
Subject: Moliere is default in G3

Posted by [Volker Frieze](#) on Mon, 18 May 2009 14:02:07 GMT

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Thanks, Mohammad. So, since in SetCuts.C()

```
gMC->SetProcess("MULS",1); /**multiple scattering*/
```

the default in our VMC (both with G3 and G4) is Moliere scattering.
