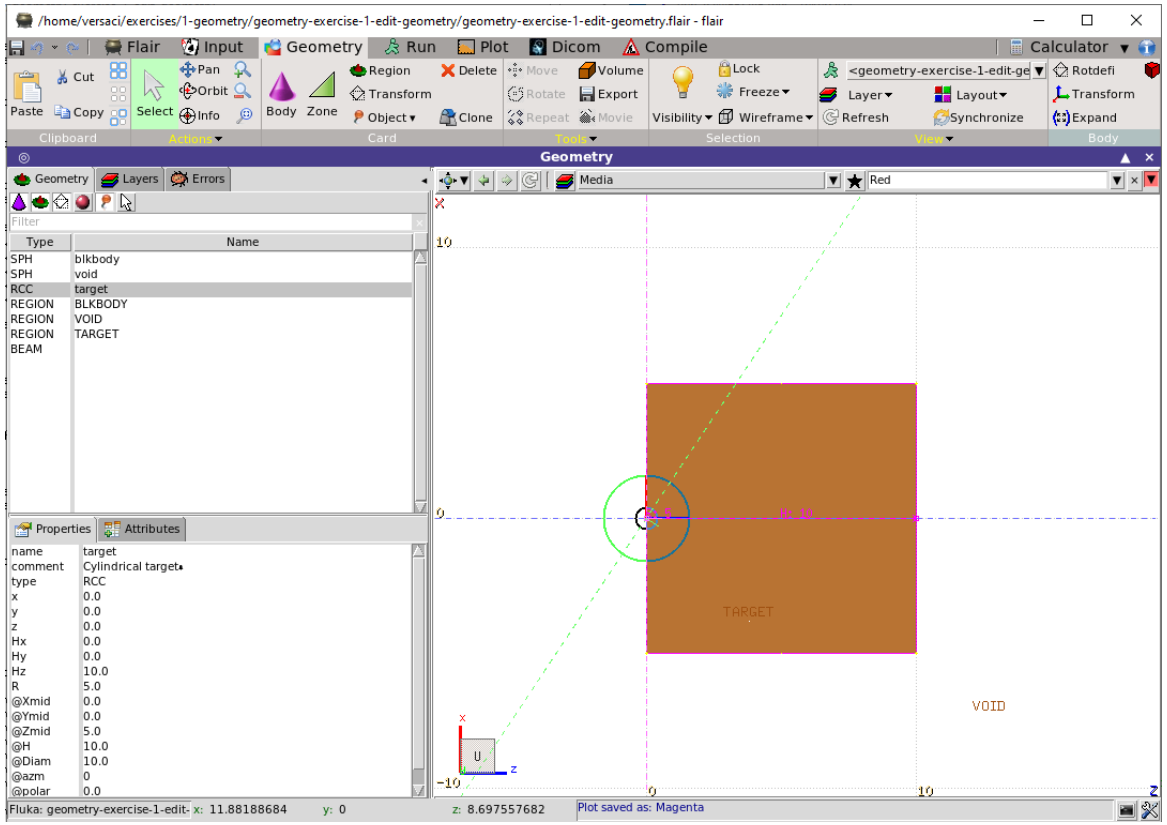
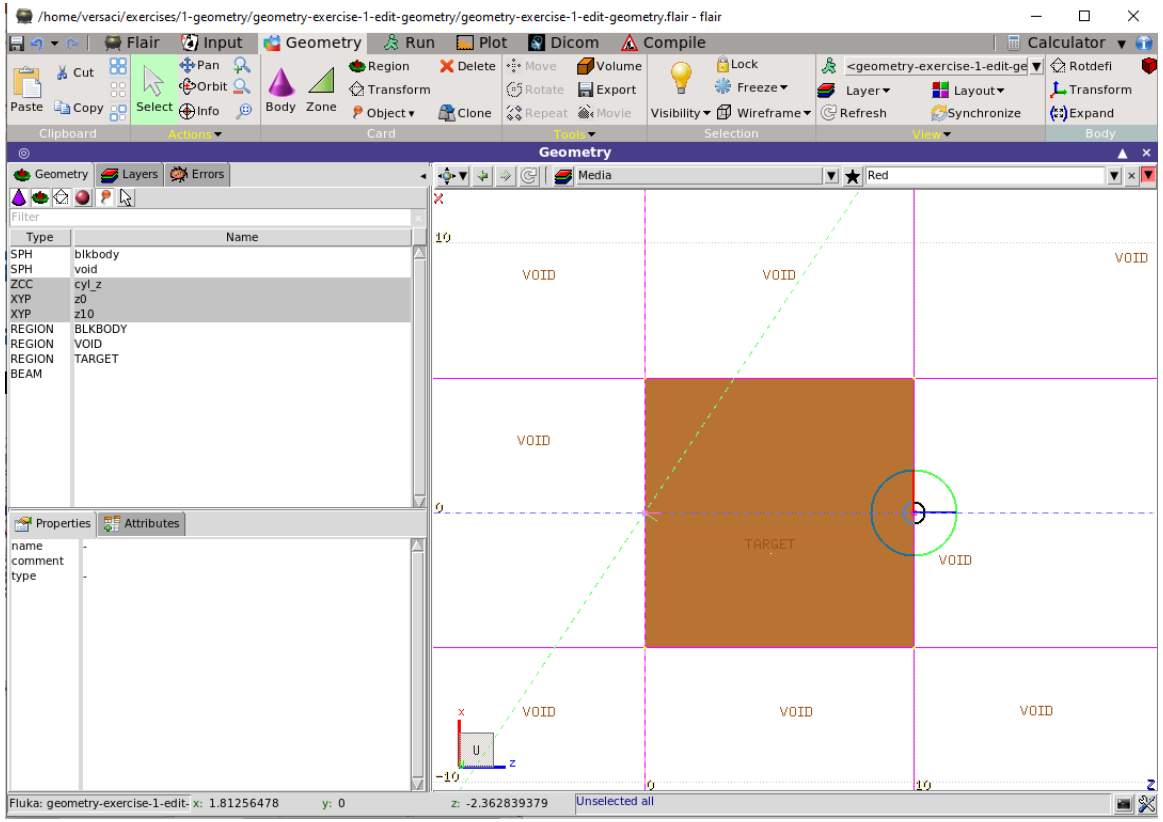
Geometry exercise

