## Geant4 Application for Bremsstrahlung and y Converter Simulation

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## Geat4 application for bremsstruhlung and y converter

#### www.desy.de/~oborysov/lxtsim.tar.gz

Typical setting are in luxe\_e\_gamma.mac file

#### Primary particle settings:

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- particle type
- momentum and position distribution has two options:
- \* x=y=px=py=0 corresponds to /lxphoton/gun/beamType mono
- \* and Gaussian beam (/lxphoton/gun/beamType gaussian) with settings of sigma\_x and sigma\_y at IP.
  In this version the emmitance is fixed for Gaussian beam, but of course it can be chanegd in PrimaryGeneratorAction::SetDefaultKinematic().
- energy has two options:
- \* mono-energetic beam
- \* arbitrary spectra can be loaded from a file.

  There are examples: spectra\_test1.txt and spectra\_test\_compt.txt

#### Geometry:

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- target material, size, position;
- World size and material;

#### Physics list:

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- emstandard\_opt0, 1, 2, 3, 4 and others.

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Simulation:
- secondaries production cut (/run/setCut ) - maximum step in absorber (/lxphoton/stepMax )
Output
<ul> <li>File name with histograms and TTree</li> <li>Histograms setting are in separate mac file (hist_settings.mac)</li> <li>Type of the particle which are saved in the TTree, their x and y position cuts.</li> <li>Saving everything (which is also possible) produces quite a big file.</li> </ul>
These are gcc, ROOT, GEANT4 and CMake used: ./cvmfs/clicdp.cern.ch/compilers/gcc/4.8.5/x86_64-slc6/setup.sh ./cvmfs/clicdp.cern.ch/software/ROOT/6.06.04/x86_64-slc6-gcc48-opt/bin/thisroot.sh ./cvmfs/clicdp.cern.ch/software/Geant4/10.02.p02/x86_64-slc6-gcc48-opt/bin/geant4.sh ./cvmfs/clicdp.cern.ch/software/CMake/3.5.2/x86_64-slc6-gcc48-opt/setup.sh
Installation:
cmake ./ make
Running:

./lxbeamsim luxe\_e\_gamma.mac 1

# Geometry example with a magnet and one e- event

