

---

Subject: Re: Question about pipe simulation  
Posted by [Ralf Kliemt](#) on Wed, 29 Jul 2009 09:33:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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.

---