

FCAL Block Simulation

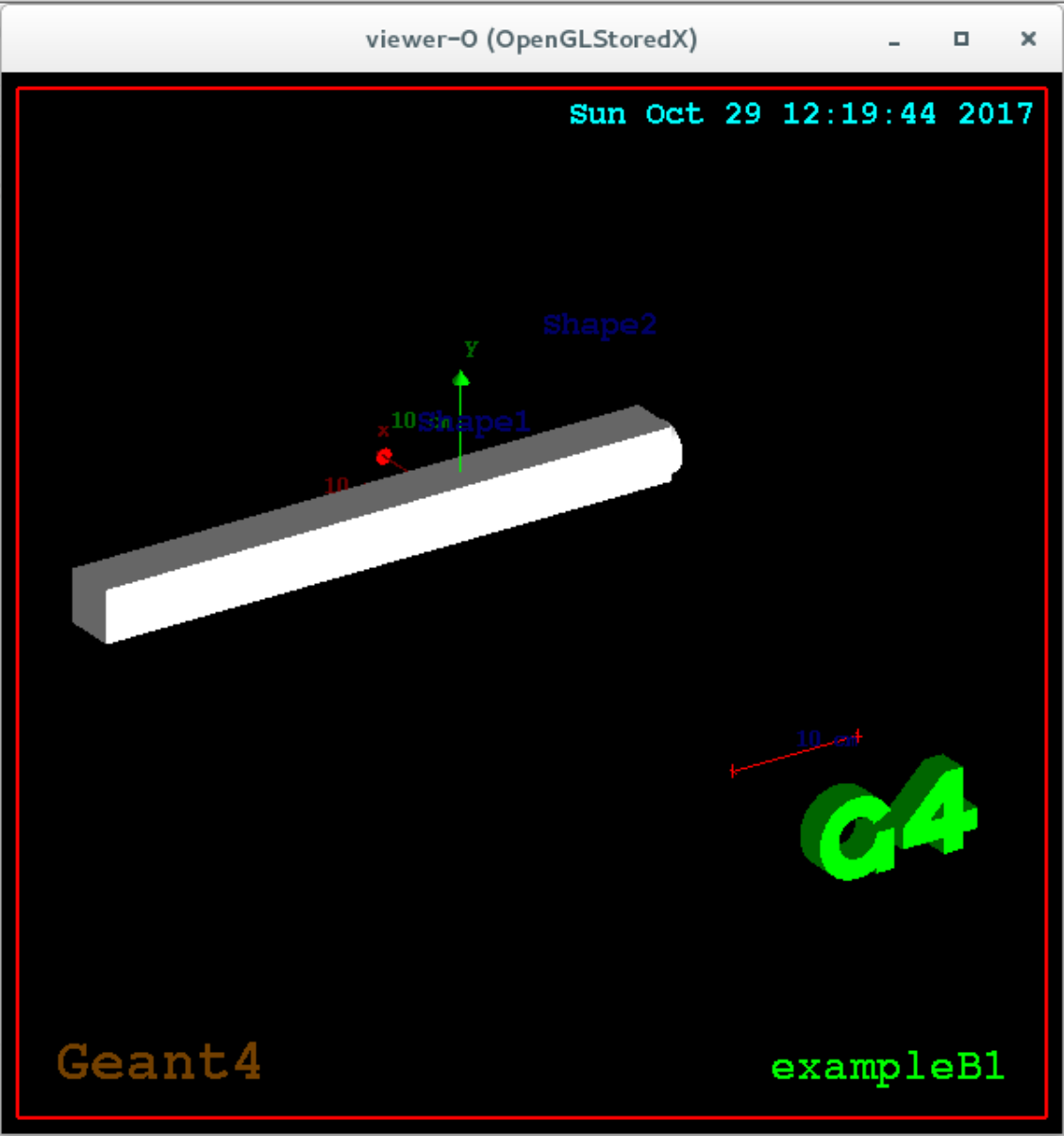
