Subject: Re: Strange shape for the cental part of beam pipe.
Posted by donghee on Tue, 11 Aug 2009 19:22:04 GMT
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Dear Stepano,

Thank you for your kind correction.
I'm so sorry for careless reading.

Here comes one more question about the way of implementation of bending pipe.

When I check some geometry structure in ROOT TGeo class,
there are TPolgon as a polycone shape, which is used in the construction of beampipe at
pandaroot.
It has 9 parameters.

But I think I couldn't change x and y position with this class.
I have to find another appropriate class to make a bending structure.
Do you have any idea which class could be suitable for this purpose.

For the box shape, maybe one can use TGeoXtru class, but for polygon shape, I don't know
exactly what I need.

Thank you,
Donghee