Subject: Target/beam pipe geometry
Posted by StefanoSpataro on Fri, 25 May 2007 08:48:14 GMT
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Hello,
I put in svn a new geo file with the definition not only of the beam pipe but even of the target one.
To use it, in your simulation macro you do not have to set pipe.geo but pipebeamtarget.geo.

Here you are the current state-of-art of our geometry:

As you can see there are several overlaps:

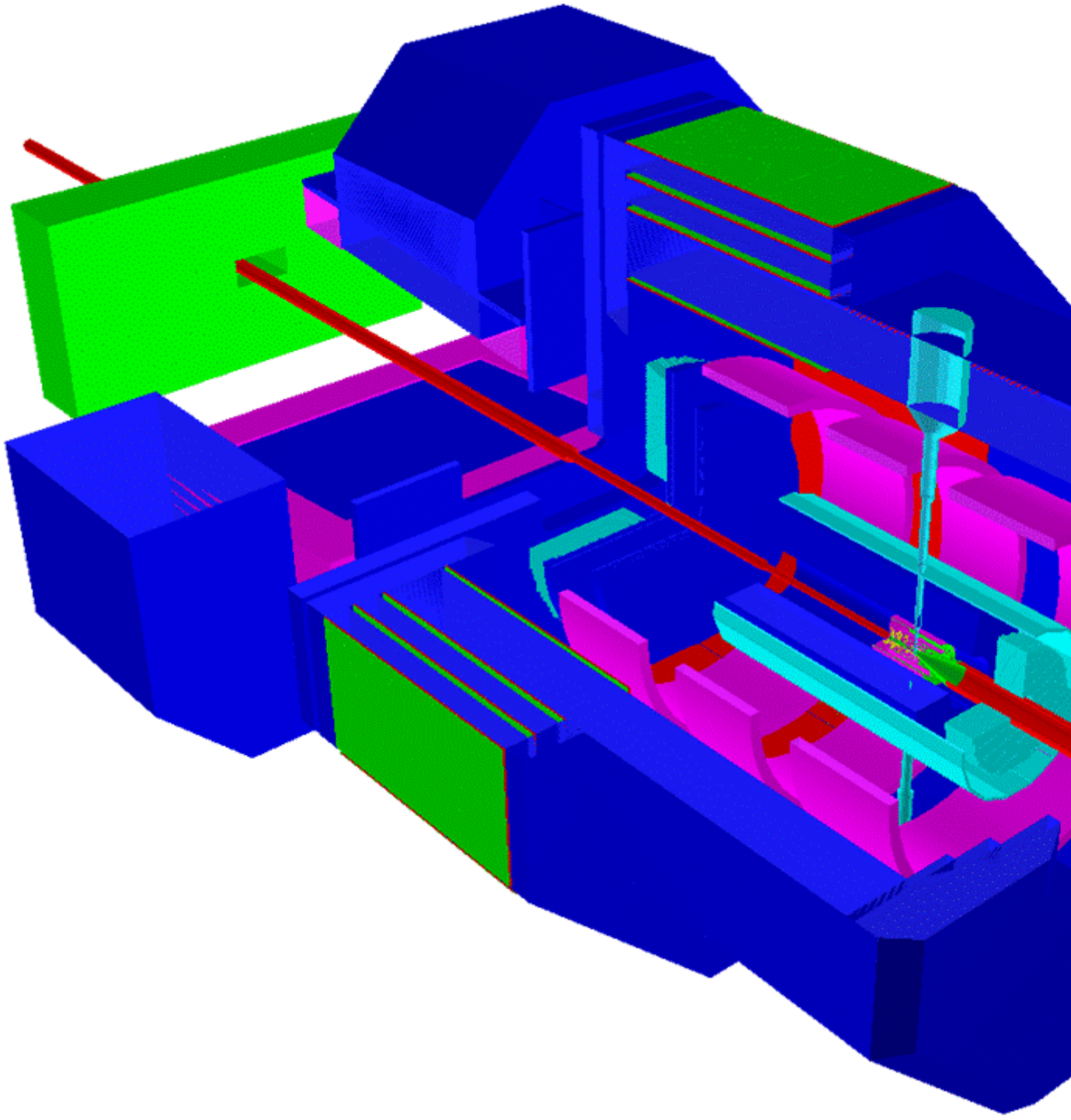
Between beam pipe and target pipe
Between target pipe and EMC/DIRC/MAGNET
Between beampipe and drift chambers
Between beampipe and MVD

that soon or later should be fixed. In each case the "old" pipe.geo is still in his place (with "only" the last two overlaps).

Enjoy...

File Attachments

1) panda_target.gif, downloaded 1762 times



Subject: Re: Target/beam pipe eometry
Posted by StefanoSpataro on Wed, 20 Jun 2007 13:01:20 GMT
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Hello,
I put inside svn the geometry for the iron plate.
If one wants to use it, just add inside your simulation macro:

```
CbmModule *IronPlate= new CbmPipe("IRONPLATE");
IronPlate->SetGeometryFileName("ironplate.geo");
```

```
fRun->AddModule(IronPlate);
```

(of course you have even to add the "normal" pipe).
The geometry comes from the ironplate.xml file from the fast sim framework. It is a box filled with iron, and inside it has a hole filled with vacuum. This causes overlap with the beampipe, hopefully it will be solved in the next future.

Probably the numbers should be checked, I am not so sure if our dipole definition corresponds to the "fast sim" one.
