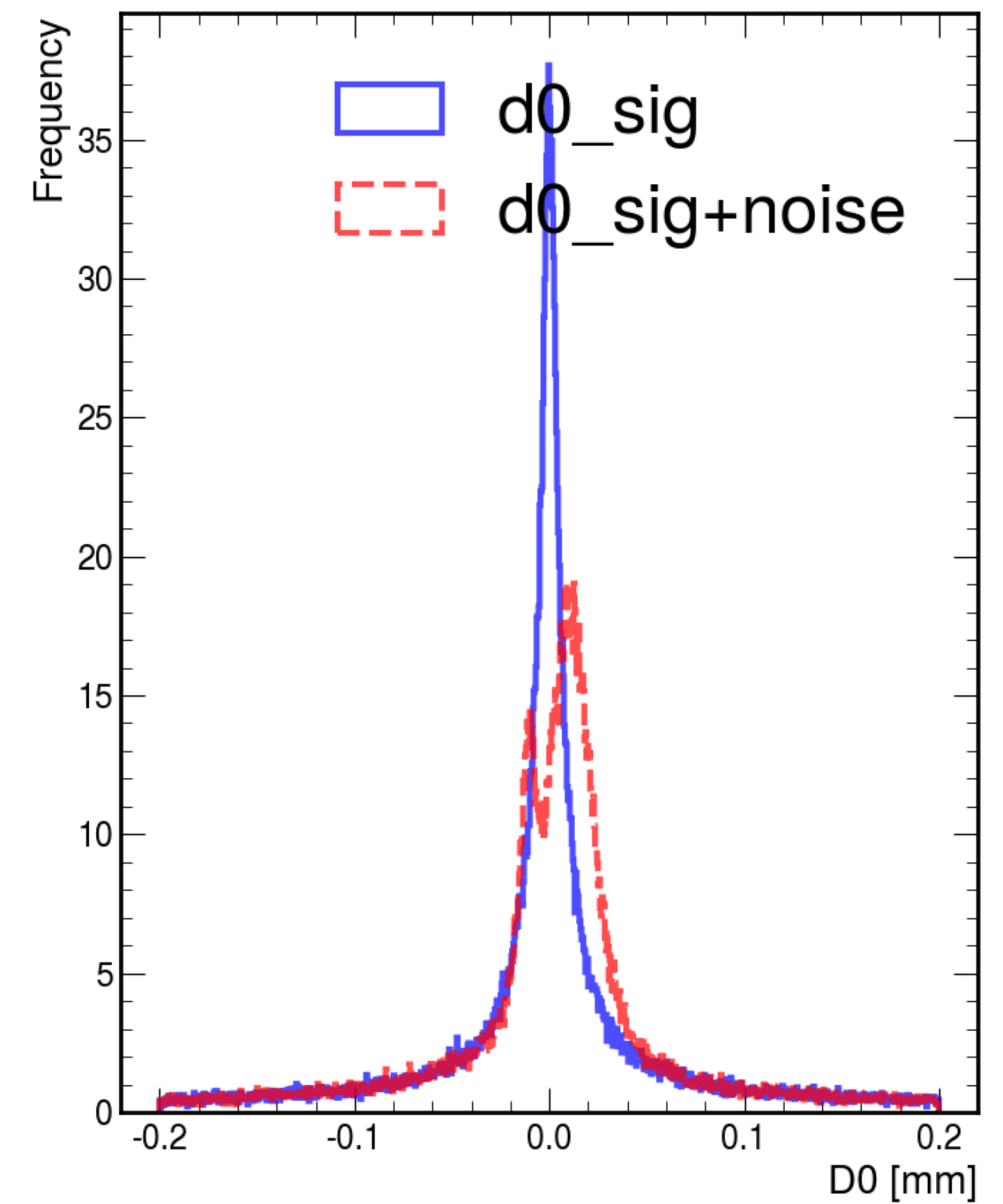
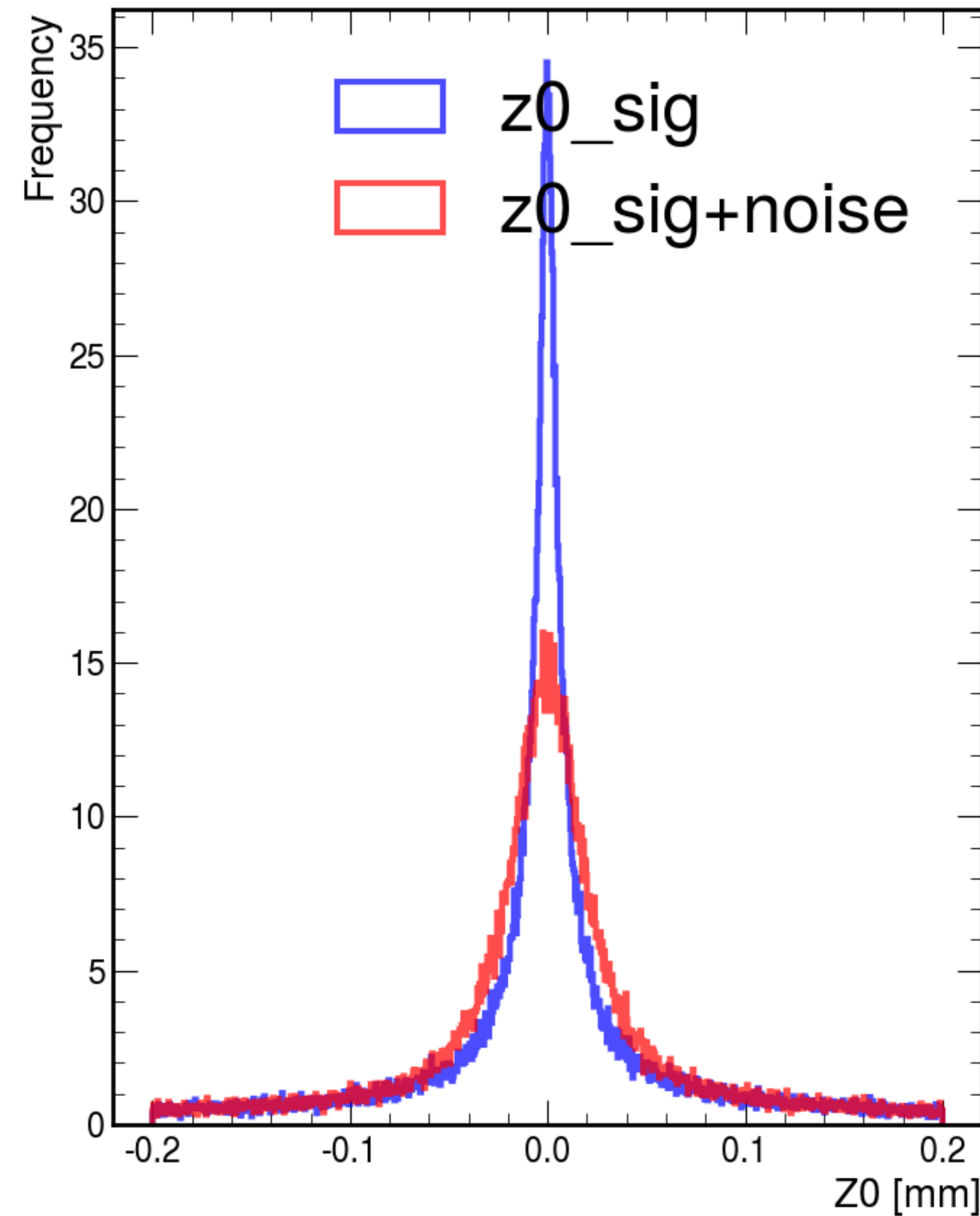
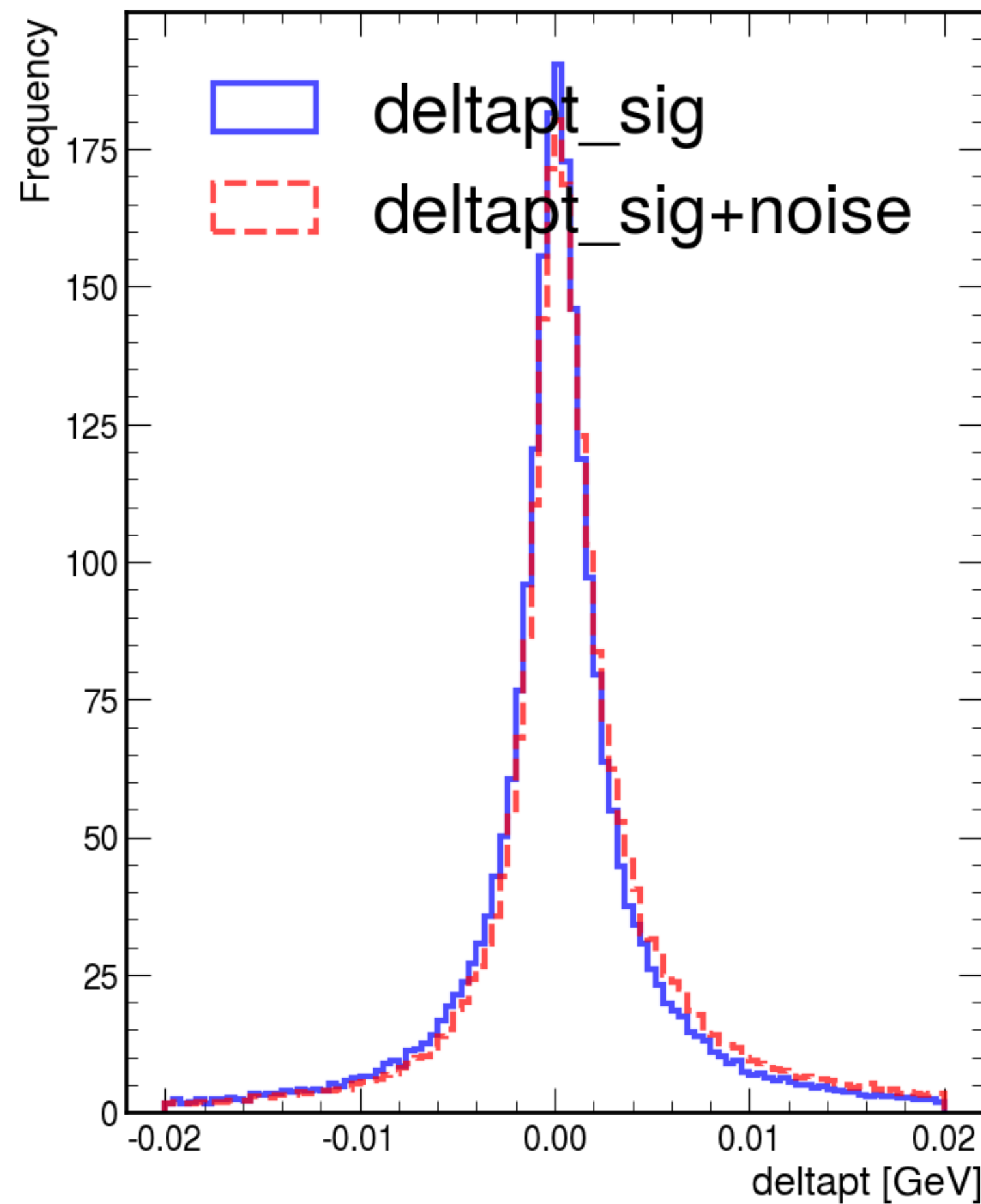
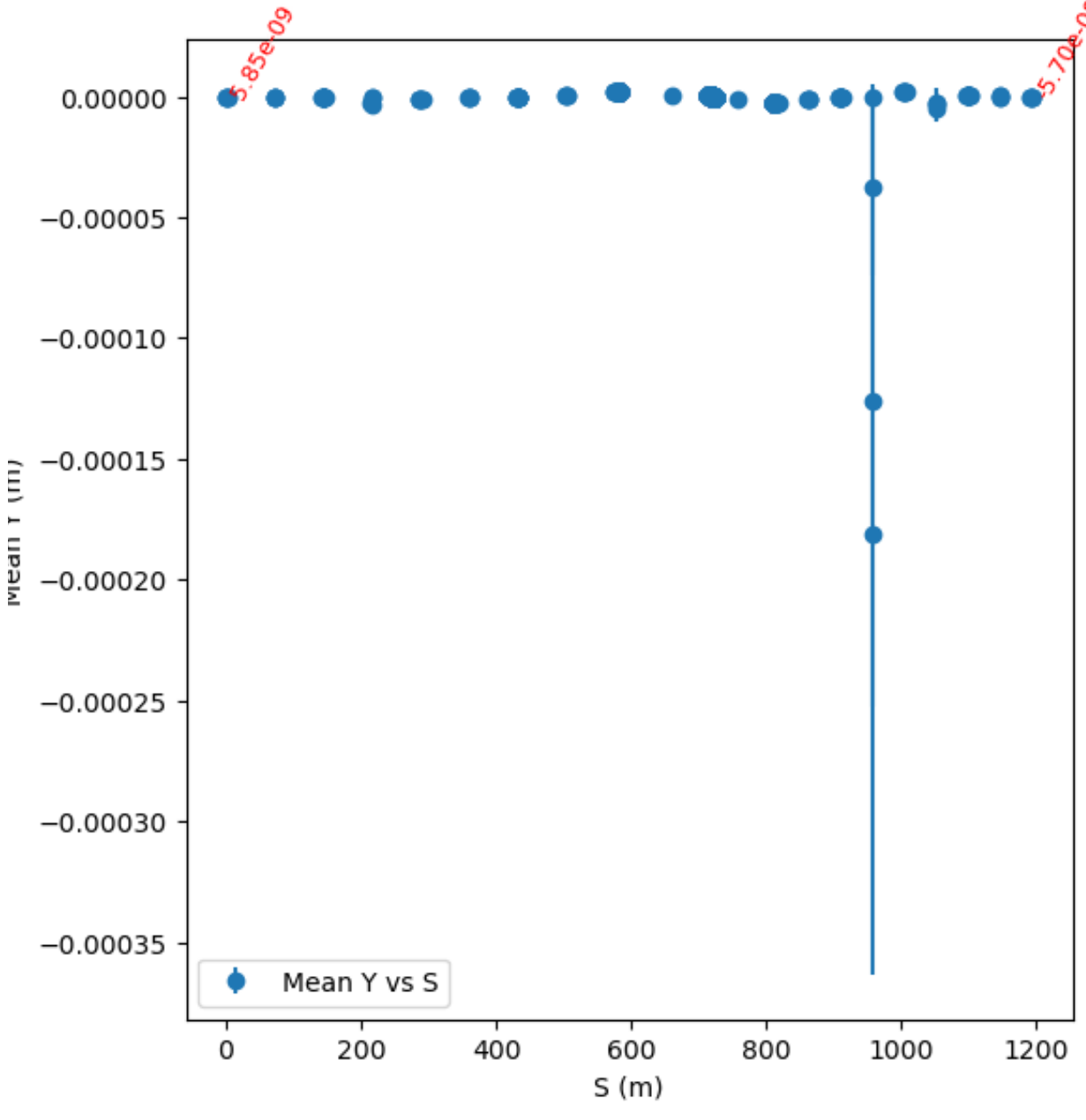
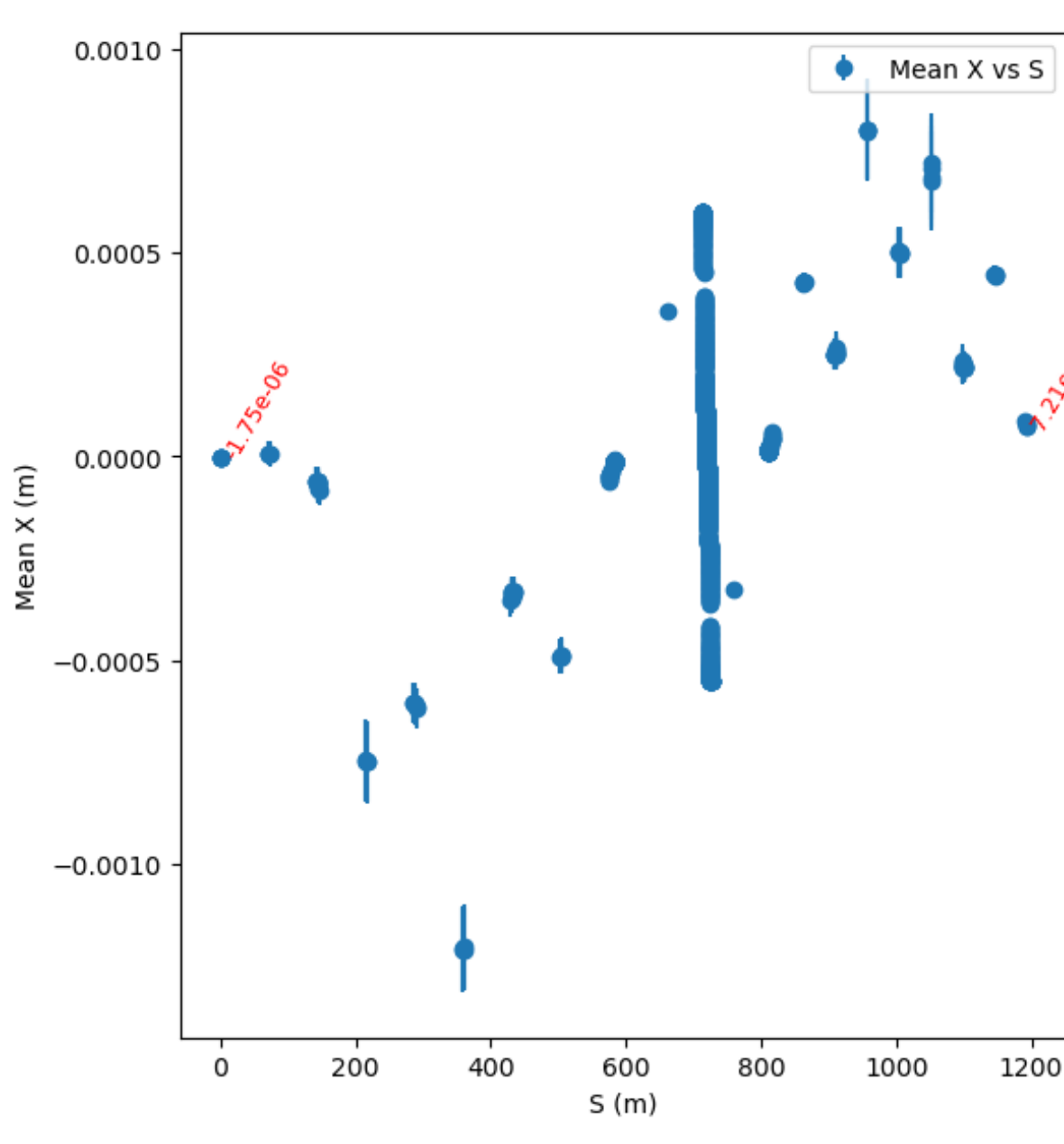
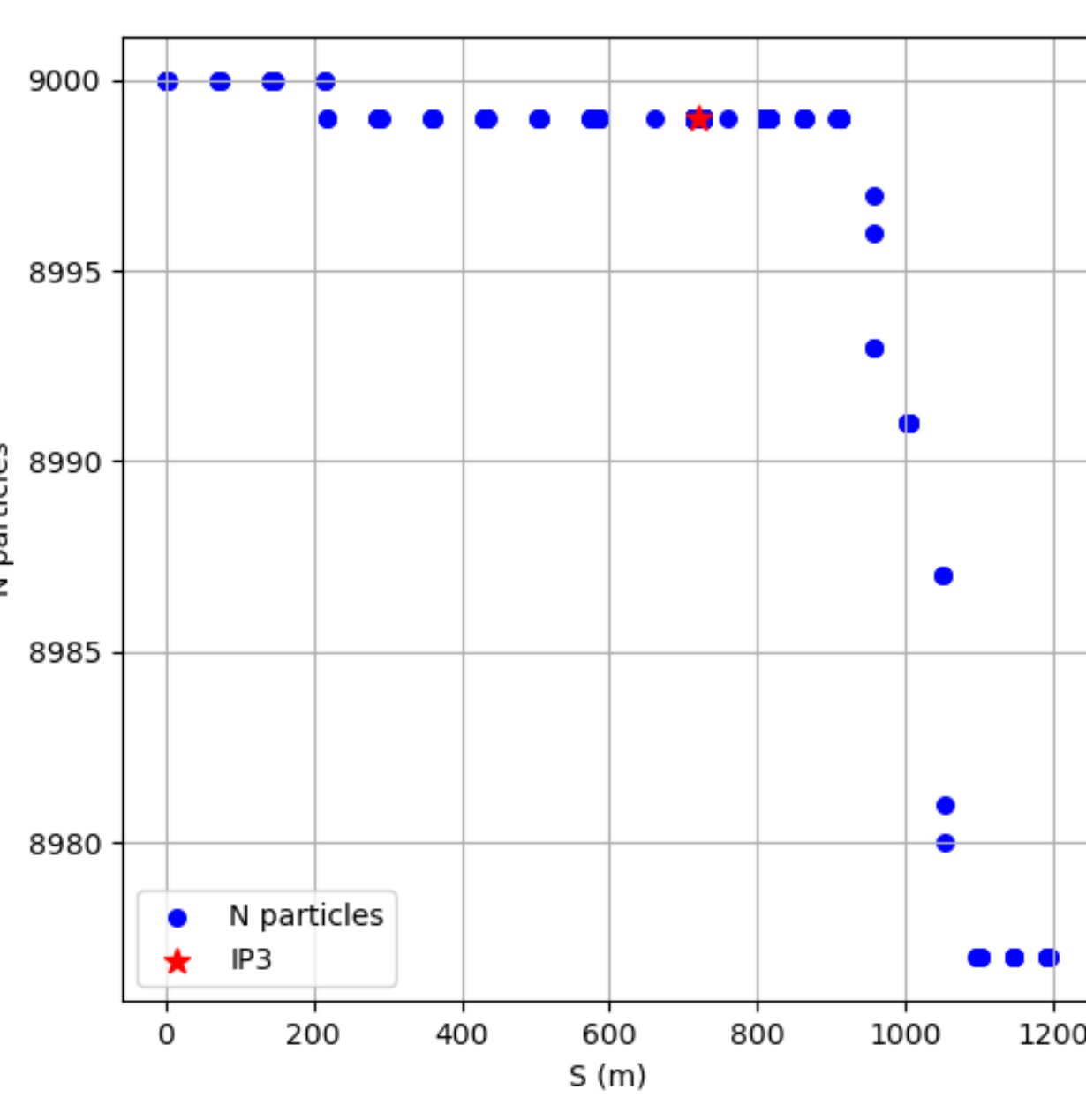
