

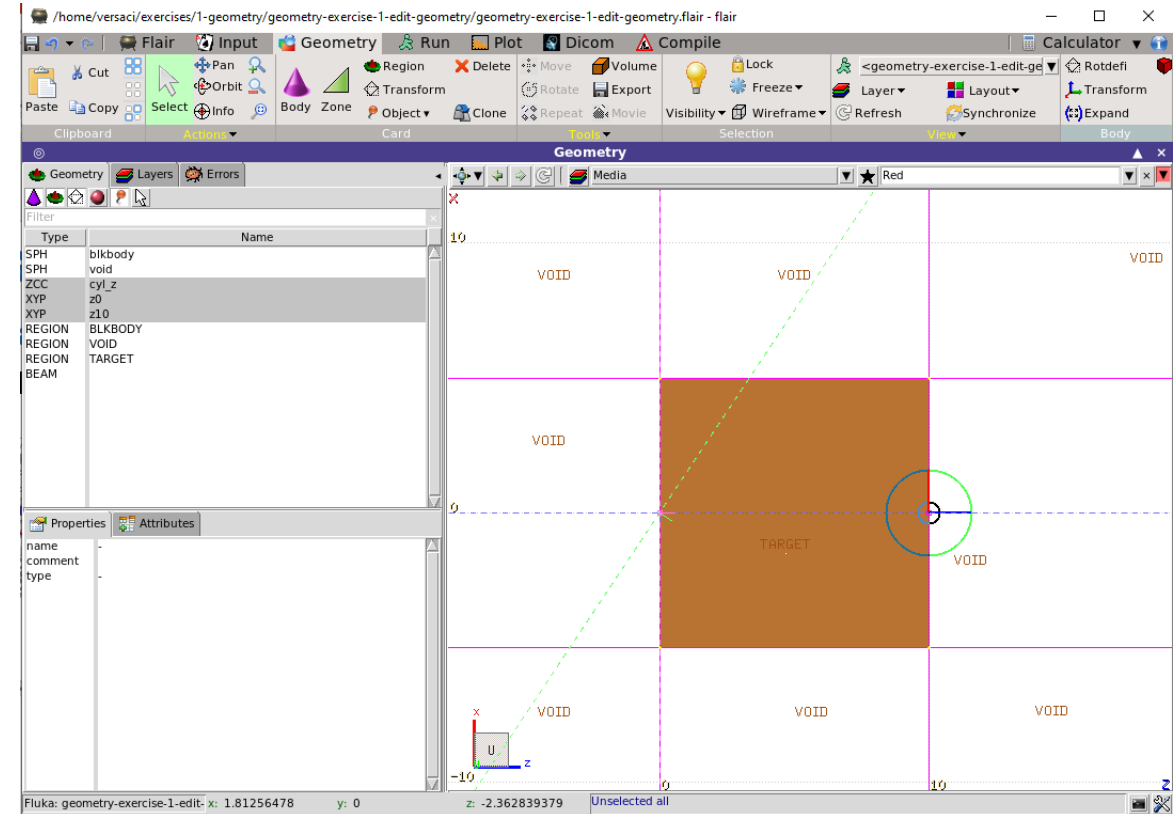
