Subject: Problems with MVD geometries
Posted by Simone Bianco on Fri, 08 May 2009 08:24:52 GMT

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Hi,

I am facing some problems while defining detectors for the forward part of the MVD. If I use a rectangular detector (see the screenshot from the eventdisplay that I am attaching) everything works fine, but if I introduce a trapezoidal detector (as the strips modules must be) the simulation is not storing any hit on this detector. I checked (see trapezoidal.png) and there are particles crossing my detector, however there are no MVD hits. I tryed with different distances from the center of the frame and the only thing making it work is to change the shape of the detector from a trapezoidal to a rectangular one. I also made a check with a circular detector and it is working. So the only shape showing problem seems to be the trapezoidal one. I attach to this message the .root files with the two different geometry definitions and the macros which I used (runMvdSim.C and eventDisplay.C).

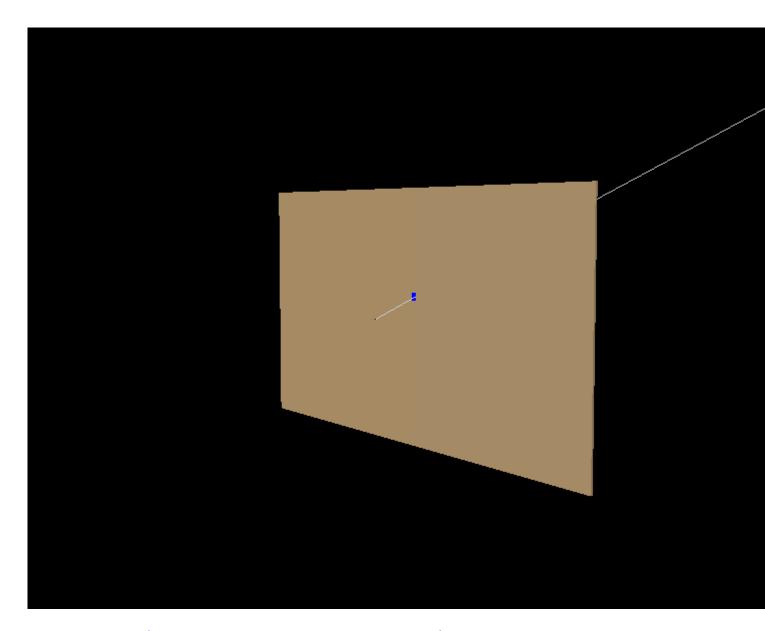
Does anybody have an idea about the reason of this behaviour?

Cheers,

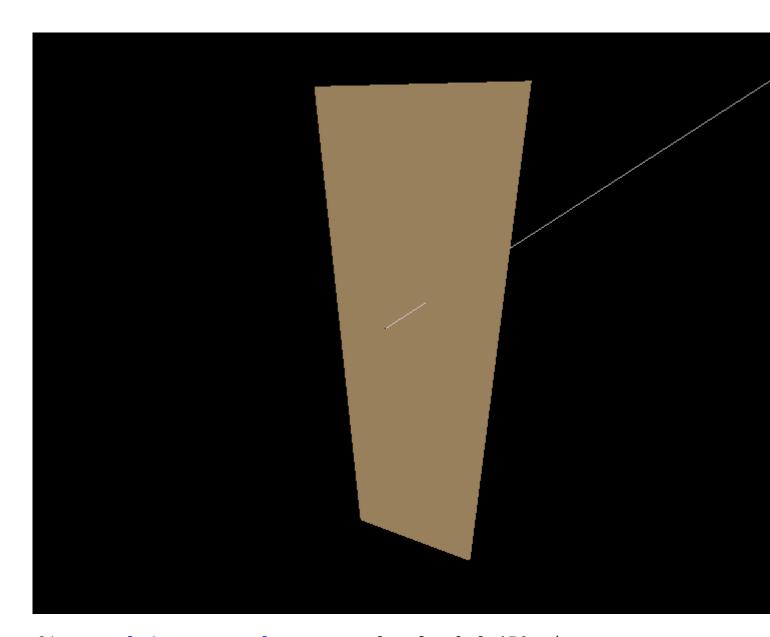
Simone

## File Attachments

1) Rectangular.png, downloaded 1117 times



2) Trapezoidal.png, downloaded 976 times



- 3) Example1-Rectangular.root, downloaded 450 times 4) Example2-Trapazoidal.root, downloaded 450 times
- 5) runMvdSim.C, downloaded 416 times
- 6) eventDisplay.C, downloaded 451 times