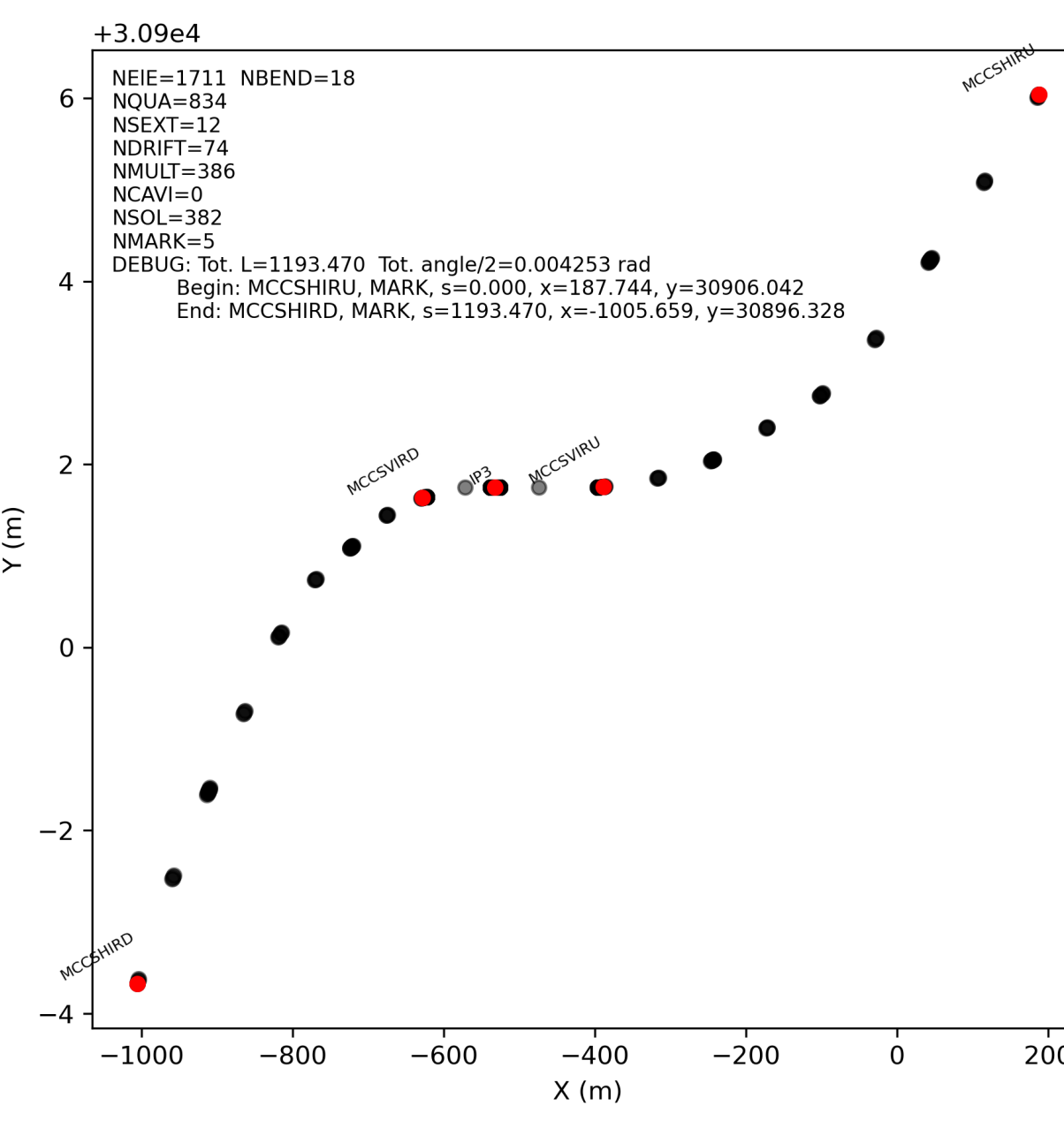
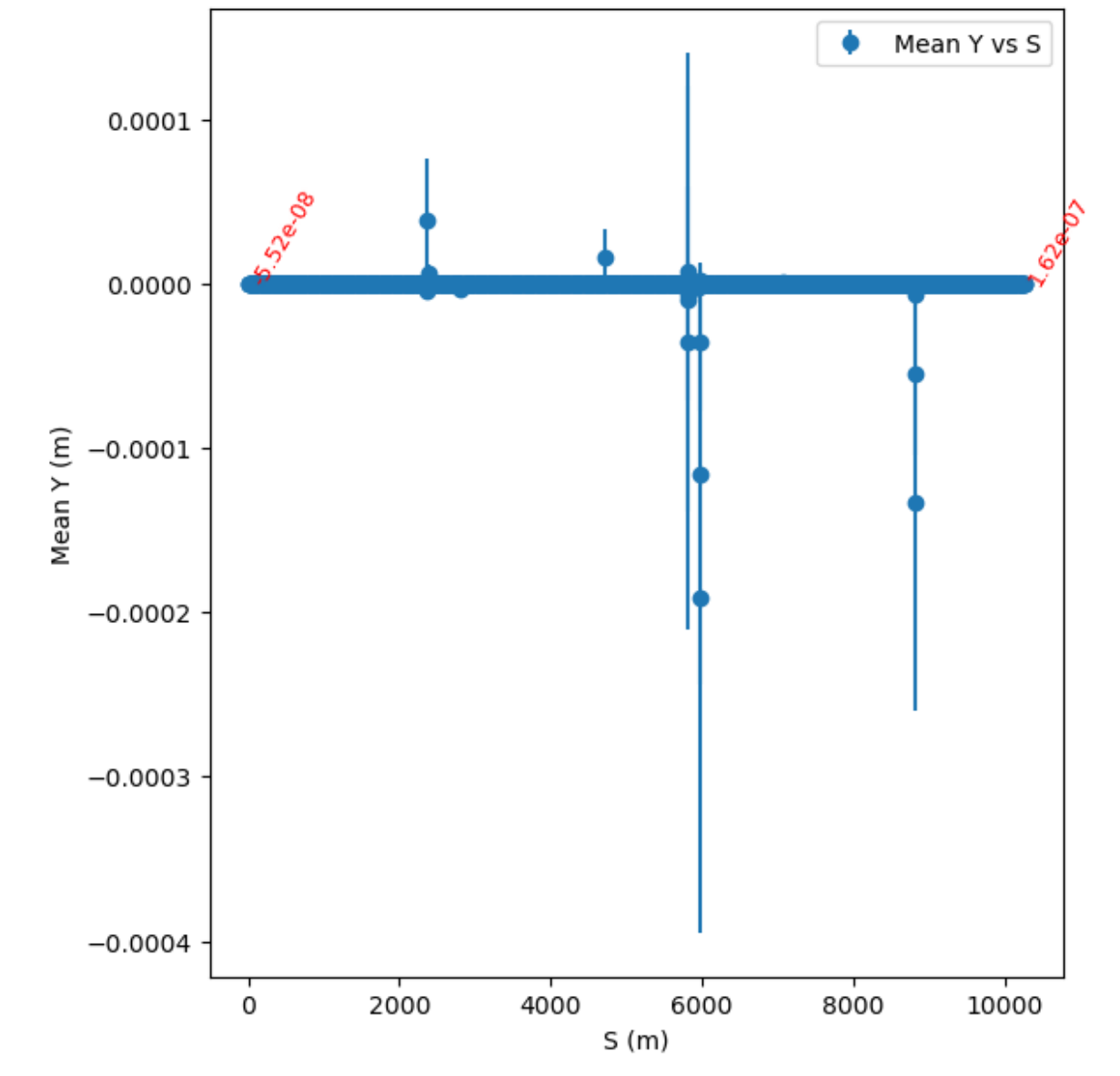
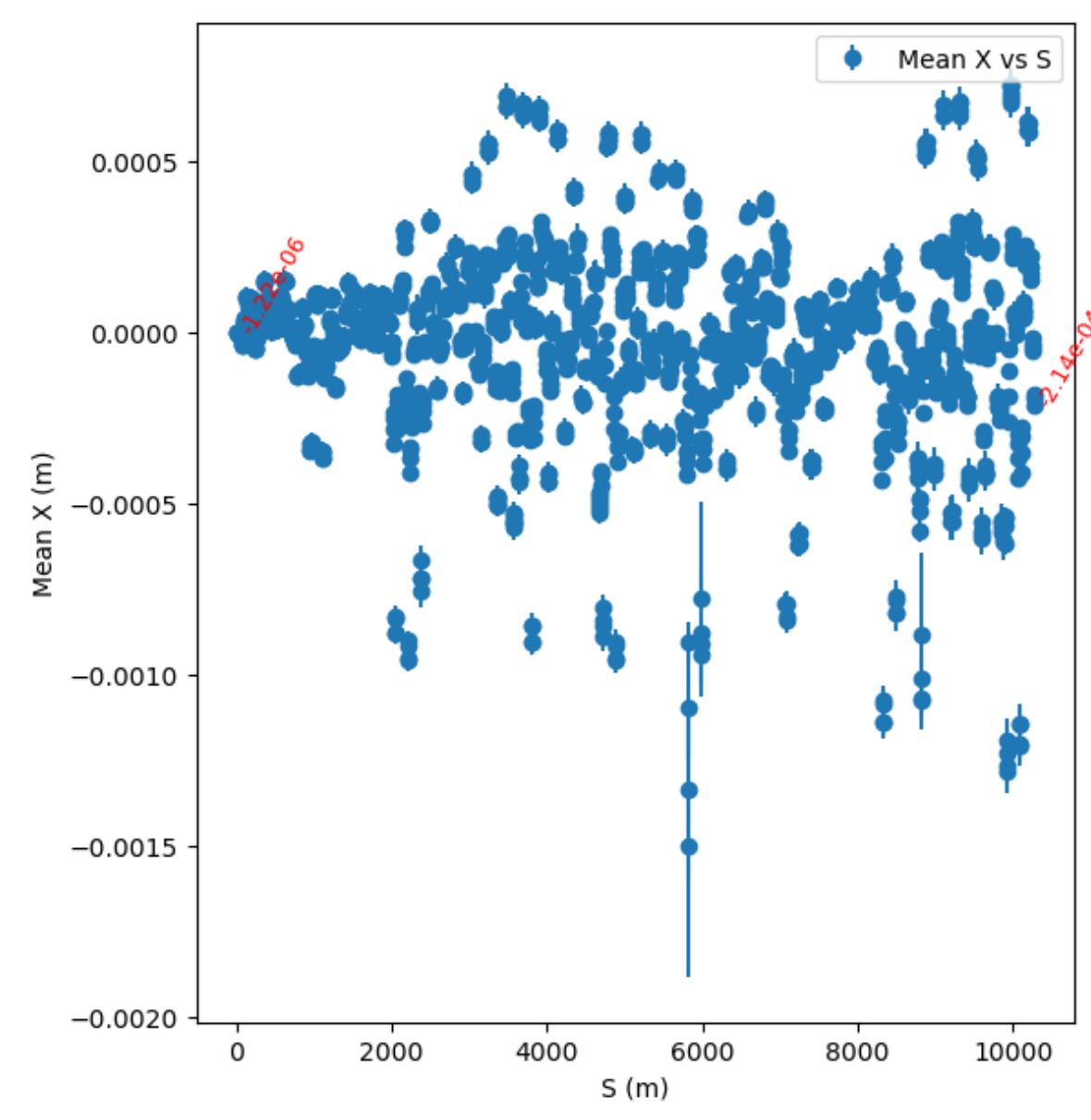
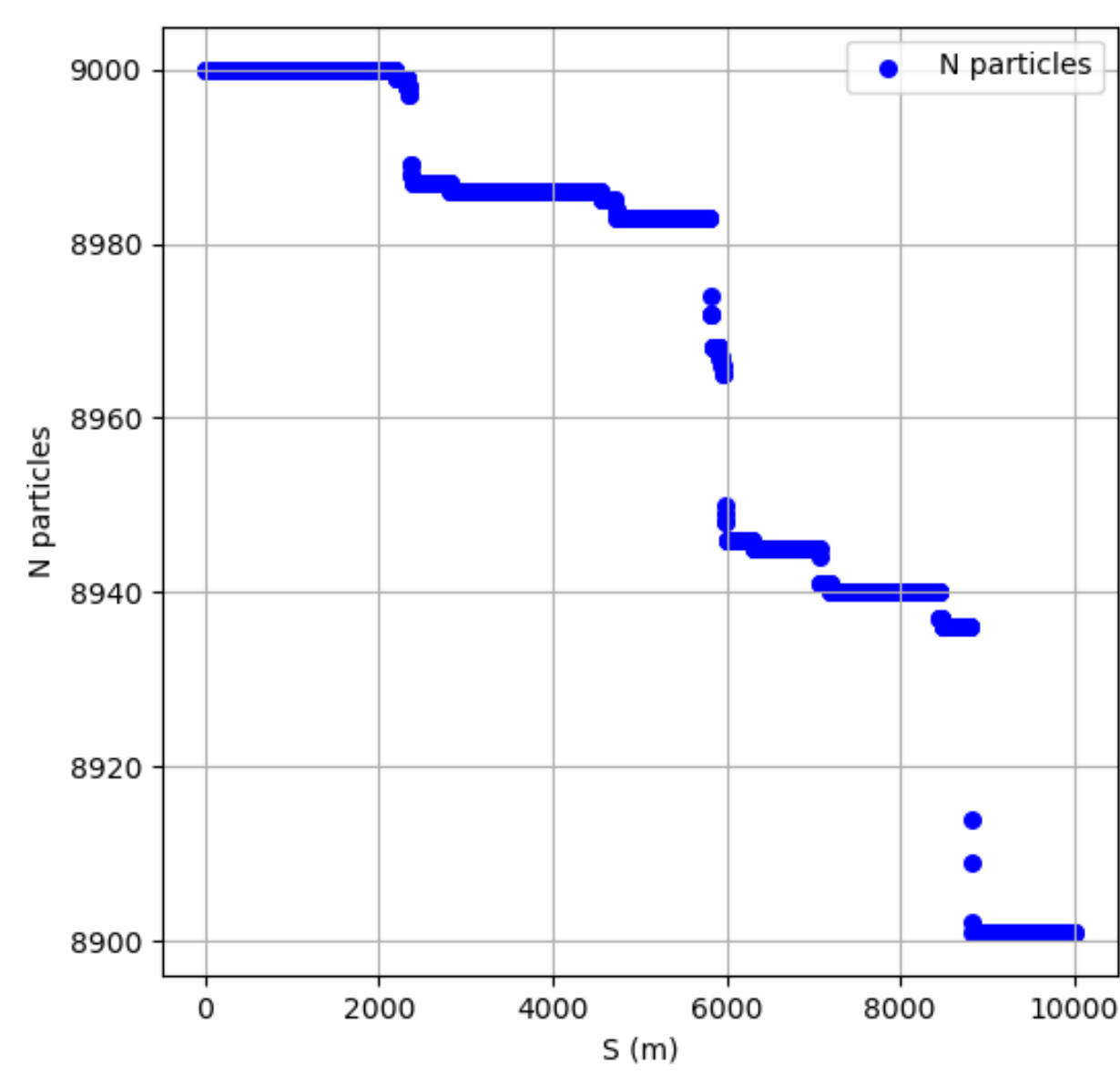
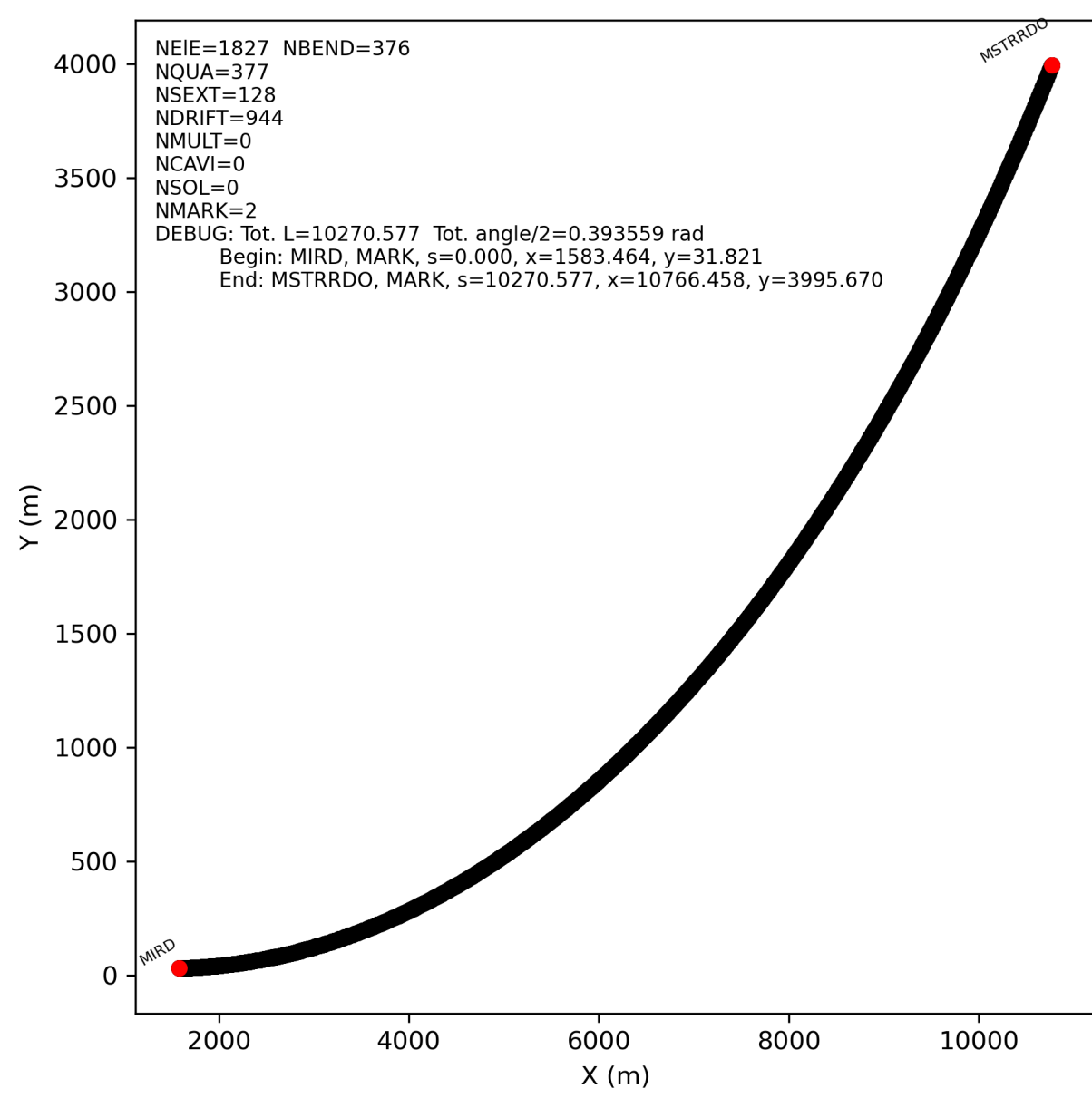


