

## dunetpc - Bug #19945

### DUNEOpDetResponse/OpDetDigitizer incorrectly handles SimPhotonsLite

05/14/2018 06:14 PM - Jason Stock

<b>Status:</b>	Closed	<b>Start date:</b>	05/14/2018
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
<p>The current implementation of the OpDetResponse service and the Digitizer in dunetpc incorrectly directs SimPhotonsLite objects into a single OpChannel (chosen from the OpDetector's available OpChannels as random) instead of randomly distributing the N Photons from the SimPhotonsLite into the M channels. This behaviour can result in both an underestimation of our data rate, and an over estimation of our ophit magnitudes.</p>			

#### History

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**#1 - 05/15/2018 12:13 PM - Jason Stock**

- Status changed from New to Closed

**#2 - 05/15/2018 12:49 PM - Jason Stock**

- Priority changed from High to Low

This is handled in a slightly different way than I anticipated, but I believe correct. I am closing this while I look further into the code, and will reopen it if there is still an issue.