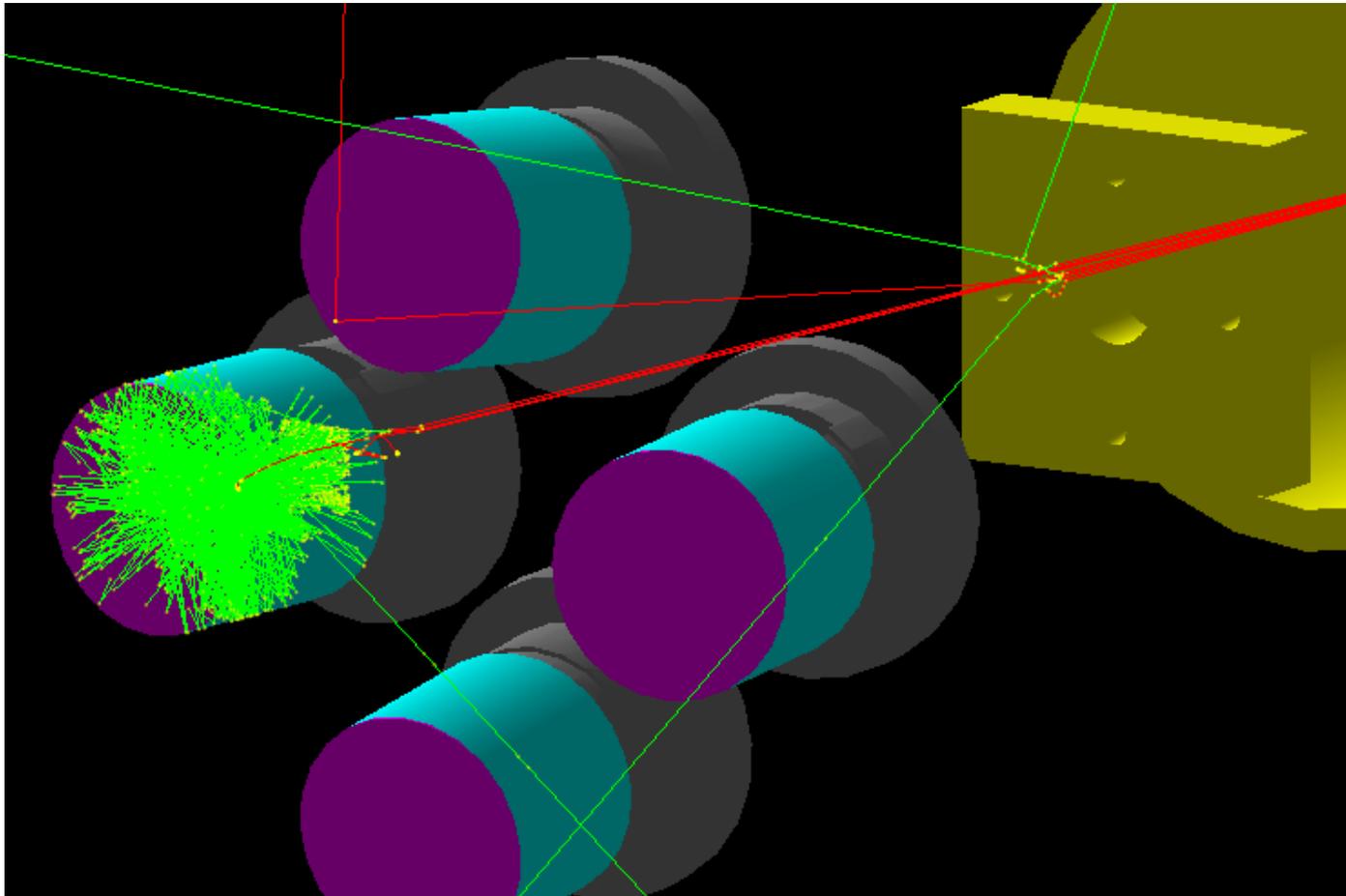
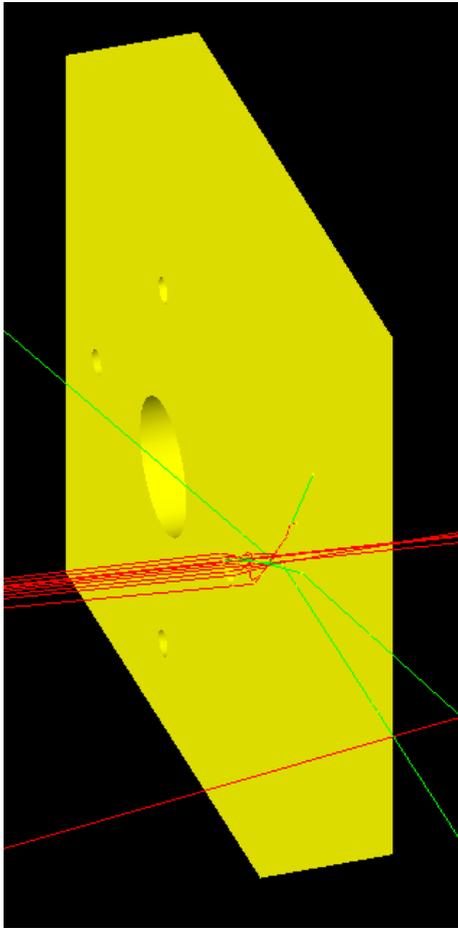


