Subject: New Muon Geometry
Posted by StefanoSpataro 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.

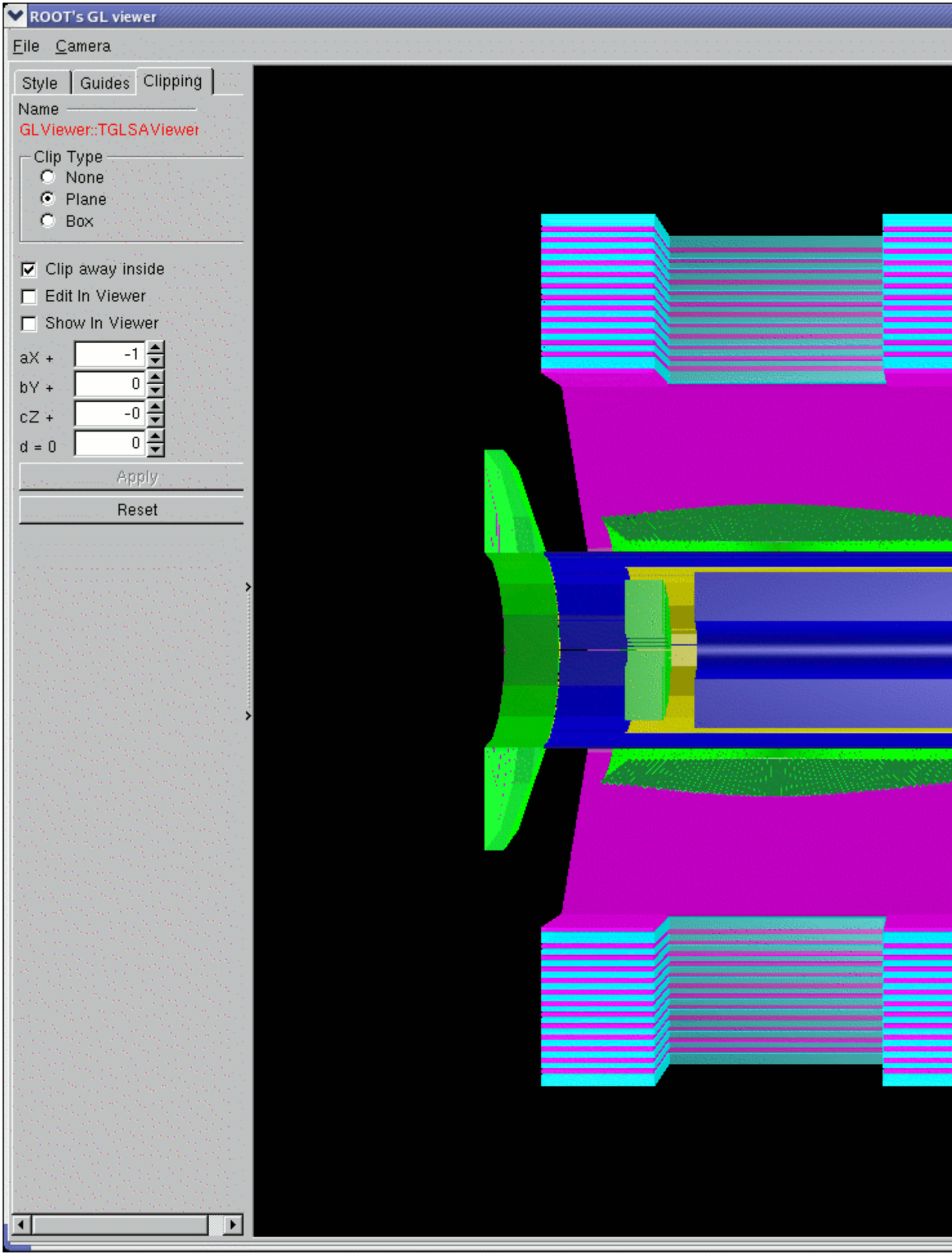
The following is the plot of the geometry:

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 fitler (the size is taken from integration design ver. 0.1.15 (2009-06-05)).
In macro/mdt you can find the sim_muo.C macro to use that geometry (waiting that the solenoid is ready).

Regards

File Attachments

1) newmuo.gif, downloaded 1529 times


ROOT's GL viewer
File
Camera
Style
Guides
Clipping
Name
GLViewer::TGLSAViewer
Clip Type
None
Plane
Box
Clip away inside
Edit In Viewer
Show In Viewer
aX +
-1
bY +
0
cZ +
-0
d = 0
0
Apply
Reset