



```
class CALICERawCalorimeterHitImpl : public EVENT::CALICERawCalorimeterHit , public AccessChecked {
public:
    /** Default constructor, initializes values to 0.
    */
    CALICERawCalorimeterHitImpl() ;

    /// Destructor.
    virtual ~CALICERawCalorimeterHitImpl() ;

    virtual int id() const { return simpleUID() ; }

    /** Returns the detector specific (geometrical) cell id.
    */
    virtual int getCellID0() const ;

    /** Returns the second detector specific (geometrical) cell id. Optional, check/set
    * flag(LCIO::RCHBIT_ID1)==1.
    */
    virtual int getCellID1() const ;

    /** Returns the readout frame number */
    virtual int getCycleID() const ;

    /** Returns the bunch crossing id. */
    virtual unsigned short int getBCID() const ;

    /** Returns the gain/trigger bits */
    virtual unsigned char getBits() const ;

    /** Returns the digital outputs (ADC or TDC). */
    virtual unsigned short int getDigitalOut1() const ;
    virtual unsigned short int getDigitalOut2() const ;

    /** Returns an external time stamp for the hit. Optional, check/set
    * flag(LCIO::RCHBIT_TIME)==1.*/
    virtual int getTimeStamp() const ;
```

- ▶ Dedicated “lighter” objects (unsigned short int.. instead of int)
- ▶ New:
 - CycleID
 - BCID (or timestamp 1)
 - DigitalOutputs 1 and 2
 - Bits
 - SCA (mem cell)
- ▶ We keep:
 - CellID (for all geometric information)
- ▶ Possible variation: we keep the option of having an external TimeStamp (TLU, for example)
 - Header ? (current options are 32bits)
- ▶ Extra information as slow control data (current readings, temperature readings etc)
 - should be stored in the headers ?