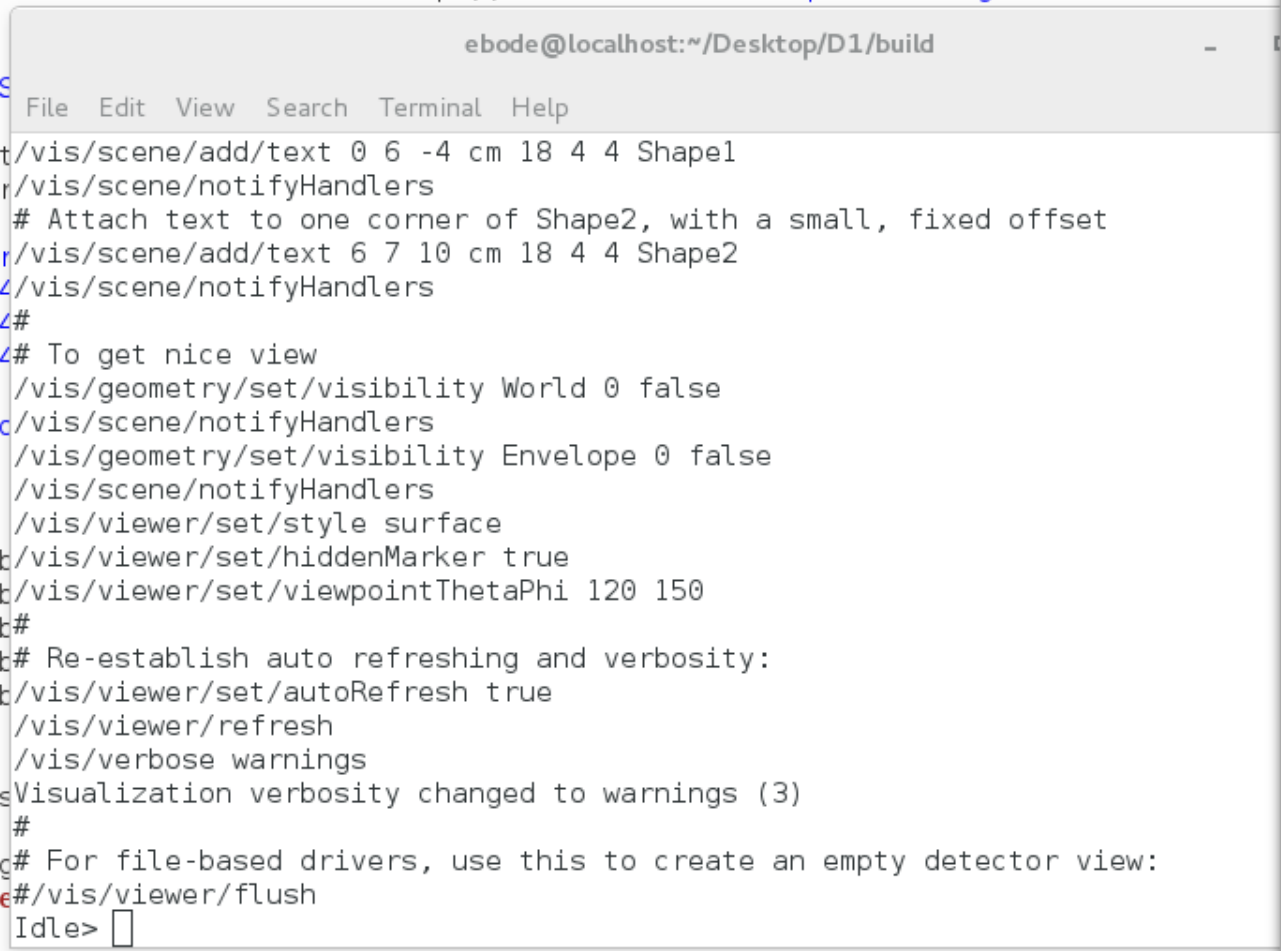
Fabien Ebode Onyie

