



Exercise 6: Geometry - III

FLUKA Beginner's Course

Exercise 6: Geometry - III

Aim of the exercise:

1- Debug using the Geometry Editor

Exercise 6: Geometry - III

- ❑ Create the "ex6" directory
- ❑ Download `ex6.inp` from the web into the `ex6` directory
- ❑ Open `ex6.inp` with flair and save the project as "ex6"

Using the Geometry Editor

- ❑ Find the three (3) errors I made