

Distribution of calls by Solids and Methods

Number of calls for 10 events, full Atlas geometry

	Inside $\times 10^6$	Normal $\times 10^6$	SafetyToIn $\times 10^6$	SafetyToOut $\times 10^6$	DistanceToIn $\times 10^6$	DistanceToOut $\times 10^6$	TOTAL $\times 10^6$
G4Trap	978	1	111	42	38	23	1193
G4Box	421	1	19	5	9	4	459
G4Polycone	336	1	21	120	9	41	528
G4Tubs	172	9	168	124	66	46	585
G4Trd	34		16	14	6	9	79
G4Extruded	3		3				6
G4Union	1287	3	23	6	14	22	1355
G4Subtraction	38		13	1	2		54
G4Displaced	1385	1	34	4	19	5	1448

- There is a prevalence of Inside() in case of Trap, Box, Union solid (Displaced solid).
- There was an *early return* in 92% cases of G4Trap::Inside()