

# **G4Beamline User's Guide**

## **2.06**

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# G4Beamline User's Guide

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# 1 Introduction

G4Beamline is a particle tracking and simulation program based on the Geant4 toolkit [1] that is specifically designed to easily simulate beamlines and other systems using single-particle tracking. It is flexible enough to simulate complex beamlines like the MICE muon beam, and the Neutrino Factory Study 2 SFOFO muon-cooling channel. Because of its simple and straightforward method of specifying the system to be simulated, it is also well suited for quickly answering questions about particle interactions and tracking (e.g. “On average, how much energy does a 150 MeV proton lose in a 1 mm Al window?”, “How large does the multiple-scattered beam grow 20 meters downstream of the window?”). As a Cosmic Ray “muon beam” is included, the notion of “beamline” can be rather more general than usual.

The primary advantage of using G4beamline is that its description of the simulation is commensurate with the complexity of the system being simulated, instead of being a significantly more complicated C++ program. Most users need not face the challenges of learning C++ programming and the details of the Geant4 toolkit – to use G4beamline there is no need to know C++, to learn the many aspects of the Geant4 toolkit API, to face the non-trivial challenges of installing the Geant4 toolkit and all its required libraries, and to learn how to solve any problems that arise while linking a complicated and rather large program. All of that is done during the production of the G4beamline distribution. Users with special needs can download and install the source distribution, and learn how to build the program, which will permit them to add their own C++ code and custom commands to G4beamline.

The basic structure of a G4Beamline simulation is to first define beamline elements (magnets, windows, RF cavities, etc.), including their geometry, materials, fields, etc., and then to place them into the world, usually along the beam direction. As bending magnets can be modeled, the “beam direction” can change – see “Centerline Coordinates” below; it remains simple to place elements along the nominal beam centerline. It should be noted that a G4beamline simulation is closer to specifying a real beamline than it is to the abstractions and approximations used in most accelerator-physics codes. All descriptions and configurations are contained in a single ASCII input file, which also provides values for various program parameters, the initial beam, etc.

The tracking of particles through the simulated system is as accurate and realistic as the Geant4 toolkit implements. The input file selects from any of the Geant4 physics use cases, and can set values for the various Geant4 tracking-accuracy parameters. This permits users to make trade-offs between CPU time and simulation accuracy. Similarly, G4Beamline permits the specification of magnetic map parameters, permitting a trade-off between memory usage (and the CPU time to generate the map) and simulation accuracy.

While G4Beamline can make it rather simple to specify a simulation, it cannot substitute for knowledge and experience about the problem domain or about particle-tracking simulations in general. Like all computer programs, G4Beamline is prone to “garbage in, garbage out”, especially when used by unskilled users. It is **strongly** suggested that you use visualization to verify the geometry of your simulation and that a handful of particles are tracked properly through it. Whenever possible you should arrange to track through a simple geometry that you can compare to independent results, to make sure that what you think is happening actually does occur in the simulation.

This document does not discuss compiling and building the G4Beamline program. That is an advanced topic complicated by the complexity of linking a Geant4 executable with diverse visualization drivers. Most users will not need to do that, and can just use the distribution as is. The README-\*.txt and BUILD.txt files in the distribution and the appendices provide considerable detail about how to build the program.

## 1.1 Quick Start Guide

This section gives a quick overview of how to install and run G4beamline. It cannot discuss all the subtleties involved in performing simulations. New users should note in particular section 3 on important values that affect the accuracy, and section 6 on tips and techniques.

### 1.1.1 Installation

#### 1.1.1.1 Windows

##### Prerequisites:

- Java SE Runtime Environment 1.5 or later (<http://java.sun.com>) – if you have the JDK installed that includes the runtime environment.
- Root 1.14 or later (<http://root.cern.ch>).

Root is not required if you will use only ASCII output files (though you will probably find the *historoot* program useful to generate plots of Root and ASCII files, and it requires Root).

