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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 tried 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?

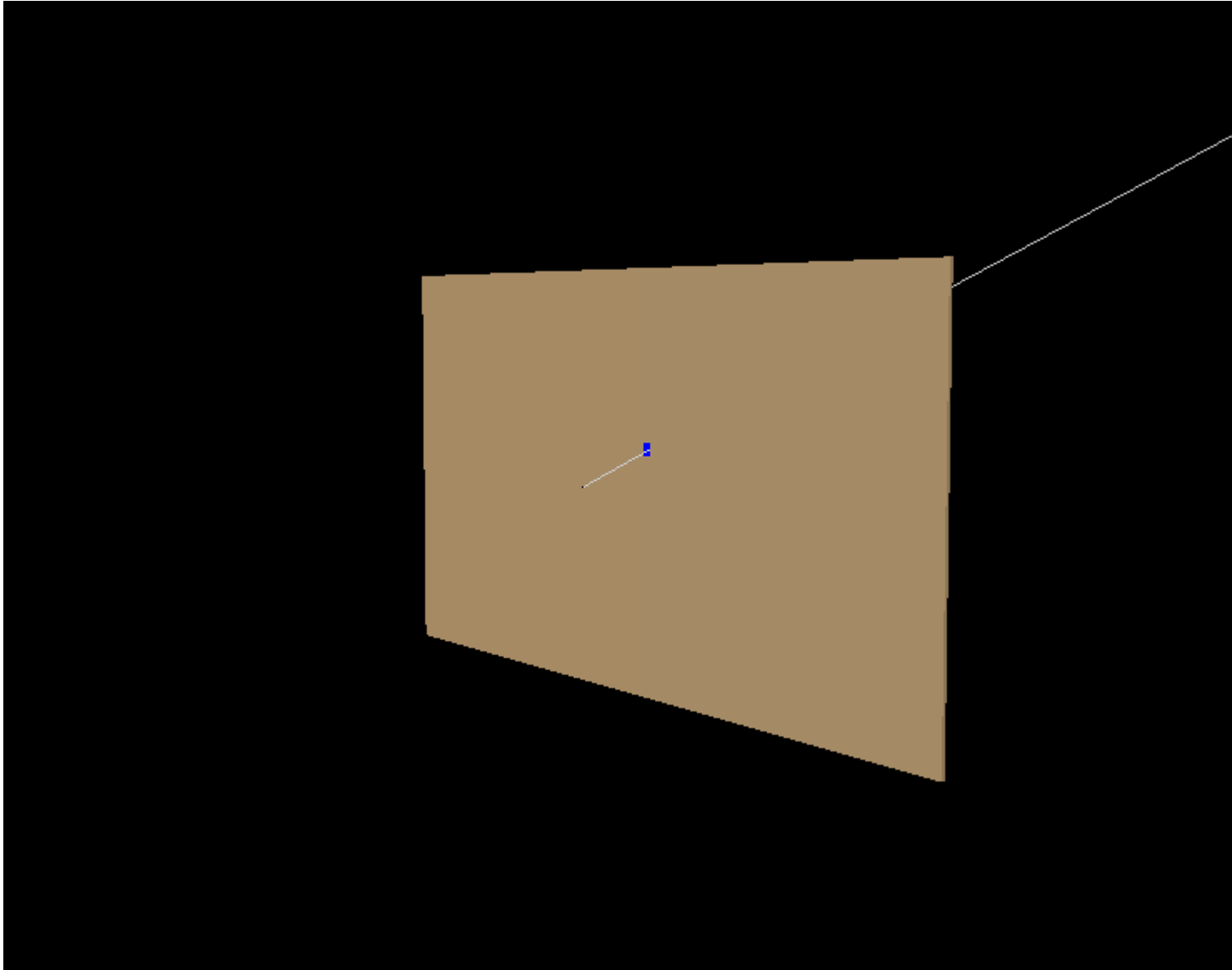
Cheers,

Simone

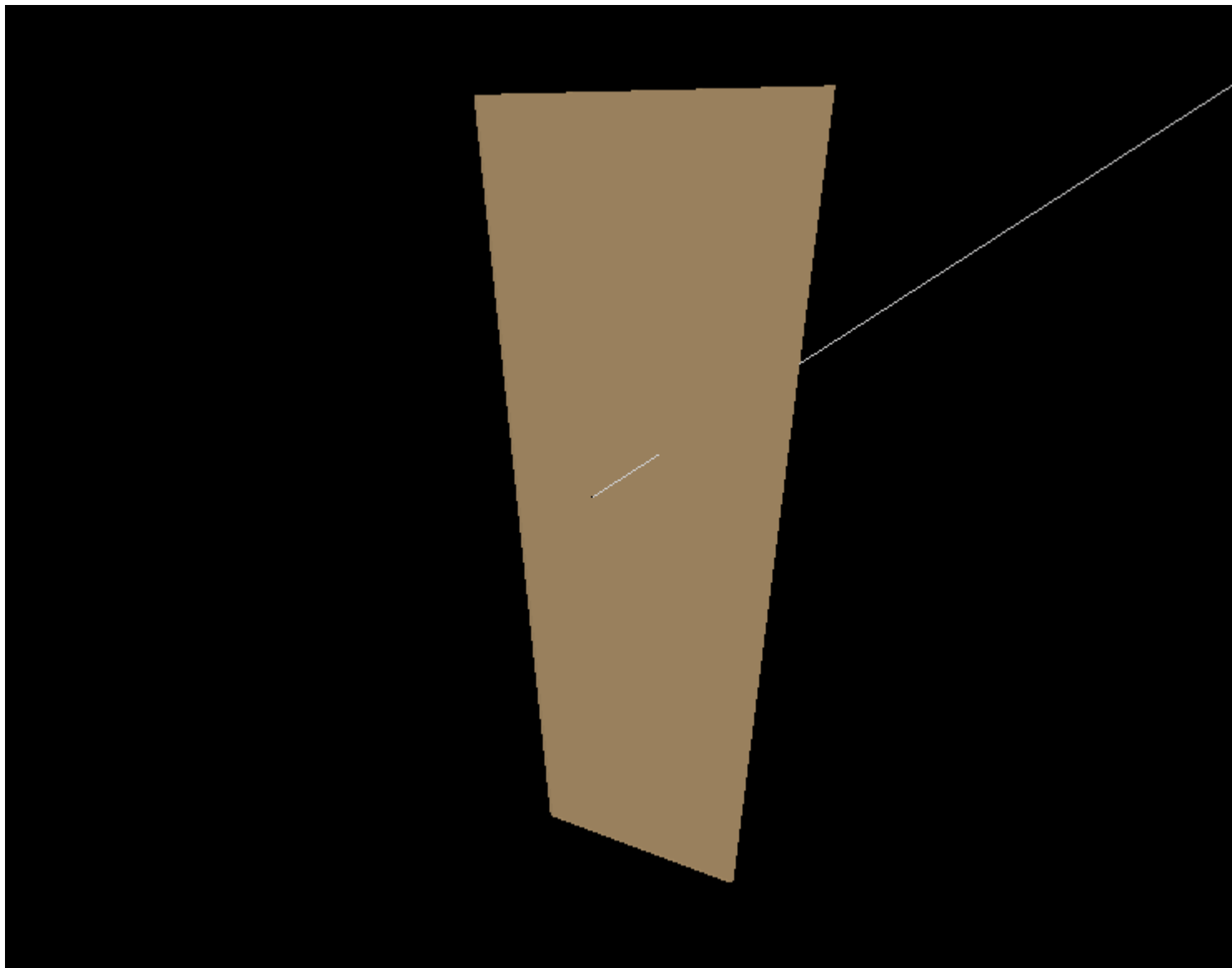
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### File Attachments

1) [Rectangular.png](#), downloaded 1207 times



2) [Trapezoidal.png](#), downloaded 1062 times



- 3) [Example1-Rectangular.root](#), downloaded 483 times
  - 4) [Example2-Trapezoidal.root](#), downloaded 480 times
  - 5) [runMvdSim.C](#), downloaded 447 times
  - 6) [eventDisplay.C](#), downloaded 482 times
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