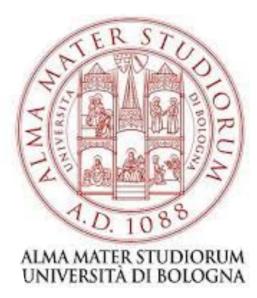


#### Matteo Franchini





## SHOE



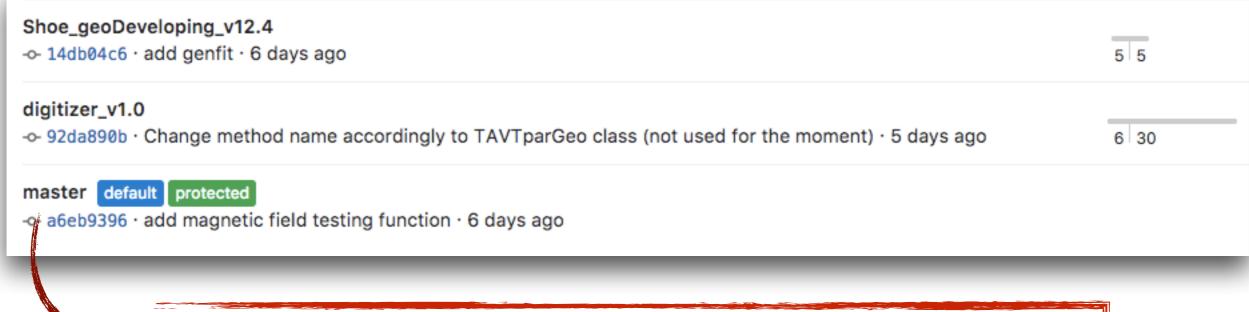








Currently 3 branch projects:





Main and official version with the most stable and tested code.

### SHOE



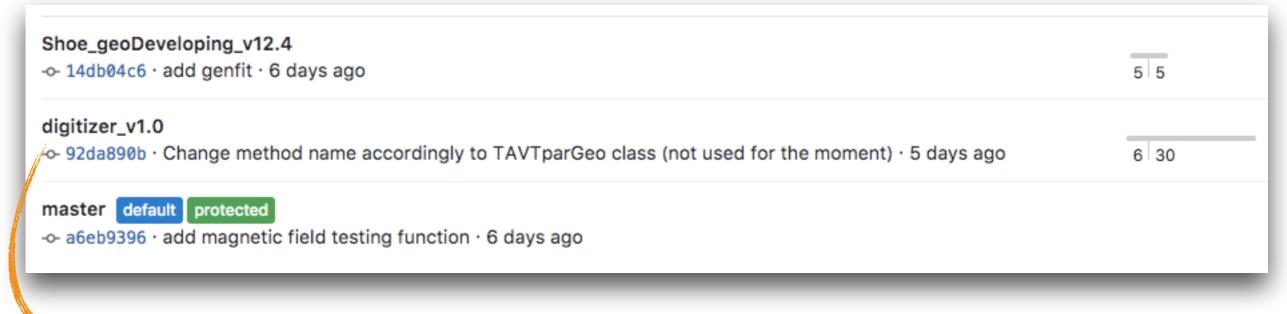






http://arpg-serv.ing2.uniroma1.it/twiki/bin/view/Main/FOOTReconstruction

Currently 3 branch projects:





Developing the digitisation and clustering for the vertex detector.

Christian Finck will present his work on this.

