
Subject: Re: Question about pipe simulation

Posted by [Stefano Spataro](#) on Mon, 03 Aug 2009 13:41:35 GMT

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donghee wrote on Mon, 03 August 2009 15:31 Why do you think there is no translation?

```
beamPipe->AddNode(volPipeRight,      0);
```

No translation matrix is here defined.
