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GAMERA - A tool for multi-messenger modelling in high-energy astrophysics

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GAMERA is an open-source software package for modelling non-thermal radiation processes. It has been used in various publications to model the time evolution of populations of leptonic and hadronic cosmic rays in constant and changing environments and to compute the resulting photon and secondary particle spectra. While the core is written in C++ to allow fast computations, a Python wrapper facilitates the easy use in Python. In this contribution, I will give an overview of the package, outlining its general structure, functionalities and applications.

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