
Subject: New Muon Geometry

Posted by [Stefano Spataro](#) on Fri, 24 Jul 2009 09:09:07 GMT

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Hello,

I have committed in svn the last version of the muon detector geometry (done by George), including also the muon filter.

Inside the code there are also the classes to create the return yoke and the absorber, considering that the actual version of the solenoid is not working.

The following is the plot of the geometry:

You can see the hole for the target pipe, and the additional muon filter. DCH geometry should be tested, to see if it fits inside the muon filter (the size is taken from integration design ver. 0.1.15 (2009-06-05)).

In macro/mdt you can find the sim_muon.C macro to use that geometry (waiting that the solenoid is ready).

Regards

File Attachments

1) [newmuon.gif](#), downloaded 1357 times

Name

GLViewer::TGLSAViewer

Clip Type

- None
- Plane
- Box

Clip away inside

Edit In Viewer

Show In Viewer

aX +

bY +

cZ +

d = 0

Apply

Reset