The distribution file is **G4beamline-VERSION.msi**, available from <http://g4beamline.muonsinc.com>. Simply download it and execute it with administrator privileges. By default, it will install files into “C:\Program Files\MuonsInc”, and place icons onto your Desktop and into the Start menu. It will also place a copy of the examples into “My Documents\G4beamline Examples”. Delete the downloaded file after installing it.

#### 1.1.1.2 Linux (Intel)

##### Prerequisites:

- Java SE Runtime Environment 1.5 or later (<http://java.sun.com>) – if you have the JDK installed that includes the runtime environment.
- Root 1.14 or later (<http://root.cern.ch>).

Java is not required if you will only use G4beamline from a command shell (i.e. not use the GUI). Root is not required if you will use only ASCII output files (though you probably will find the *historoot* program useful to generate plots of Root and ASCII files, and it requires Root).

The distribution file is **g4beamline-VERSION-Linux-g++.tgz**, available from <http://g4beamline.muonsinc.com>. Simply download it and un-tar it in your \$HOME:

```
tar -xzf g4beamline-VERSION-Linux-g++.tgz
```

Delete the downloaded file after doing this. Now you need to add the G4beamline programs into your PATH:



```
cd g4beamline-VERSION-Linux-g++
./setup
```

The setup script will guide you through the process. It puts 2-lie shell scripts into \$HOME/bin (or other directory you specify). You can also add **\$HOME/g4beamline-VERSION-Linux-g++/bin** to your PATH manually. The setup script also creates *G4beamline.desktop* and *Historoot.desktop* in \$HOME/Desktop (if it exists); these define icons in the format used by both KDE and Gnome, and most other desktop managers.

### 1.1.1.3 Mac OS X (Intel)

#### Prerequisites:

- Java SE Runtime Environment 1.5 or later (<http://java.sun.com>) – if you have the JDK installed that includes the runtime environment. Java is normally installed on Mac OS X.
- Root 1.14 or later (<http://root.cern.ch>).

Java is not required if you will only use G4beamline from a command shell (i.e. not use the GUI). Root is not required if you will use only ASCII output files (though you probably will find the *historoot* program useful to generate plots of Root and ASCII files, and it requires Root).

The distribution file is **g4beamline-VERSION-Darwin-g++.dmg**, available from <http://g4beamline.muonsinc.com>. Simply download it, open it, and drag the *G4beamline* and *Historoot* icons to your /Applications folder. Drag the documentation and examples folders to your desktop, if desired. Then eject the installer disk image and move the downloaded file to the trash. As usual, you can then drag the application icons from /Applications to the Dock.

### 1.1.2 Initial Test

After installing G4beamline, the first thing to do is to try it on some of the example files. You can double-click the G4beamline icon or select it from the Start menu; on Windows/Cygwin, Linux, or Mac you can also execute the command *g4blgui*. This should bring up the G4beamline GUI window (if it doesn't, there is a problem with either your Java installation or your PATH). Click on the *Browse* button and navigate to the install-directory/examples and select *example1.in* (on Windows, go to "My Documents\G4beamline Examples"). Clicking on the *Run* button should execute the example1 simulation (takes just a few seconds). Try selecting the *best* viewer, select (say) 10 events/run, and click *Run* again to see the OpenInventor display of the system and a handful of events.

If you have *tcl* and the *bash* shell available (Linux, Mac, Windows with cygwin), you can run the full test suite of G4beamline. Simply cd to the install-directory/test and issue the command *./all*. Individual tests can be run individually, if desired. At present, it takes 5-10 minutes to run all tests on a reasonably modern computer.

### 1.1.3 The G4beamline Command Line

On Linux and Mac OS X, the command line is the traditional way to run programs. On Windows this is possible, but you must install the **cygwin** environment first (<http://www.cygwin.com>) and use its *bash* shell rather than the Windows *cmd*. You can execute the G4beamline GUI in all environments via the command *g4blgui* executed via an absolute path.

