

Hit Energies in Layer 0



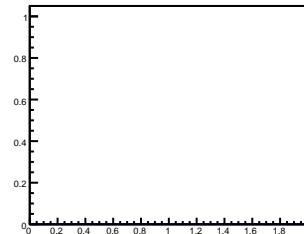
Hit Energies in Layer 1



Hit Energies in Layer 2



Hit Energies in Layer 3



Hit Energies in Layer 4



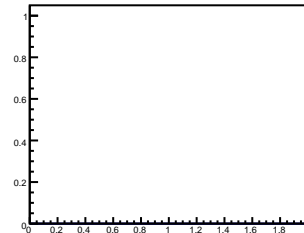
Hit Energies in Layer 5



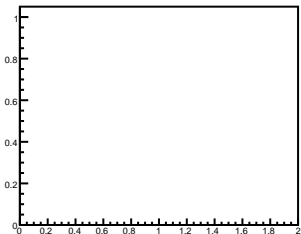
Hit Energies in Layer 6



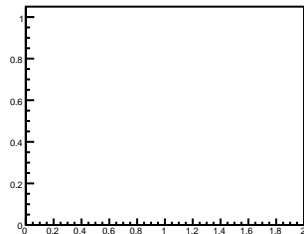
Hit Energies in Layer 7



Hit Energies in Layer 8



Hit Energies in Layer 9



```

env TILE_SIZE=10 N_LAYERS=10
SCINTILLATOR_THICKNESS=2.4
ABSORBER_THICKNESS=4
MOMENTUM=1 PARTICLE=mu-
NUMBER_OF_EVENTS=1000 ./run_submit.sh

```