
Subject: Pipe filled with vacuum

Posted by [asanchez](#) on Wed, 16 May 2007 08:07:07 GMT

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Hi all,

i want to simulate the effect
of a thin beam pipe for the hyp detector.
I have already implemented the pipe geoemetry
(one cilinder with a holed inside, but
how should I fill the pipe with vacuum?

Should a define another volume composed by vacuum and place it inside the pipe geometry?

comments are welcome.

thanks

Alicia.