Basic geometry editing with the geometry editor

Geometry exercise – Basic geometry editing

From finite bodies to infinite bodies





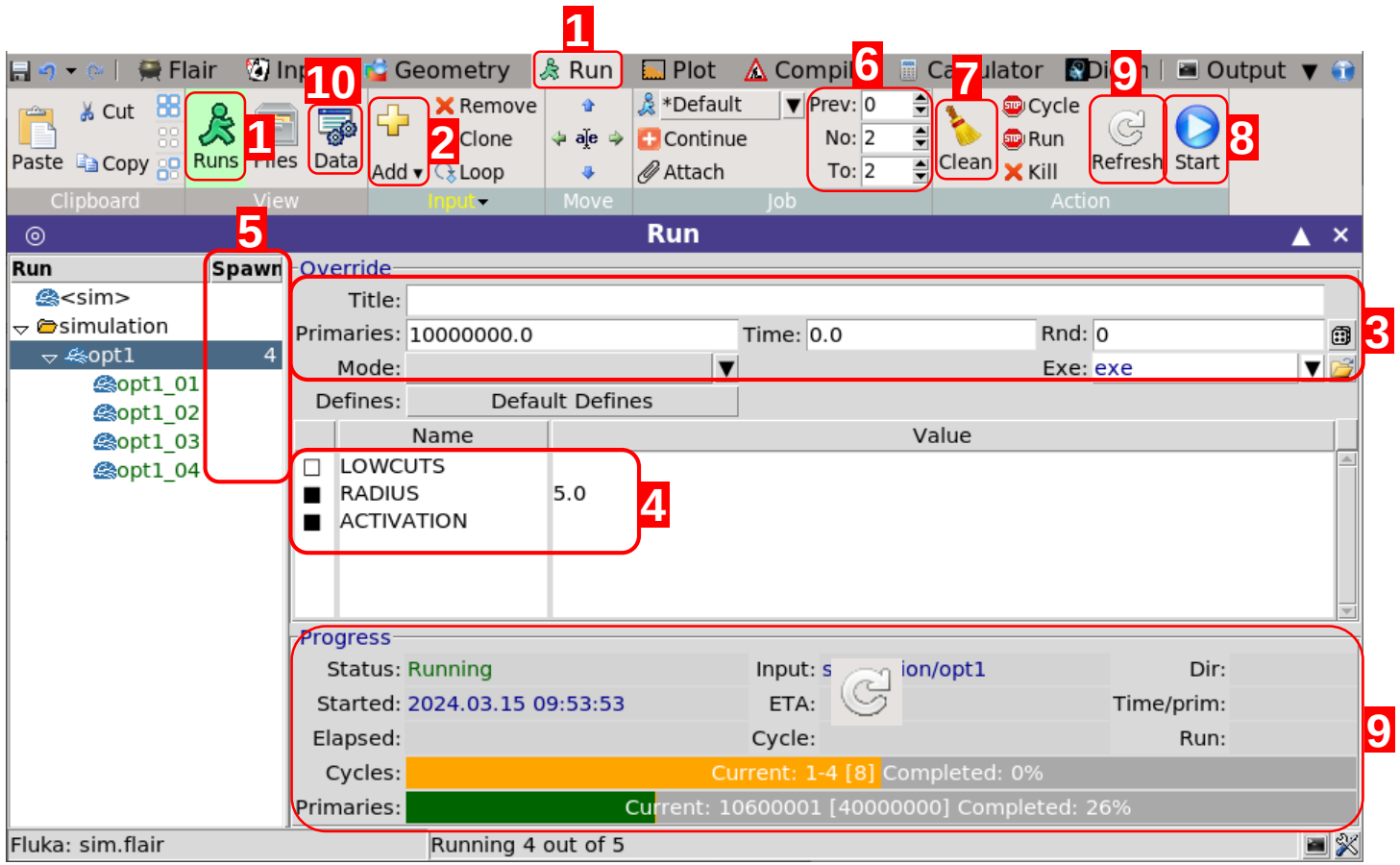
Geometry exercise – Edit geometry

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
- Using only 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!

1. Go to the ***Run* tab**, select ***Runs* view**.
2. Add **new folder** + Add **new run**.
3. Override the input run info:
   - **Number of primaries**
   - Title / Max. time per cycle / Seed / Exec.
4. Override/Define variables.
5. **Recommended:** Increase number of spawns
6. Set number of cycles per spawn
   - Recommend at least 5 cycles in total.
   - `num_cycles_tot = num_cycles_per_spawn * num_spawns`
7. ***Clean*** run files after change to input or run settings.
8. Click ***Start*** to launch the simulations.
9. Monitor the progress. Click ***Refresh*** to force update.
10. After all cycles end:
    - Go to the ***Data*** ( ) tab.
    - Click ***Process*** ( ) to combine all cycles and create simulation data files.
    - You may need to refresh ( ) and scan ( ) if detectors are missing.

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