
Subject: Question about emc crystal numbering

Posted by [Jens Sören Lange](#) on Tue, 28 Jul 2009 13:59:34 GMT

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Hi all,

2 questions concerning emc crystal numbering.

Question #1:

in trunk/emc/EmcData/PndEmcHit.h

```
Short_t GetCrystal() const { return (fDetectorID%10000)    ;}
```

the crystal is the smallest unit (and not e.g. the "module"),
so is the factor 10000 really correct here?
(or should it just return fDetectorID ?)

in other words, like this it only returns 1-digit "1, 2, ..."
for fired crystal numbers and not 5-digit numbers.

Question #2:

when investigating fDetectorID (e.g. for the E=1 GeV photons
from sim_emc.C using hit_analys.C) it turns out that it has
has positive and _negative_ 5-digit integer detector numbers.

Any idea why negative?

cheers, Soeren