

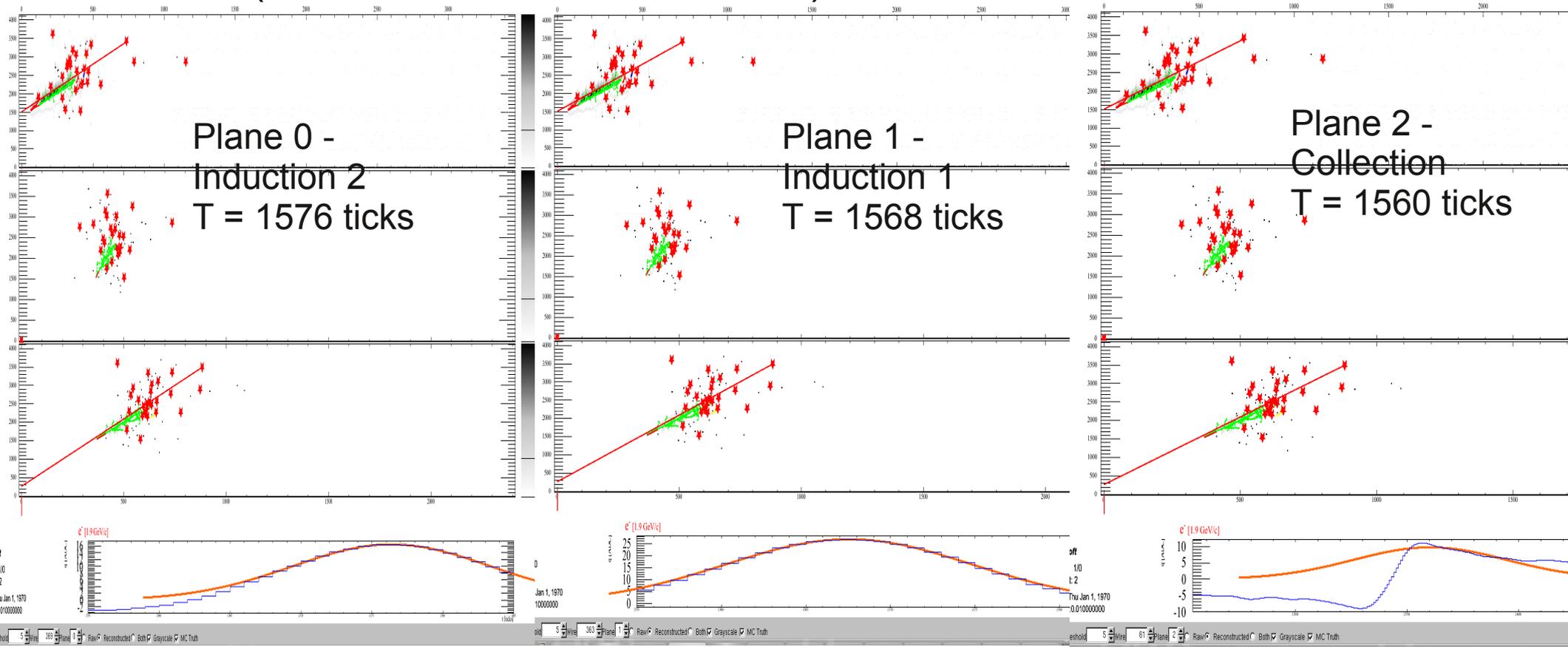
Arrival Time Problem

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- When working on uBooNE geometry MC it was discovered that the planes in the .gdml file were not ordered correctly.
- This has been fixed – thanks Mitch and Adam.

