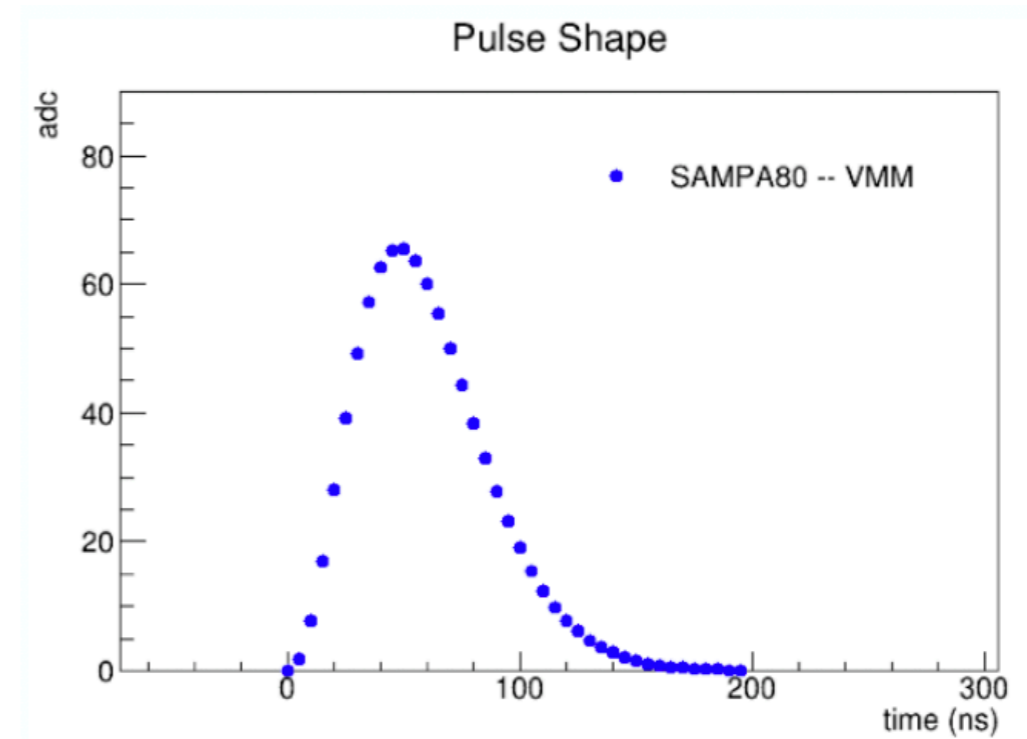
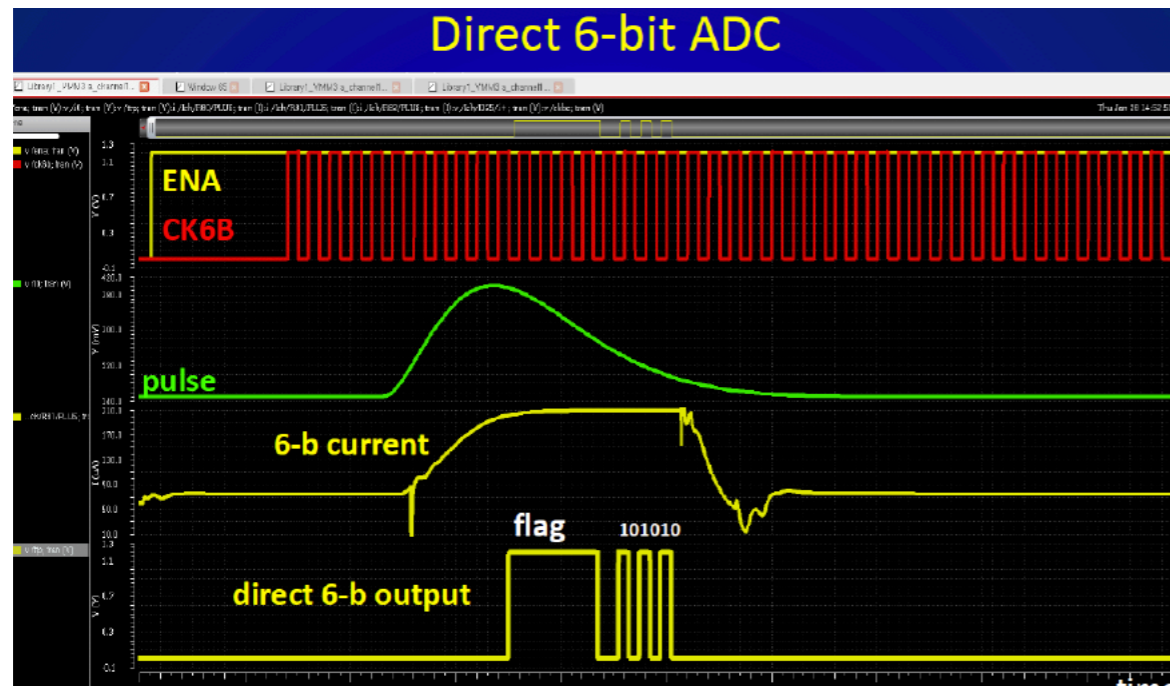


# VMM: info needed for simulation



- How shaper reacts on trigger? (is trigger same as ENA?)
- How shaper reacts while a channel is busy processing signal?
- Pile-up peaks: stop at the first peak or find the maximum in a giving window (between two threshold crossings)?
- For noise simulation: smearing output, what's the width?
- How many bits? Which mode we will use?