Questionnaire results

Geometry basics

Survey: Geometry - Basic

- Which of the following statements is true?
  - A. Bodies, zones and regions can overlap.: 1 (2.94%)
  - B. Bodies can overlap, but not zones and regions.: 3 (8.82%)
  - C. Bodies and zones can overlap, but not regions.: 26 (76.47%)
  - D. Zones can overlap, but not bodies and regions.: 2 (5.88%)
  - E. Neither bodies, zones or regions can overlap.: 2 (5.88%)

- Which of the following gives an error?
  - A. A region consisting of a single zone.: 0 (0%)
  - B. A region without a material assignment.: 21 (61.76%)
  - C. Use of the region names "target" and "Target" at the same time.: 2 (5.88%)
  - D. Assignment of a BLCKHOLE material to a region inside the geometry.: 4 (11.76%)
  - E. Use of touching surfaces for region definitions.: 7 (20.59%)

Survey: Geometry - Basic

- What is the best way to define regions around your object?
  - A. Regions around objects don't have to be defined, FLUKA will take care of them.: 0 (0%)
  - B. Use the bodies defining the object to define the regions around your object.: 18 (37.50%)
  - C. Subtract the object's regions definition in parenthesis from the surrounding body.: 3 (6.25%)
  - D. Subtract the bodies defining the object from the surrounding body.: 20 (41.67%)
  - E. Use complementary bodies to define the regions around your object.: 7 (14.58%)

- Which of the following statements is true?
  - A. Flair always shows the "Error found" warning, if there is an error in the geometry.: 9 (26.47%)
  - B. FLUKA always stops before starting the simulation if there is an error in the geometry.: 2 (5.88%)
  - C. FLUKA always stops if the currently simulated particle reaches a geometry error.: 3 (8.82%)
  - D. FLUKA won't stop if the currently simulated particle reaches a geometry error, but an error message is printed in the .err file.: 13 (38.24%)
  - E. None of the above.: 7 (20.59%)

Survey: Geometry - Basic

- FLUKA will always stop if:
  - A. The location of a particle belongs to more than one region.: 5 (14.71%)
  - B. It cannot accurately determine a particle's relative position to a body.: 2 (5.88%)
  - C. A particle enters the BLACKHOLE region.: 2 (5.88%)
  - D. The position of the particle does not belong to any region.: 22 (64.71%)
  - E. A primary particle is generated exactly on a region boundary.: 3 (8.82%)