Subject: Target/beam pipe geometry
Posted by StefanoSpataro on Fri, 25 May 2007 08:48:14 GMT
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Hello,
I put in svn a new geo file with the definition not only of the beam pipe but even of the target one.
To use it, in your simulation macro you do not have to set pipe.geo but pipebeamtarget.geo.

Here you are the current state-of-art of our geometry:

As you can see there are several overlaps:

Between beam pipe and target pipe
Between target pipe and EMC/DIRC/MAGNET
Between beampipe and drift chambers
Between beampipe and MVD

that soon or later should be fixed. In each case the "old" pipe.geo is still in his place (with "only" the last two overlaps).

Enjoy...

File Attachments

1) panda_target.gif, downloaded 1763 times