The `g4beamline` command specifies the input file, plus whatever additional parameters are needed (see the `param` command). Its syntax is:

```
g4beamline input.file name1=value1 name2=value2 ...
```

Here `input.file` is the filename of the file describing the simulation (‘-’ means stdin), and `name1` and `name2` are parameters to be passed to the program or to `input.file`. Note that users will rarely (if ever) execute this command directly – most users will use the `g4bl` script instead of `G4Beamline` itself; its arguments are the same:

```
g4bl input.file name1=value1 name2=value2 ...
```

The `g4bl` script will ensure that the necessary libraries from the binary distribution will be found and used, and sets `G4BL_DIR` for finding `viewer.def` and the physics data files. Note that the `g4bl` script relies on being executed via a full pathname, so the distribution `bin` directory should be put into your `PATH` (or you can manually type the full path to `g4bl` – see `README.txt` in Appendix 1). `G4Beamline` has no such expectation, but to run it you need to have all the necessary libraries available in your environment (which happens when you setup to build `G4Beamline`).

In addition, the `g4bl` command can contain commands to be interpreted before reading the `input.file`. These are interpreted in the order given, after all the parameters on the command-line are defined. If the command has arguments, it must be quoted because of the spaces between arguments. The usual commands this is used for are `eventcuts` (used by `g4blgui`) and `movie` (used by users to add the movie NTuples to an existing simulation):

```
g4bl input.file movie name1=value1 name2=value2 ...
```

For visualization, the `viewer.def` file is looked for in the current directory and then in the directory from `G4BL_DIR` in your environment. If you aren’t using the `g4bl` script, you probably want to set that variable to the distribution directory, so you don’t need to link `viewer.def` into every working directory (`G4BL_DIR` is set when you setup to build `G4Beamline`, and also by the `g4bl` script).

`G4beamline` has two modes of operation: visualization and tracking. If the parameter `viewer` has been set to anything other than `none`, it will run in visualization mode, which displays an image of the simulated system (as specified in the `viewer.def` file for the viewer used). For `viewer=none` (the default), `G4beamline` will run in tracking mode. In visualization mode any NTuples defined in the `input.file` will not be written to files. The simplest and most common way to invoke visualization mode is to put an argument `viewer=best` onto the command line, or select a viewer in the GUI. See section 2.8 for a list of the supported visualization drivers.

A very useful trick is to run G4Beamline interactively, just to issue help and list commands:

```
g4bl -  
cmd: help  
cmd: help beam  
cmd: list materials
```

You may find it useful to keep this open in one window while you edit your *input.file* in another window.

Another useful trick is to add “steppingVerbose=1” to the command line. This will print one line per physics step, so you want to limit the number of events to some small number. The prints are about 120 characters wide by default, so it’s best to do this in a wide window. You can change the information printed, see section 3.2.1.

A large number of useful tips and techniques are described in section 6.

### 1.1.4 The historoot Program

The G4beamline distribution includes the *historoot* program, which makes generating histograms and plots easy. While everything *historoot* does can be done via Root commands and code, the *historoot* program makes it unnecessary to know Root and C++, and guides you through most common tasks. The *historoot* program can read multiple Root files (*TFile*), and can generate plots from the *TNtuple*-s in them. It can also read ASCII files (in either .csv or column format) and convert them to *TNtuple*-s for plotting (see the *Help* for details on the ASCII file format).

To run *historoot*, simply double-click its icon or enter its command:

```
historoot [file1] [file2] [...]
```

The file arguments are optional, and it will auto-detect whether they are Root files or ASCII files.

*historoot* was inspired by the HistoScope program [3], though its user interface is completely different. Having sliders that interactively impose cuts on the histogram is a great convenience.

