LArSoft light signal simulation

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LArSoft light simulation: status

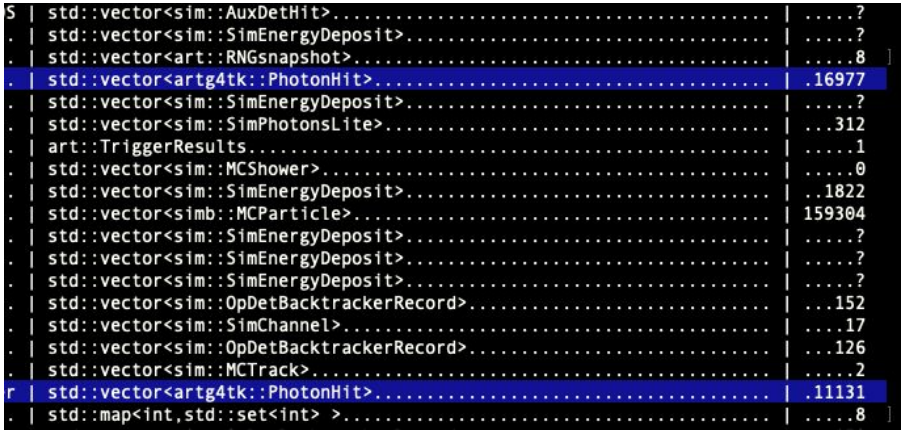
```
  if (track->GetProperTime() != 0)
  {
    return;
  }
  std::cout << "Particle with PDG " << pdgCode << std::endl;

  fParticleList.Add(fCurrentParticle.particle);

}
```

- Solved the issue with the trackIDs that was compromising the simulations.

LArSoft light simulation: status



- We are finally able to generate, propagate and detect Cherenkov photons.
- PhotonHit: object containing true information on the detected photons.

LArSoft light simulation: next steps

- Try to activate scintillation:
  - Check that we are able to choose between full and fast light simulation.
  - Check that when running full simulation we detect PhotonHits.