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Subject: Target/beam pipe geometry

Posted by [Stefano Spataro](#) 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

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1) [panda\\_target.gif](#), downloaded 856 times

