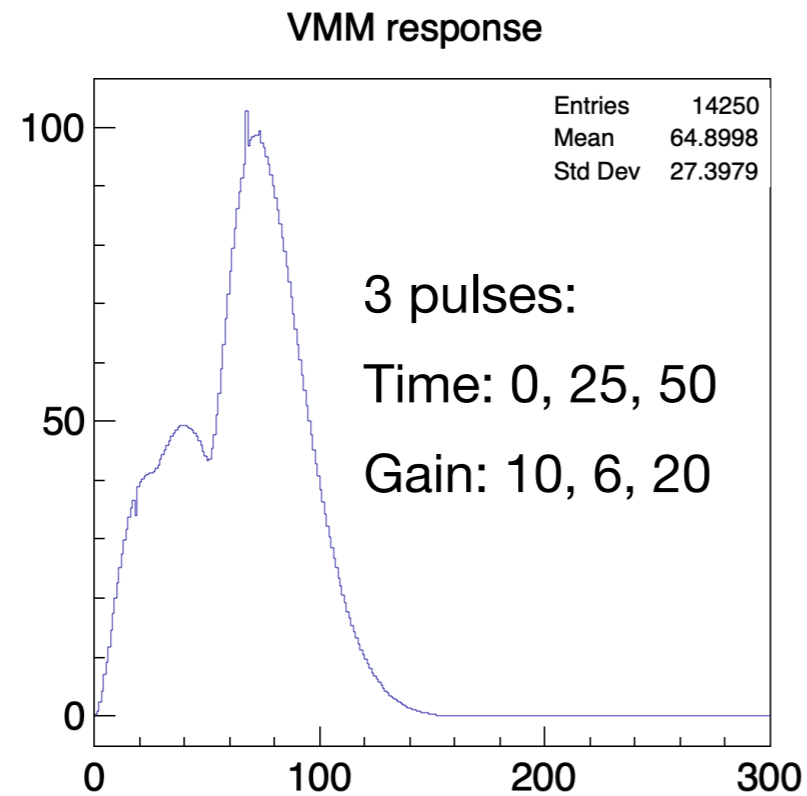
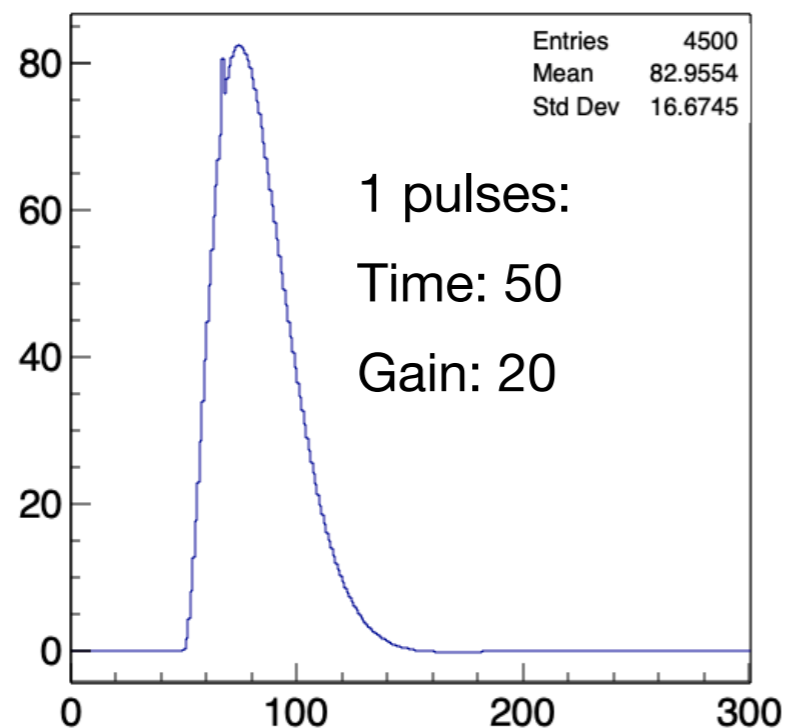


George Iakovidis' VMM3 simulation code



Answered questions

- Shaping function
- Pile-up
- Peak search
- Crossing threshold time
- Stop at threshold



Un-answered questions

- Trigger vs enable
- Dead time after peak found