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Subject: New Solenoid in svn

Posted by [Stefano Spataro](#) on Mon, 05 May 2008 09:50:56 GMT

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Dear all,

after some debugging done by Tobias (I was his "Guinea pig"...), now the geometry of the solenoid is working, the file is FullSolenoid.root.

Considering that this is just the solenoid part, I have added inside the geometry directory a file dipole.geo with only the dipole part.

In order to use these files you have to substitute your "magnet" part in your simulation macro with the following code lines:

```
CbmModule *Magnet= new PndMagnet("MAGNET");  
Magnet->SetGeometryFileName("FullSolenoid.root");  
fRun->AddModule(Magnet);
```

```
CbmModule *Dipole= new PndMagnet("MAGNET");  
Dipole->SetGeometryFileName("dipole.geo");  
fRun->AddModule(Dipole);
```

And this will be the result, with all the detectors:

Toggle Spoiler

As you can see there is an overlap between the old target pipe and the new solenoid, in order to solve this we need drawings of the new pipe, but at the moment this is not of fundamental importance.

Thanks to Tobias for the time he spent into this geometry conversion.

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## File Attachments

1) [FullSolenoid.png](#), downloaded 1242 times

