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Subject: Re: Geometry modification

Posted by [donghee](#) on Thu, 19 Nov 2009 11:39:24 GMT

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Dear all,

So I have principle a modified GEM and DCH stations in my own version, which have very narrow hole radius in each stations.

Next question must be come how can I throw away the beam pipe?

Due to extension of my GEM and DCH into small angle region, there is a geometry overlap with beam pipe.

So, I need to exclude it (beam pipe).

In passive/PndPipe.cxx all values can be readjusted in principle, but there should be some easy way using MC run macro without beampipe. Is it existed such kind of way?

Otherwise I have to prepare two different code according to two different PndPipe.cxx version.

Thanks,  
Donghee

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