

# Backgrounds in FastSim

- Measure backgrounds externally, and apply them during FastSim
  - merge with generated track hits, clusters, ...
- TParticles from FullSim (beamstrahlung, ...)
  - photons + high-P charged particles
- Neutron energy deposition from FullSim
  - pseudo-particle, need response function for Emc, Ifr
- Random hits in tracking chamber
  - Fluence from FullSim (pairs, Touschek) + lab (noise)
- PID backgrounds?