Subject: Pipe filled with vacuum Posted by asanchez on Wed, 16 May 2007 08:07:07 GMT View Forum Message <> Reply to Message

Hi all, i want to simulate the effect of a thin beam pipe for the hyp detector. I have already implemented the pipe geoemetry (one cilinder with a holed inside, but how should I fill the pipe with vacuum?

Should a define another volume composed by vacuum and place it inside the pipe geometry?

comments are welcome.

thanks Alicia.

Subject: Re: Pipe filled with vacuum Posted by StefanoSpataro on Wed, 16 May 2007 08:15:20 GMT View Forum Message <> Reply to Message

Hi Alicia,

you can take a look on what was done in pipe.geo.

First you can define a full cilinder made of vacuum (i.e. pipe), and from it you create a daugher which is only the thin pipe, made of your steel/al+Be/whatever (i.e. pipeLeft/pipeCentral/pipeRight).

In this way, when you move the "vacuum" (i.e. pipe) you move all the structure. If you define two different volumes, when you have to move the pipe you must even move the vacuum inside (not so practical).

Subject: Re: Pipe filled with vacuum Posted by asanchez on Wed, 16 May 2007 08:19:46 GMT View Forum Message <> Reply to Message

ok thanks a lot. alicia.