## 1.2 License and Distribution

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

<http://www.gnu.org/copyleft/gpl.html>

This product includes software developed by Members of the Geant4 Collaboration (<http://cern.ch/geant4>).

## 2 Basic Concepts

Any physical component of the simulation is called a beamline element, or just an element. Every element inherently has a geometrical shape and a material; some elements also have electromagnetic fields associated with them. Some elements are quite simple, merely defining a box or tube made of some material; other are quite complex, defining in detail the construction and electromagnetic fields of a complicated object such as an RF cavity.

Elements can often be nested inside each other; any element can be placed inside another element, but not all elements can act as the parent of others (in general, simple elements can be parents, complex ones cannot; most elements that generate an electromagnetic field cannot be parents). The notes and help for each element describe whether or not it can be the parent to other elements. This is the natural way Geant4 builds the geometry hierarchically: a “daughter” volume is said to be placed into its “mother” or “parent” volume (every element is also a volume). The “World” volume is the ancestor of all volumes, and in G4beamline the World volume automatically grows to hold everything that is placed into it. In G4beamline, individual elements have their own material(s), and when a daughter is placed inside a parent, the daughter’s material applies inside the daughter, and the parent’s material applies inside the parent outside any daughters; many elements use their parent’s material by default.

G4Beamline attempts to model the simulated world in as simple and straightforward manner as possible, so in most cases a single object you might place into a real beamline will be represented as a single beamline element in the program. So, for example, a *genericbend* element represents a bending magnet and its field; the *genericbend* command defines an individual magnet type, including all geometrical details that the element can represent, and all details of the field that it can model; each placement of the magnet puts the geometrical object into the simulation and also generates the magnetic field appropriate to the magnet. Other elements behave similarly.

In the Geant4 toolkit, only simple geometrical shapes are available, and complicated objects must be built up from cylinders, boxes, etc. In *G4Beamline* there is a rather large list of pre-defined elements that are much more complicated, such as an entire RF cavity (including time-dependent E- and B-fields, optional windows, etc.), or a complete absorber assembly (modeled after the absorbers of the MICE experiment, suitable for neutrino factory cooling channel simulations). *G4Beamline* includes simple pipes, cylinders, spheres, boxes, extruded polygons, and polycones, so you can build up complicated objects from them; in general, it is both easier and better to use the pre-defined elements whenever they are suitable for your needs. In cases where the pre-defined elements are not sufficient, it is possible to add additional elements to the program (this requires C++ programming and the installation of the complete G4Beamline build environment – see *BUILD.txt* in the distribution and the doxygen documentation of the classes).

### 2.1 Particle tracking in simulations

The accuracy of a simulation of tracking particles through a system depends primarily on how realistic the simulation is. This has many aspects:

- How closely the geometry of the simulation matches the real geometry
- How accurately the real electromagnetic fields are modeled in the simulation
- How accurately the material properties of the real objects are modeled in the simulation
- How well the modeled beam distributions match the real beam

- How accurately the program tracks particles
- How accurately the implementations of physical processes match the real world
- Etc.

While G4Beamline provides facilities for the user to specify most of these, and gives them reasonable default values, it is really the user's responsibility to ensure that the result of a simulation is accurate enough to be useful.

In G4Beamline, the Geant4 particle tracking is used directly with the tracking-accuracy parameters of Geant4 settable by the user (see section 3.2.2).

## 2.2 Units

In G4Beamline, all physical sizes and dimensions are specified in millimeters, just as in Geant4. Most other units are as in Geant4, except rotation angles are in degrees and EM fields are in Tesla and MegaVolts/meter. The units of all arguments to all commands are given in section **Error! Reference source not found.** of this document and in the output from "*help commandname*".