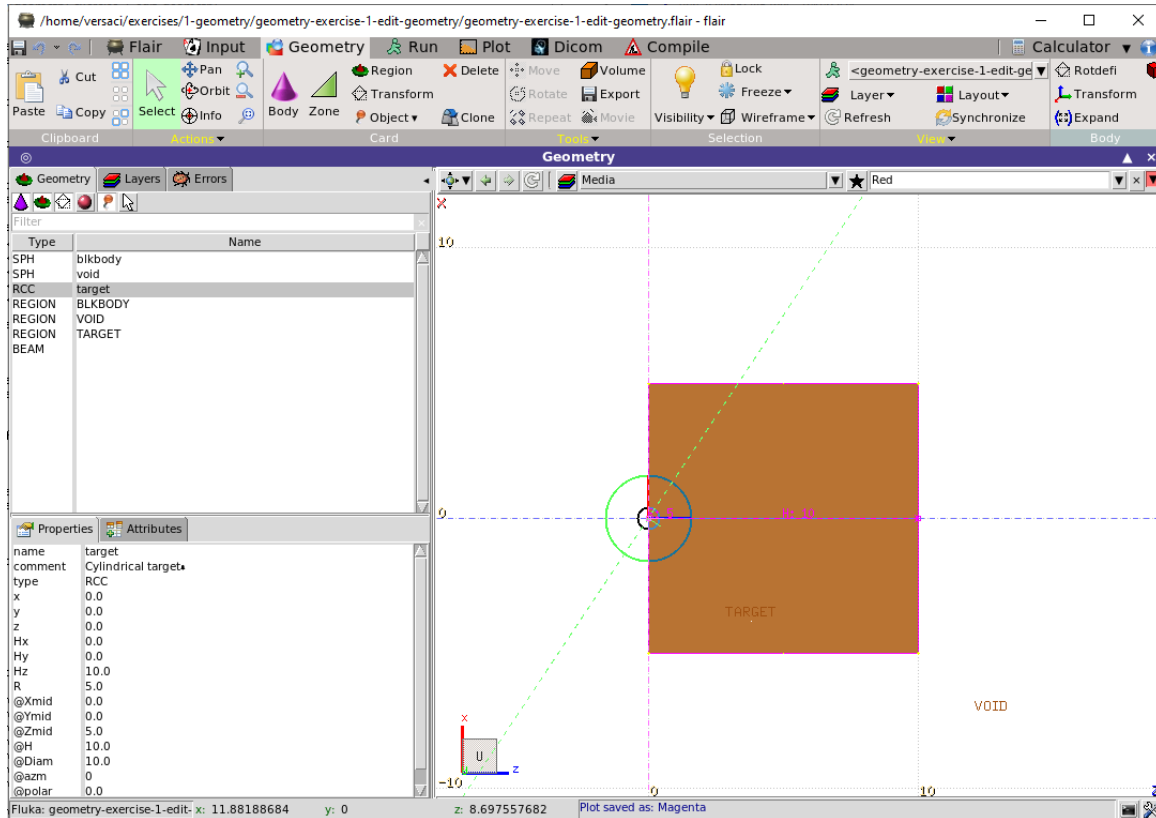