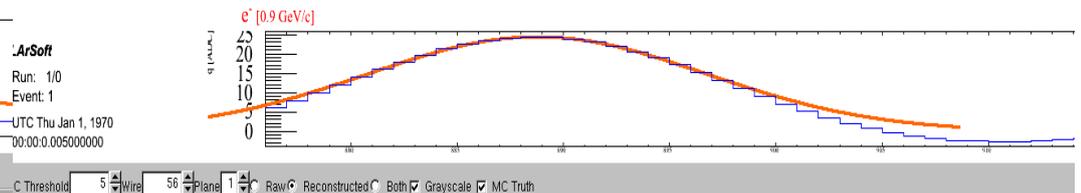
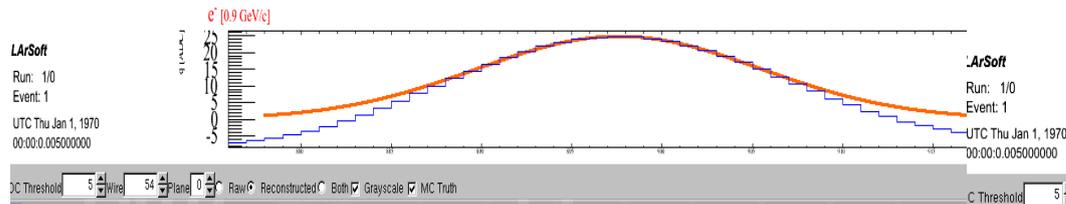
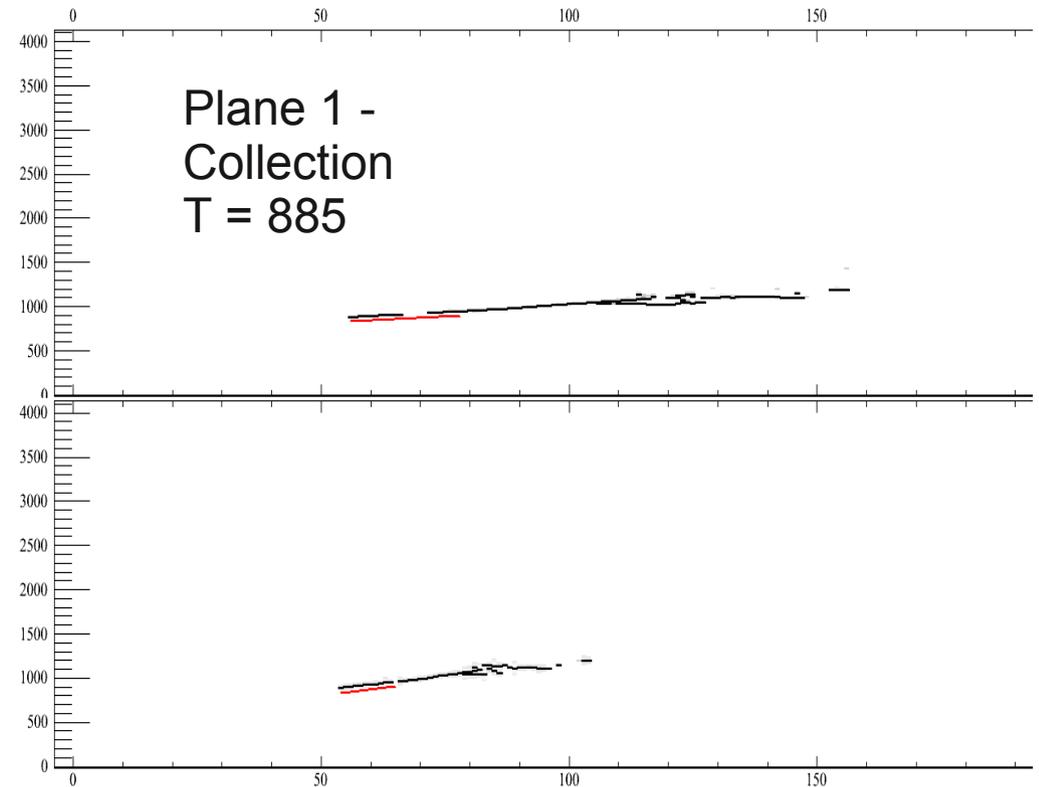
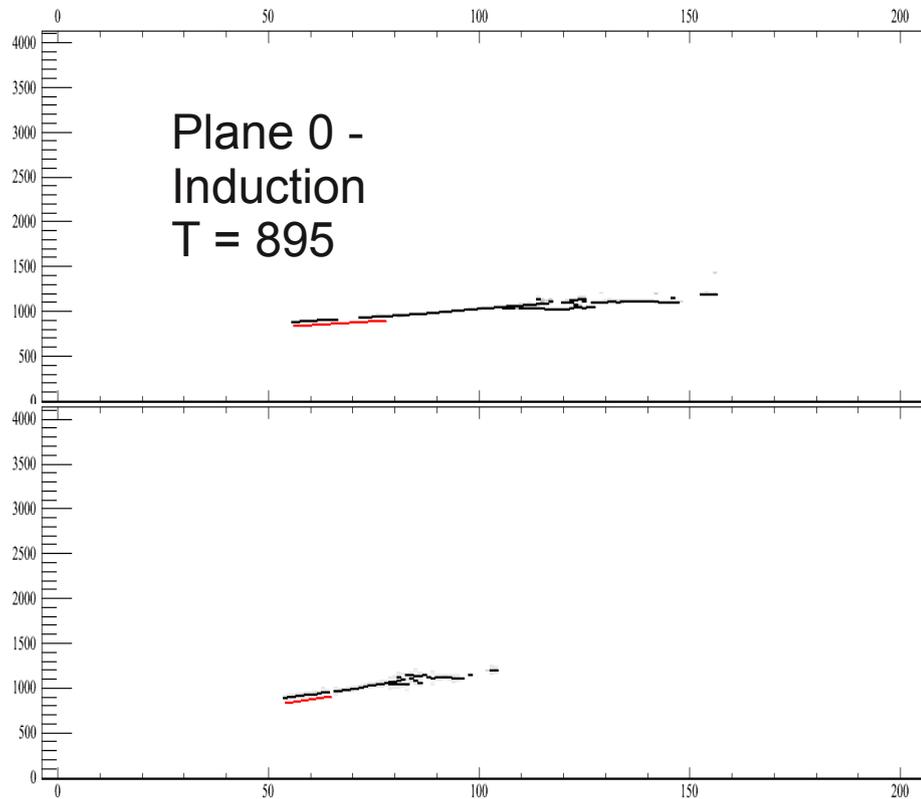
Timing problems

- The geometry the positions of the planes seem to be ordered ok. i.e. for uboone ind2 x =0.9, ind1=0.6, coll = 0.3 while for argoneut ind = -0.2, coll = -0.6,
- So one would expect the signal to arrive first at Ind2 – so the the t – coordinate of a given hit should be lowest for Ind2. This is not the case (for hits on wires from MC truth info):



Same for Argoneut

- Tried for ArgoNeut and this seems to give similar results (this is less tested)



Ideas?

- For data before the .gdml change the timing seemed to be ok. Don't know about the deconvolution
- Recheck with the latest changes.
- Will try to look into CalData and LarGeant4 to find the possible culprit?
- Hints welcome.