## 2.3 Geometry

As in Geant4, geometry in G4Beamline is specified at the element level and in the placement of elements. Each element has an inherent shape and size, which are usually parameterized, that determine the basic geometry of the element in isolation. Elements can be placed into the simulated World, or into other elements placed into the world, with specified geometrical relationships consisting of both rotations and offsets relative to the parent's coordinates. This will become obvious when you look at the various element definition commands (e.g. the *box* and *tubs*<sup>1</sup> commands), and the *place* command.

Because of the way Geant4 does tracking, there are restrictions on the geometrical intersections of elements:

- Every daughter element must be wholly contained in its parent
- No sibling elements can intersect each other in any way

This results in a strict hierarchical arrangement of element volumes, with the World volume as the root and outermost volume from which all other volumes are descended. The World volume, and the *group* element, will automatically expand to the size required to hold all daughter elements placed into them.

G4Beamline has a geometry test that will verify these requirements for points distributed on the surfaces of every element. Due to round off in tracking, the geometrical intersections have a default accuracy of 10 microns; the geometry test has a default tolerance of 2 microns; in practice these are usually reasonable values, but they can be changed when required by simulations at a different scale.

Note that the Geant4 toolkit has "logical volumes", "physical volumes" and "placements". In G4Beamline, these are not visible to the user; elements are modeled as single objects, and you simply place the objects where they belong, keeping in mind the above requirements on intersections. The C++ code implementing each element deals with the Geant4 details, of course. Unlike Geant4, in

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<sup>1</sup> "*Tubs*" is the name Geant4 uses for a tube or a cylinder (a tube with innerRadius=0).

G4Beamline an element that generates an electromagnetic field is a single object that includes both its geometrical volume(s) and its field.

An additional limitation of the geometry in G4beamline is the requirement that any element that is to be the parent of other elements be placed after the children are placed into it. Once a given element has been placed (anywhere), it can no longer be used as the parent of other elements.

## 2.4 Coordinates

There are four basic types of coordinates used in G4Beamline:

1. Global coordinates
2. Local coordinates
3. Centerline coordinates
4. Reference coordinates

All coordinate systems are Cartesian, with axes labeled X,Y,Z,T. For geometrical placement, T is irrelevant (but it is needed during tracking). X,Y,Z are always right handed, with the +Z direction in the nominal direction of the beam, X is normally beam left, and Y is normally up.

### 2.4.1 Global Coordinates

Global coordinates are merely the local coordinates of the World volume – the outermost physical volume of the simulation, which defines the entire world known to the program. All beamline elements and physical objects of the simulation are contained within the world volume. Note that the World volume automatically expands to hold any elements placed into it, so the user need not be concerned with how large it is. Any particle that reaches an edge of the World volume is killed right there.

Tracking is performed using global coordinates, and electromagnetic fields are always determined using global coordinates (but they are specified using the local coordinates of their element).

### 2.4.2 Local Coordinates

There is a set of local coordinates for each and every element. If the element has an associated field, the field of the element is specified in local coordinates, and the program automatically keeps track of the global  $\Leftrightarrow$  local coordinate transforms required for each placement of the element (including rotations for vector fields).

Whenever an element is placed inside a parent element (e.g. a group or a box), the parent's local coordinates are used in the place command, except for the world volume. When placing an element into the World volume you can specify either Centerline coordinates (the default) or global coordinates (the local coordinates of the parent, here the World volume).

### 2.4.3 Centerline Coordinates

Centerline coordinates are intended to represent the nominal centerline of a beamline, with the Z axis running down the center of the beamline, the X axis is beam left, and the Y axis is up. This includes corners generated by bending magnets. The centerline coordinates are initially identical to the global coordinates, but the *start*, *corner*, and *cornerarc* commands will change that (each bending magnet is normally immediately followed by a matching *corner* or *cornerarc* command). By default, elements

placed into the World volume use centerline coordinates to specify the placement, but global coordinates can be used if desired. Centerline coordinates apply only to the World volume. They are piecewise-linear, and inside bending magnets they will differ from the theoretical reference-orbit coordinates commonly used in accelerator physics; the *cornerarc* command will approximate reference-orbit coordinates by using three corners chosen to have the same length along Z as the reference-orbit coordinates have along the arc. Note that the *corner* and *cornerarc* commands cannot have an angle greater than 90°; if necessary, this limit can be worked around by using two *cornerarc*-s in a row with half the desired angle.