### SHOE



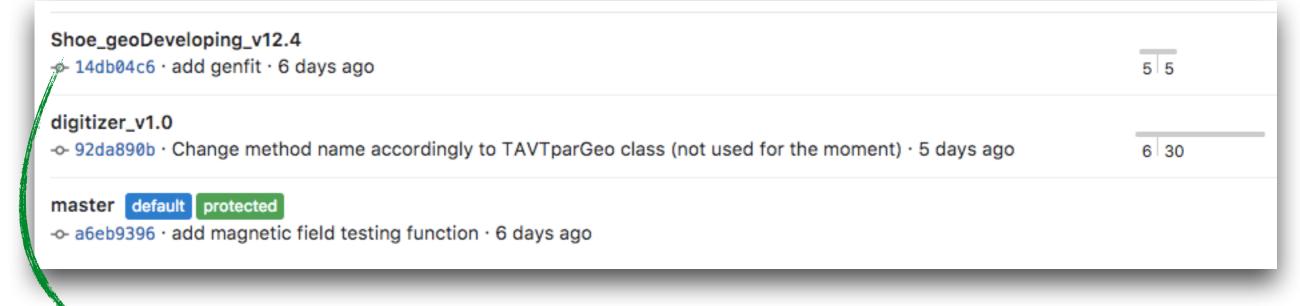






http://arpg-serv.ing2.uniroma1.it/twiki/bin/view/Main/FOOTReconstruction

Currently 3 branch projects:





Developing a common interface and code between Simulation and Reconstruction to simulate the FOOT geometry.

Bologna & Milano teamwork.

# Geo Harmonisation

 Goal: reduce the probability of errors and mismatch in the geometry definition between simulation and reconstruction;

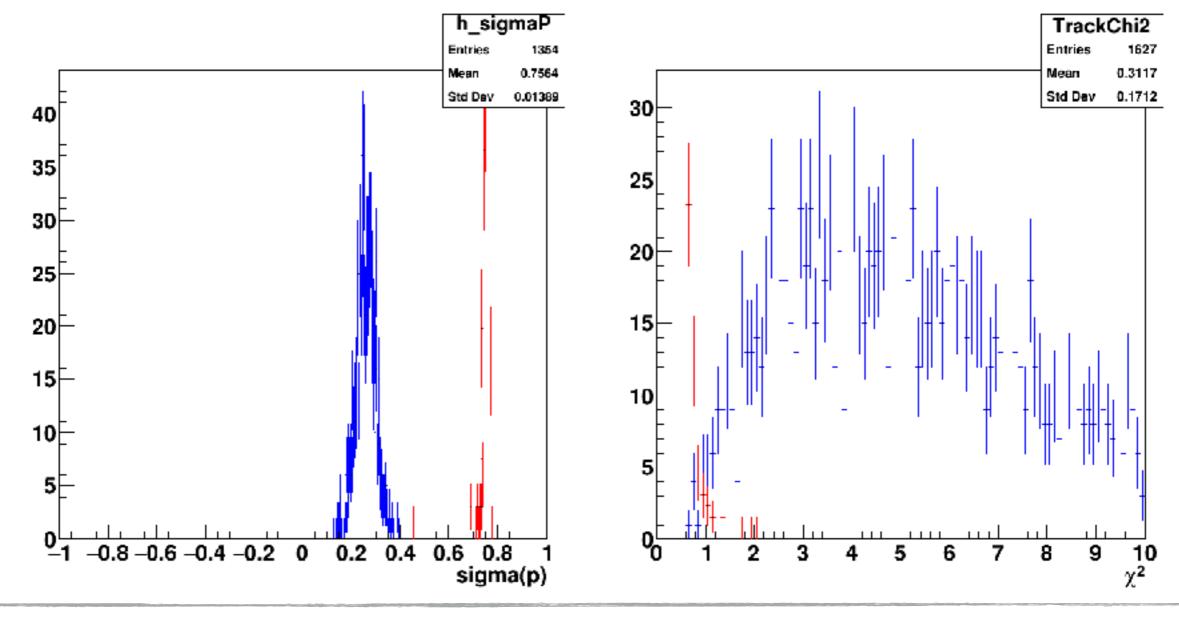


#### Strategy:

- Geometry described by SHOE objects;
- One for each part of the detector;
- SHOE object are able to generate the input parameter files needed by FLUKA (foot.geo, foot.inp, ecc...)
- Material simulation is included as well.

# Kalman Status

- Control plots comparison of different setup: Searching for basic optimisation.
- Example: with and without Microstrip detector hits.



# Keep going on III









