

# Commissioning detector simulation

- ▶ In 5th campaign neutron below 1 MeV were cut off
  - Run 5th campaign without the cut off **so far 1 event on my laptop, will try to run 5 us on kek farm**
  - Run 5th campaign without the cut off and with only dock space as sensitive volume **not yet at this point**
  - **~ 10 % of background coming from the cave**

mostly photons

▶ DE as function of number of chip

▶ Geometry implementation in basf2

straight forward “just” copy paste **do not know**

**yet how to visualize geometry with basf2**

