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Subject: Re: More track information

Posted by [Dmytro Kresan](#) on Mon, 25 Jan 2016 12:16:53 GMT

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Hello Christiaan,

To do that one would need to define the whole cave with air as an active volume, which will slow down the simulation dramatically.

Alternatively, one can investigate additional flags / options of Virtual MonteCarlo or Geant3 in order to force change of track id every time an interaction takes place. Which would be also a performance kill, since charge particles do multiple scattering, a lot, the size of stack will simply explode.

Definitely not easy to implement.

Cheers,  
Dima

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