Sept. 11, 2018

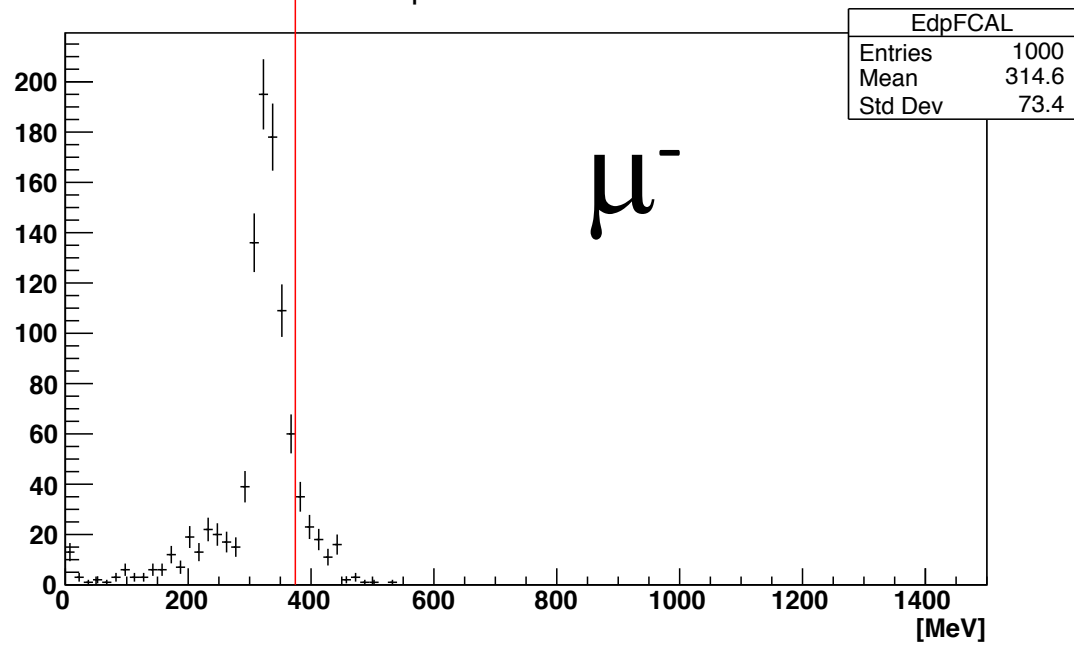
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182         0, //copy number
183         checkOverlaps); //overlaps checking
184
185 //
186 // S
187 //
188 G4Mat/vis/scene/add/text 0 6 -4 cm 18 4 4 Shape1
189 G4Thr/vis/scene/notifyHandlers
190 # Attach text to one corner of Shape2, with a small, fixed offset
191 // par/vis/scene/add/text 6 7 10 cm 18 4 4 Shape2
192 //G4/vis/scene/notifyHandlers
193 // G4#
194 // G4# To get nice view
195 /vis/geometry/set/visibility World 0 false
196 //G4Bc/vis/scene/notifyHandlers
197 // /vis/geometry/set/visibility Envelope 0 false
198 // /vis/scene/notifyHandlers
199 /vis/viewer/set/style surface
200 G4dout/vis/viewer/set/hiddenMarker true
201 G4dout/vis/viewer/set/viewpointThetaPhi 120 150
202 G4dout#
203 G4dout# Re-establish auto refreshing and verbosity:
204 G4dout/vis/viewer/set/autoRefresh true
205 /vis/viewer/refresh
206 /vis/verbose warnings
207 G4Tubs Visualization verbosity changed to warnings (3)
208 #
209 G4Log# For file-based drivers, use this to create an empty detector view:
210 ne#/vis/viewer/flush
211 Idle>
212         "Shape2"); //its name
213
214 new G4PVPlacement(0, //no rotation
215                 pos2, //at position
216                 logicShape2, //its logical volume