Geometry exercise

Basic geometry editing

Geometry exercise – Basic geometry editing

From finite bodies to infinite bodies

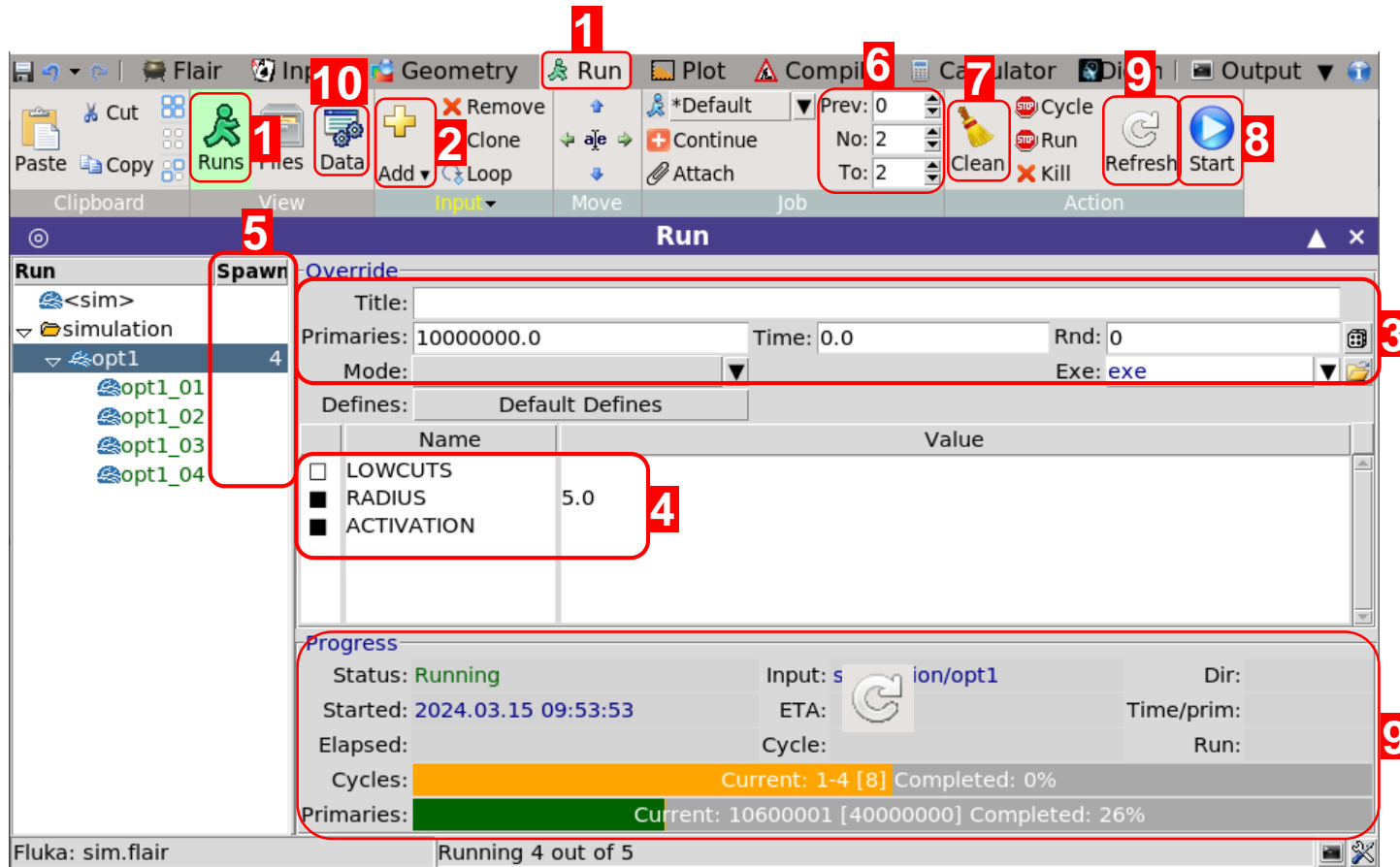


Geometry exercise – Edit geometry

Basic geometry editing

- Start Flair and create a new project based on the “basic” template
- Verify that the target is defined using a single RCC body
- Without using the geometry editor:
 - re-define the target using only infinite bodies (1 cylinder and 2 planes)

Flair Cheat Sheet



Remember!

- You can **STOP** or **KILL** the run.
- You can edit your input while the simulation runs.

!!! WARNING !!!

- Mind the memory and CPU usage of your simulations!



- Go to the **Run** tab, select **Runs** view.
- Add **new folder** + Add **new run**.
- Override the input run info:
 - Number of primaries
 - Title / Max. time per cycle / Seed / Exec.
- Override/Define variables.
- Recommended:** Increase number of spawns
- Set number of cycles per spawn
 - Recommend at least 5 cycles in total.
 - $\text{num_cycles_tot} = \text{num_cycles_per_spawn} * \text{num_spawns}$

- Clean** run files after change to input or run settings.
- Click **Start** to launch the simulations.
- Monitor the progress. Click **Refresh** to force update.
- After all cycles end:
 - Go to the **Data** (Data icon) tab.
 - Click **Process** (Process icon) to combine all cycles and create simulation data files.
 - You may need to refresh (Refresh icon) and scan (Scan icon) if detectors are missing.



