will be enough. It will allow to store 63 points (I need place for number 46).

The DCH detector is first in bitvector representing the number of MCPoints in the track. There is still place for increasing this number for DCH crowd.

- \*\* xxx: Bit 0 - 3
- \*\* xxx: Bit 4 - 7
- \*\* xxx: Bit .....
- \*\* DCH: Bit 12 - 15 ---> 10 - 15
- \*\* EMC: Bit 16 - 19
- \*\* STT: Bit 20 - 23

```
Int_t GetDchPoints() const { return ( (fPoints & (15 << 12) ) >> 12 ); }
```

to:

```
Int_t GetDchPoints() const { return ( (fPoints & (63 << 10) ) >> 10 ); }
```

and the same for SetDchPoints.

Thanks in advance  
Arek

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