1) BBC

2a) BGEN 2b) READ\_G4BL

3) ABSPOLY

1) store material parameters in global vector, use in **ABSPOLY** 

- initiate step loop
  convert to absolute coordinates
  propagate particle vector from cell boundary to absorber boundary
  propagate through absorber
  propagate from absorber boundary to cell boundary

- initiate particle loop

- check particle call straggling call scattering call lateral displacement, ToF
- call decay
- check particle again → write to file → return final vector