



Changing Geometry in DD4hep: Overview

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Overview

In this tutorial you will learn:

1. How to simulate a detector geometry with `DD4hep::ddsim`
2. How to make simple modifications of the XML files
3. How to run the Geant4 overlap checker in `ddsim`
4. How to further modify existing geometries in XML
5. How to create you own c++ detector constructor