
Subject: Re: Target/beam pipe geometry
Posted by [Stefano Spataro](#) on Wed, 20 Jun 2007 13:01:20 GMT
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Hello,
I put inside svn the geometry for the iron plate.
If one wants to use it, just add inside your simulation macro:

```
CbmModule *IronPlate= new CbmPipe("IRONPLATE");  
IronPlate->SetGeometryFileName("ironplate.geo");  
fRun->AddModule(IronPlate);
```

(of course you have even to add the "normal" pipe).
The geometry comes from the ironplate.xml file from the fast sim framework. It is a box filled with iron, and inside it has a hole filled with vacuum. This causes overlap with the beampipe, hopefully it will be solved in the next future.

Probably the numbers should be checked, I am not so sure if our dipole definition corresponds to the "fast sim" one.
