ICRC

The Astroparticle Physics Conference
34th International Cosmic Ray Conference
July 30 - August 6, 2015
The Hague, The Netherlands

Contribution ID: **1178**   Type: **Poster contribution**

GAMERA - a new modeling package for non-thermal spectral modeling

Thursday, 30 July 2015 15:30 (1 hour)

GAMERA is a new open-source C++ package which handles the spectral modelling of non-thermally emitting astrophysical sources in a simple and modular way. It allows the user to devise time-dependent models of leptonic and hadronic particle populations in a general astrophysical context (including SNRs, PWNs and AGNs) and to compute their subsequent photon emission. Moreover, this package also contains the necessary tools to create Monte-Carlo population synthesis models. In this poster, I will explain the basic design concept of GAMERA and present several examples of its implementation.

Collaboration

– not specified –

Registration number following "ICRC2015-I/"

556

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Session Classification: Poster 1 GA

Track Classification: GA-TH