
Subject: Re: Pipe filled with vacuum

Posted by [Stefano Spataro](#) on Wed, 16 May 2007 08:15:20 GMT

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Hi Alicia,
you can take a look on what was done in pipe.geo.

First you can define a full cilinder made of vacuum (i.e. pipe), and from it you create a daugher which is only the thin pipe, made of your steel/al+Be/whatever (i.e. pipeLeft/pipeCentral/pipeRight).

In this way, when you move the "vacuum" (i.e. pipe) you move all the structure. If you define two different volumes, when you have to move the pipe you must even move the vacuum inside (not so practical).