



Exercise 4b: Geometry - III

FLUKA Beginner's Course

Exercise: Geometry - III

Aim of the exercise:

1- Debug using the Geometry Editor

Exercise: Geometry - III

- ❑ Create the "ex4b" directory
- ❑ Download **ex.inp** and **ex.flair** from the web into the **ex4b** directory

Using the Geometry Editor

- ❑ Correct the 3 rounded corners (**#2,#3,#4**) like in the image
- ❑ Corner **#1** can be used as an example
- ❑ Correct also the surrounding VOID

Hints:

- Toggle ON the Visibility of all bodies first
- Center the viewports [**c**] at the working location → look also the other dimensions

