
Subject: Pipe filled with vacuum
Posted by [asanchez](#) on Wed, 16 May 2007 08:07:07 GMT
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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
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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 daughter 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
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ok thanks a lot.
alicia.