Simulation Update

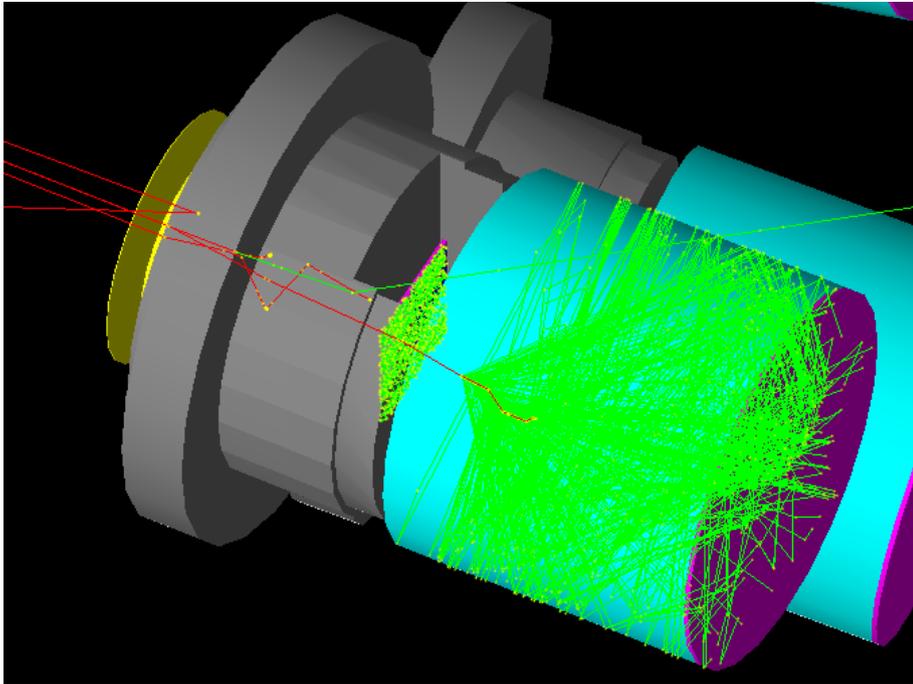


Aluminium Baffle/Collimator



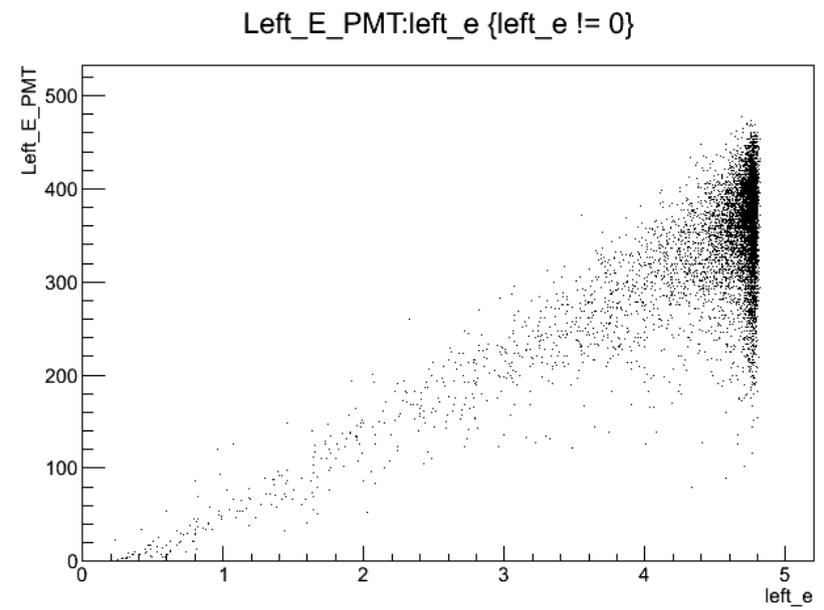
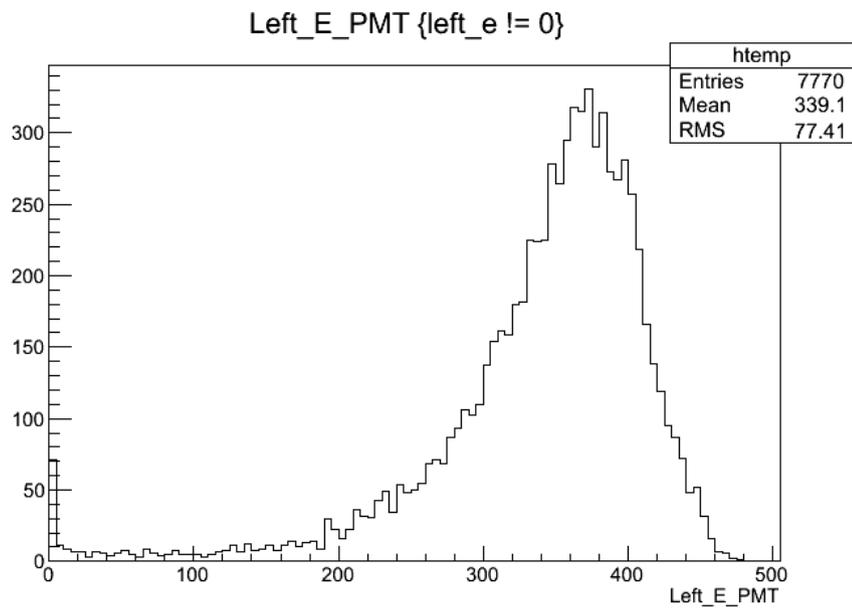
- Doesn't have beveled corners yet.
- Average acceptance ~3 degrees in each direction.

