
Subject: Re: Question about pipe simulation
Posted by [Ralf Kliemt](#) on Wed, 29 Jul 2009 09:33:52 GMT
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Hello Donghee,

As far as I see it, you don't need to load a geometry file to implement the beampipe. It is directly created by the PndPipe class.
However, I don't know these .geo files.

Kind regards, Ralf.
