

Simulation and Digitisation

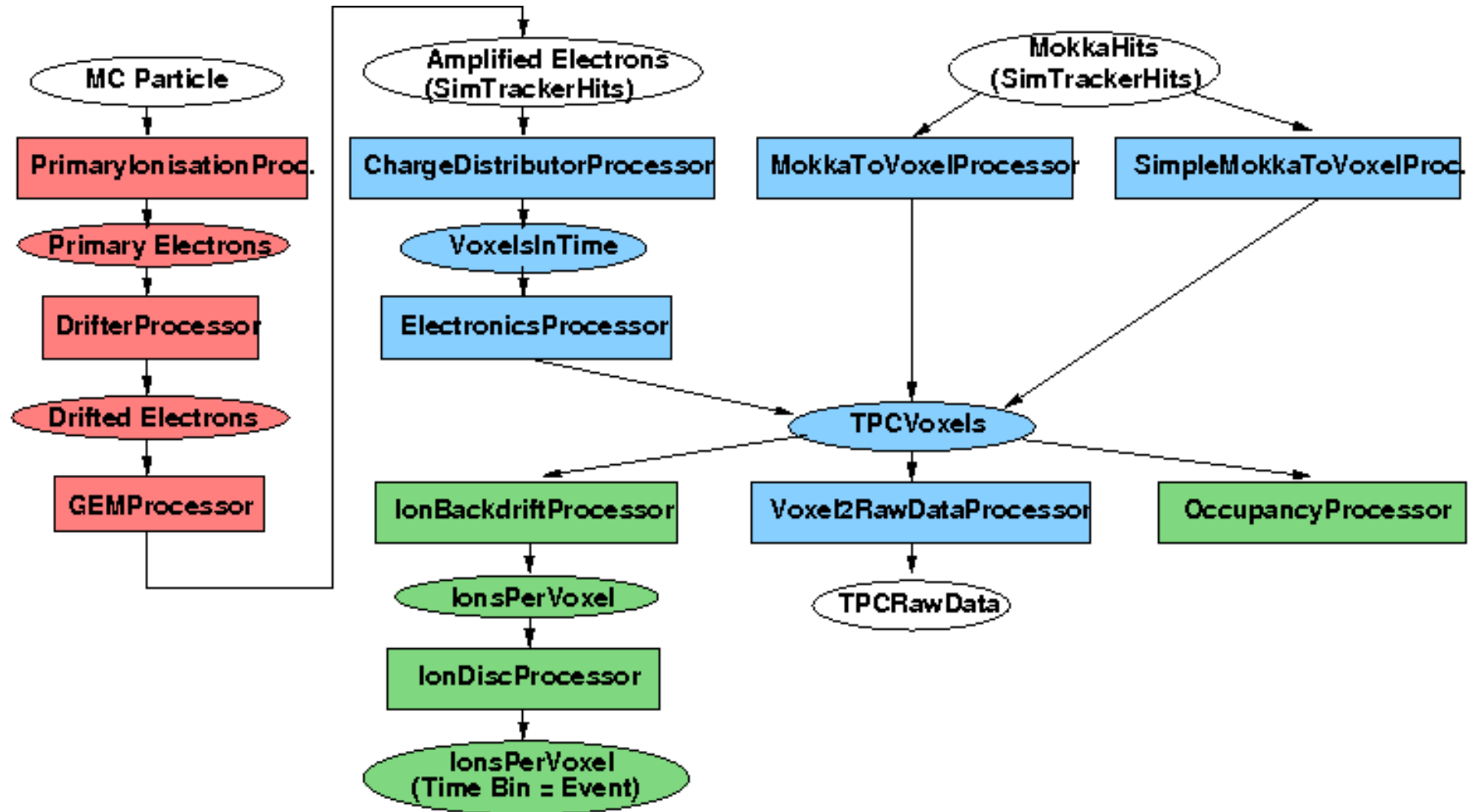
Status report on the simulation and
digitisation in MarlinTPC

Thorsten Krautscheid

University of Bonn

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Structure of simulation/digitisation



what's new:

new container class
TPCVoxel:

- *EVENT::LCGenericObject*
- stores charge in e^- numbers
- binning in x,y plane by pad layout (fixed)
- binning in z by time (arbitrary)

new interface class
VoxelTPC:

- maps charge in *TPCVoxels*
- transversal smearing (x,y plane)
- longitudinal smearing (time)

done:

- *TPCVoxel* finished
- *VoxelTPC* with functions to fill/delete *TPCVoxels*
- transversal smearing for *gear::RectangularPadLayout*

to do:

- smearing for *gear::FixedPadSizeDiscLayout*
- smearing in z (longitudinal diffusion)
- implementation of *VoxelTPC* in all processors