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Access geometry information

Access B field value

```
#include "DD4hep/LCDD.h"
#include "DD4hep/DD4hepUnits.h"

DD4hep::Geometry::LCDD& lcdd = DD4hep::Geometry::LCDD::getInstance();
const double position[3]={0,0,0}; // position to calculate magnetic field at (the origin in this
double bField[3]={0,0,0};
lcdd.field().magneticField(position,bField);
_Bz = bField[2]/dd4hep::tesla;
```

Access subdetector/layer/module ID given a hit collection

```
#include <UTIL/CellIDDecoder.h>

CellIDDecoder<SimTrackerHit> cellid_decoder( hitCol );
for(int i=0; i<nhits; i++){
    SimTrackerHit *hit =dynamic_cast <SimTrackerHit*>( hitCol->getElementAt(i) );
    int subdetectorID = cellid_decoder( hit )["subdet"];
    int layerID = cellid_decoder( hit )["layer"];
    int moduleID = cellid_decoder( hit )["module"];
}
```

-- RosaSimoniello - 2015-10-19

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