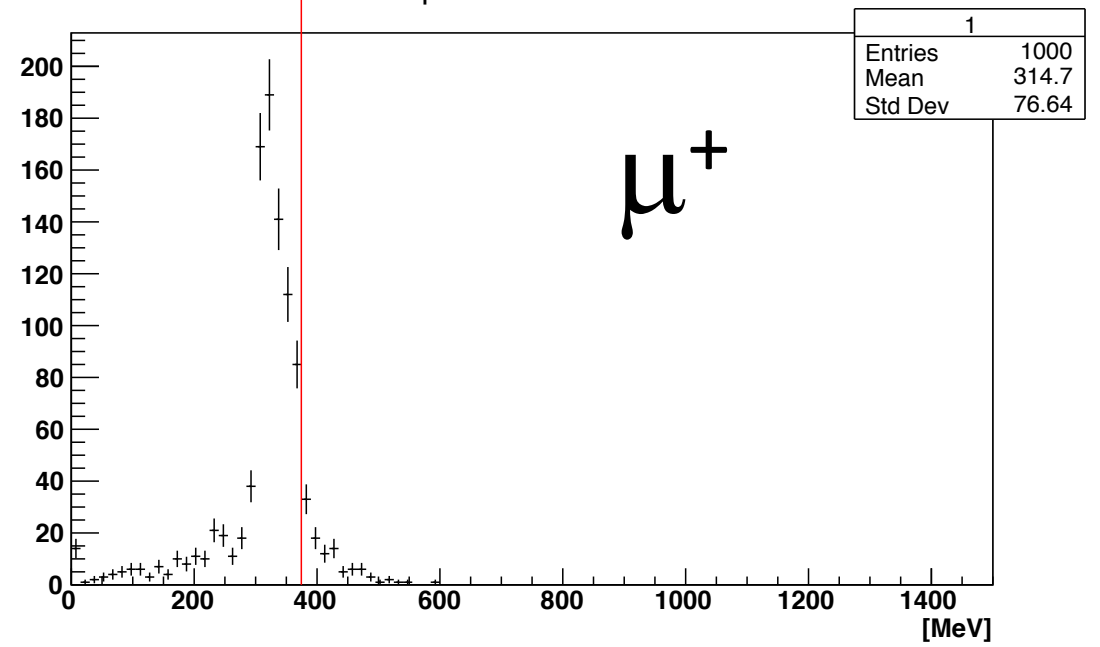
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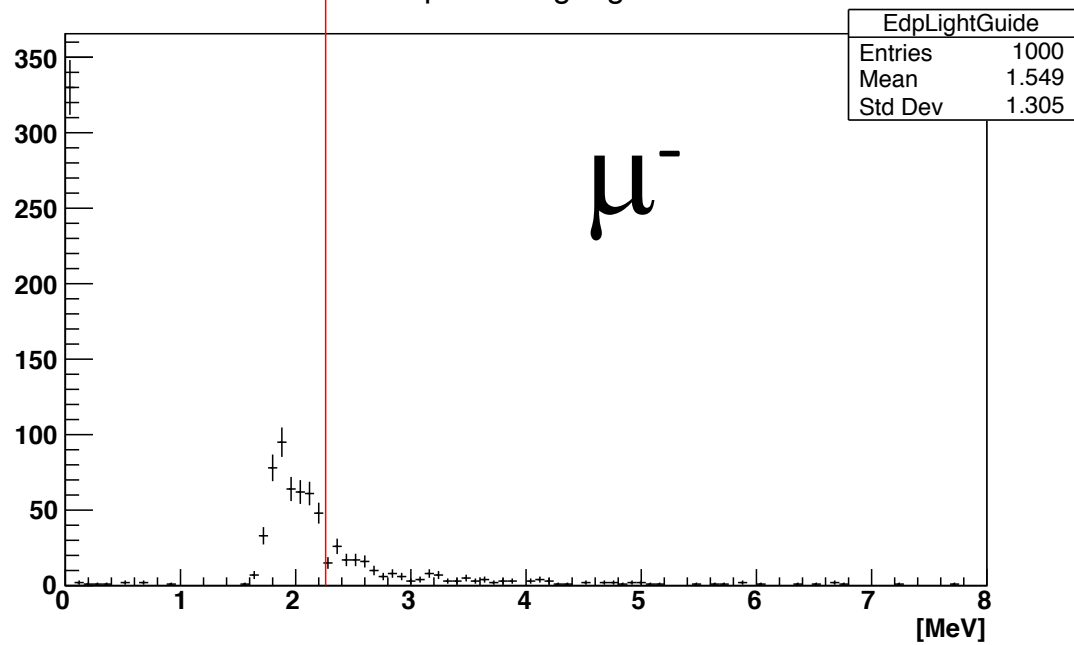
Edep in the FCAL Block