Tracking with Noise

- 10k ZH->mumubb events; Checking...



Optics Validation for BDSIM



- Noise settings
- Silicon
- Gas

```

61
62     Gaudi::Property<bool>                                m_appendNoise{this, "AppendRandomNoise", false};
63     // per cm^2 per readout window
64     Gaudi::Property<std::vector<float> > m_noiseLevels{this, "NoiseLevels", {0.005}};
65
66     Gaudi::Property<bool>                                m_appendAlignment{this, "AppendAlignment", false};
67     Gaudi::Property<int>                                  m_alignmentMode{this, "AlignmentMode", 0};
68     Gaudi::Property<std::vector<float> > m_misAlignments{this, "MisAlignments", {0.001}};
69
+   Gaudi::Property<bool>  m_addElectronics{this, "AddElectronicsNoise", false};
+   Gaudi::Property<bool>  m_addBackground{this, "AddBackground", true};
+   Gaudi::Property<float> m_threshold{this, "Threshold", 64000};
+   Gaudi::Property<float> m_noiseLevel{this, "NoiseLevel", 100};
+   Gaudi::Property<int>   m_nRowDivision{this, "RowDivision", 10};
+   Gaudi::Property<int>   m_bkgNumber{this, "BackgroundNumber", 5};
+   Gaudi::Property<float> m_resRPhi{this, "ResRPhi", 0.3};
+   Gaudi::Property<float> m_resZ    {this, "ResZ", 2.828};
+   double m_rminReadout;
+   double m_rmaxReadout;
+   double m_padHeight;
+   double m_padWidth;
+   double m_driftLength;
+   int     m_maxRow;

```