Simulation section

• Introduction
  We cover all the common aspects of the simulation
  → SimHit definition
  → GEANT4 reference
  → Digitization
• System specific subsections
  This will cover the specific aspects of the simulation that differ for each subsystem
  This part is basically done
• Event simulation
  This will cover the different event simulations that we use in the paper (i.e. ppMuX, W/Z, etc)
  TeX references to the list of MC samples will be provided for the other sections

We think we will be able to circulate a first version by the end of the week