```
GateHit  ←  GateCrystalHit
              GatePulse

GateHitsCollection :  ←  GateCrystalHitsCollection
GateTHitsCollection       (from G4THitsCollection)

                          GatePulseList

GateVHitsProcessor  ←  HitConvertor
                       VpulseProcessor (<-Adder)

GateHitsProcessorChain  ←  ProcessorPulseChain
```

| | | |
|---|---|---|
| GateHit | **GateCrystalHit** | |
| | GatePulse | |
| GateTHitsCollection | **G4THitsCollection** | |
| | PulseList (:vector) | |
| GateVHitsProcessor | **GateVPulseProcessor** | → PulseAdder |
| | HitCovertor | |
| GateHitsProcessorMessenger | | → PulseAdderMessenger |
| GateHitsProcessorChain | GatePulseProcessorChain | |
| GateHitsProcessorChain Messenger | GatePulseProcessorChain Messenger | |

# To Do

- GateHitGND
  - Add variables and methods from GatePulse
- GateTHitsCollection
  - Keep as a template class ?
  - Add methods from GatePulseList
- GateVHitsProcessorGND (DigitizerModule??)
  - Use of vectors and iterators ? (homogenity with other classes ?)
  - Add HitConvertor methods
  - ProcessHitsCollection() vs. ProcessOneHit(). Keep both or merge ?
  - Adapt this class to 32 real classes or other way around ? (pros and cons)
- GateHitsProcessorGNDMessanger

# To Do

- GateHitsProcessorChain and Messenger
  - Adapt the messenger
  - Maybe change the name ? GateDigitizeModulesList ?
  - In the messenger : all chain names

# To Do

- GateDigitizer
  - merge some classes ? (FindHitsCollection, StoreHitsCollection?)
  - Aliases ?
  - Digitize() and DigitizePulses()
  - Clean methods and variables
- Gate.cc
  - Processor Chain «Singles » is defined in Gate.cc. Why ???

# To Do

- GateAdderGND

  – Move methods for centroid and enenrgy winner from GateHitGND

  – Think of compatibility with CC adder class (and maybe some other clases)

- GateAdderGNDMessanger