“PMT” Hits



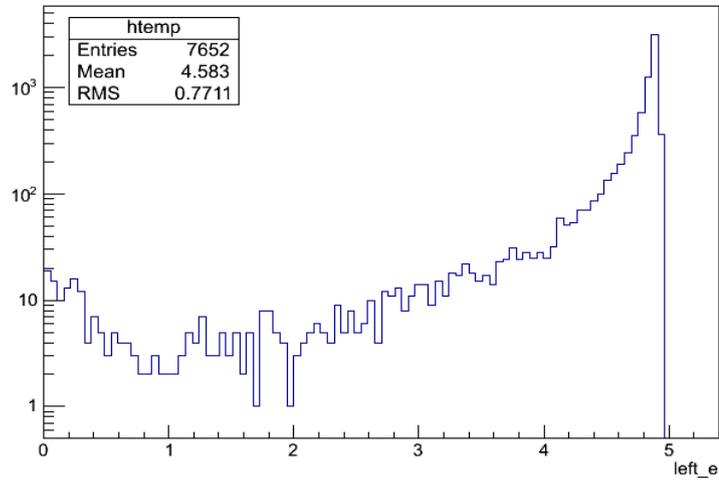
- Shown here with just Cerenkov
- Does both Cerenkov and Scintillation (no Birk's Law yet) tracking.
- Handles optics at Scintillator-Air interfaces and at “Photocathode” (just a piece of Cs covering the end).
- VERY Computationally expensive (~50 k tracks per “hit”) at 3 seconds per event.

Cerenkov Photons

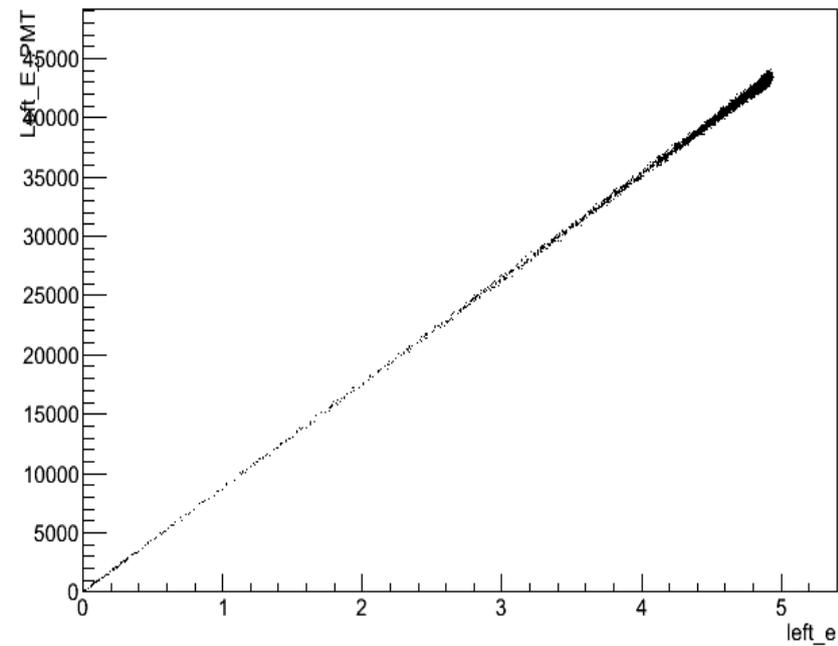


Scintillation Photons

left_e {left_e != 0}



Left_E_PMT:left_e {left_e != 0}



Left_E_PMT {left_e != 0}