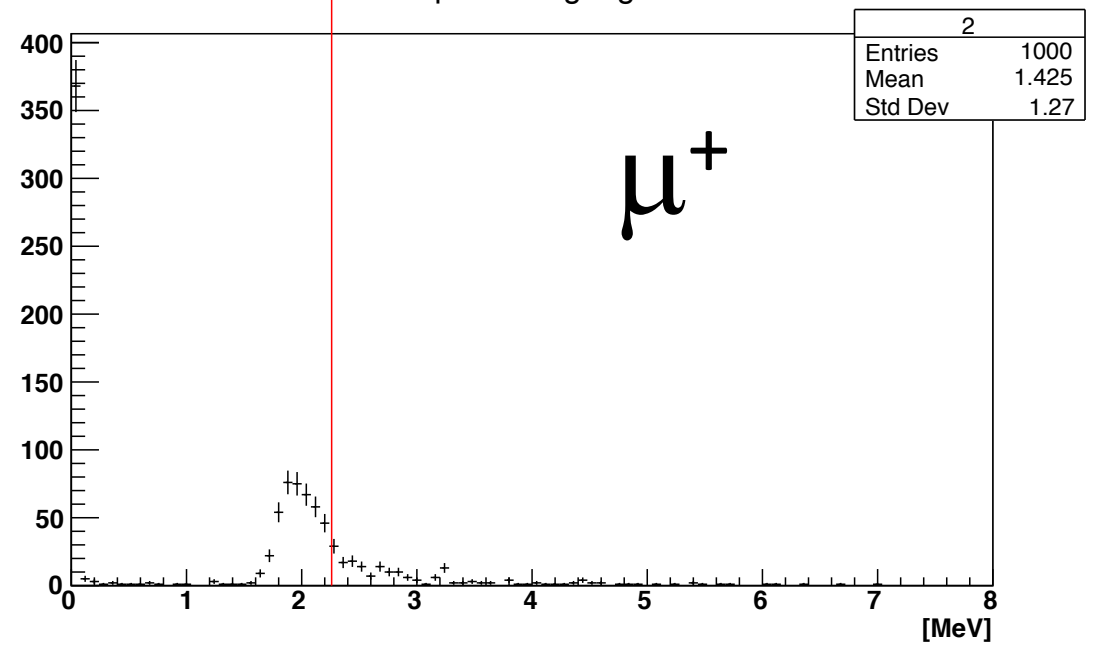
Edep in the FCAL Block



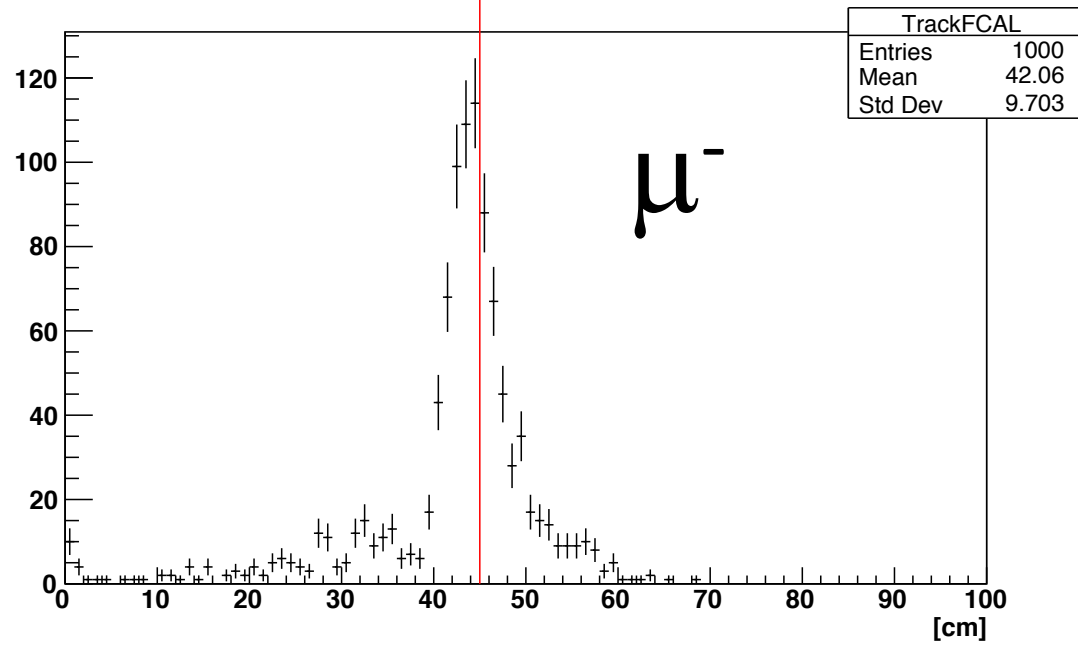
Edep in the light guide



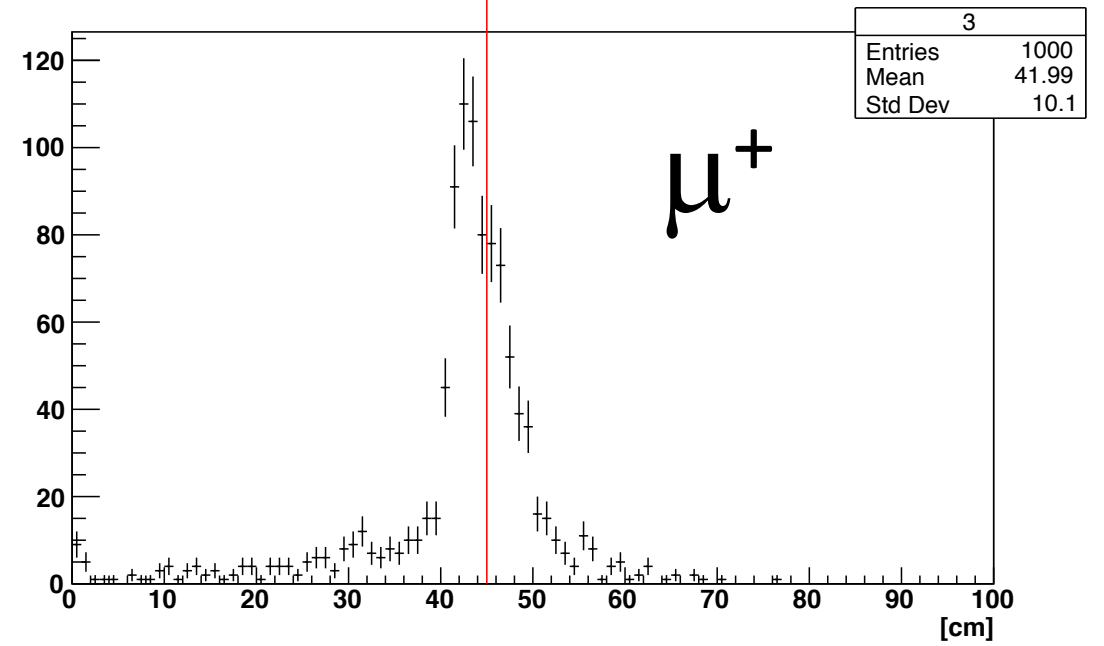
