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# **GEANT4 SIMULATION REPORT**

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## NEWS

- > Added position and direction of photons reaching CH1 and CH2
- > Disabled borders between crystal and filter as Daniele's branch
  - Simulation faster than before
  - > Output files don't get totally corrupted, but some vectorial branches get corrupted

link to relative distances

Produced runs with electrons



# AVERAGE C/S IN SIPM: NO FILTER

> mu+ at 120 GeV,  $\sigma_{beam}$  = 0.25 cm, 100 events



# AVERAGE C/S IN SIPM: FILTER

> mu+ at 120 GeV,  $\sigma_{beam}$  = 0.25 cm, 100 events



# AVERAGE CH2/CH1 IN SIPM: NO FILTER

> mu+ at 120 GeV,  $\sigma_{\text{beam}} = 0.25$  cm, 1k events



# AVERAGE CH2/CH1 IN SIPM: FILTER

> mu+ at 120 GeV,  $\sigma_{\text{beam}} = 0.25$  cm, 100 events



# AVERAGE C/S IN SIPM: FILTER

ightarrow e+ at 10 GeV,  $\sigma_{\text{beam}}$  = 0.25 cm, 100 events



## AVERAGE CH2/CH1 IN SIPM: FILTER

ightarrow e+ at 10 GeV,  $\sigma_{\text{beam}}$  = 0.25 cm, 1k events