Edep in the light guide



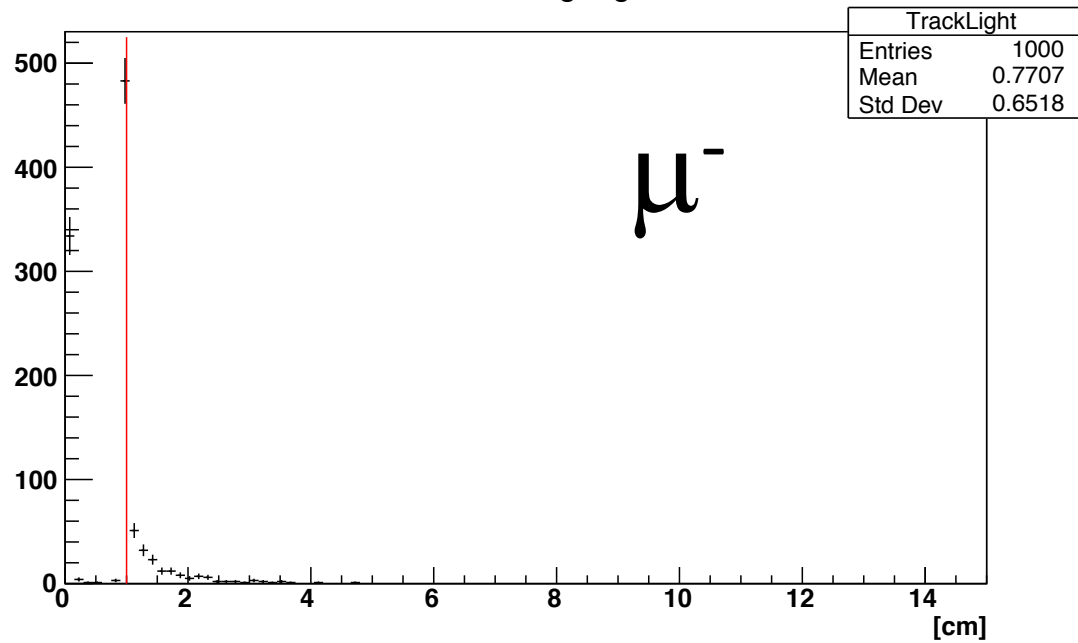
trackL the FCAL Block



trackL the FCAL Block



trackL in the light guide



trackL in the light guide