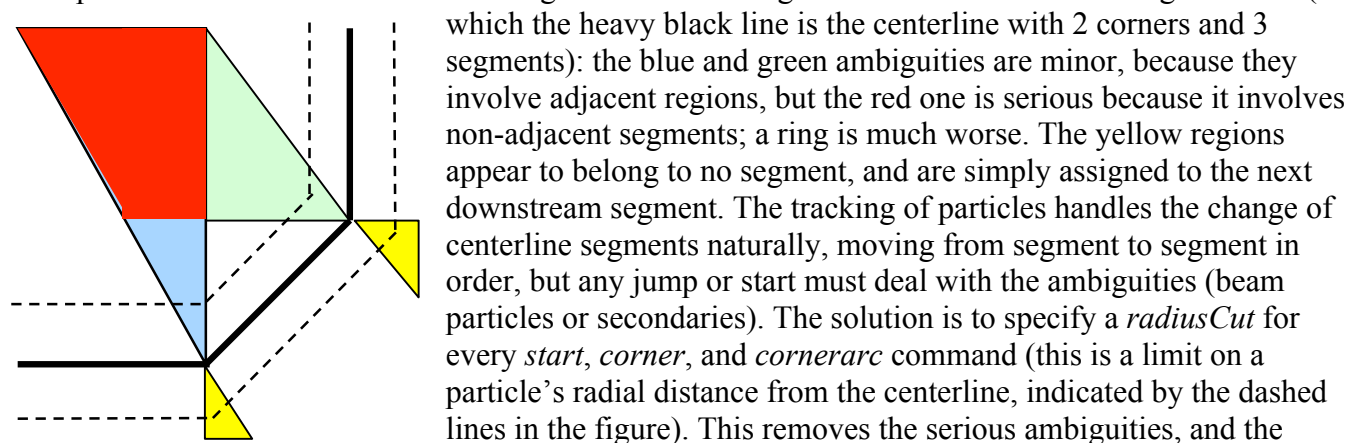
In X and Z, centerline coordinates correspond to what a surveyor might draw on the floor – a piecewise-linear centerline along which the various beamline elements will be placed. Note that just like a real beamline, in G4beamline the fields of bending magnets must be adjusted (“tuned”) so that the desired reference particle will travel along the centerline of the beamline. In general, the fringe fields of bending magnets will require them to be offset slightly from their nominal position relative to a corner of the centerline. See section 6.18 for a description of how to place and tune bending magnets.

If your *input.file* has no *start*, *corner*, or *cornerarc* commands, then the centerline coordinates will be the same as the global coordinates, everywhere.

Note that in the input file, each *start*, *corner*, or *cornerarc* command affects the centerline coordinates immediately. This means that all elements to be placed between a given pair of corners must be put into the input file between those *corner* commands. If you attempt to place an object using a Z position in front of a previous *corner* or *cornerarc*, or behind a following one, it will almost surely not do what you intend. Because of this, it is quite difficult to place any element inside a bending magnet using centerline or global coordinates; the best way to do that is to use the *genericbend* object as the parent for the placement.

Because centerline coordinates can only apply when placing elements into the World volume, bending magnets must normally be placed into the World volume, not into a *group* or other parent volume.

**NOTE:** the transform from global to centerline coordinates must be performed at the start of tracking each particle. This transform can be ambiguous in certain regions near corners – see the figure at left (in



remaining minor ones are resolved by using the earliest region of the centerline for which the global coordinate point is inside the *radiusCut*. Most beamlines have apertures that can be used to determine an

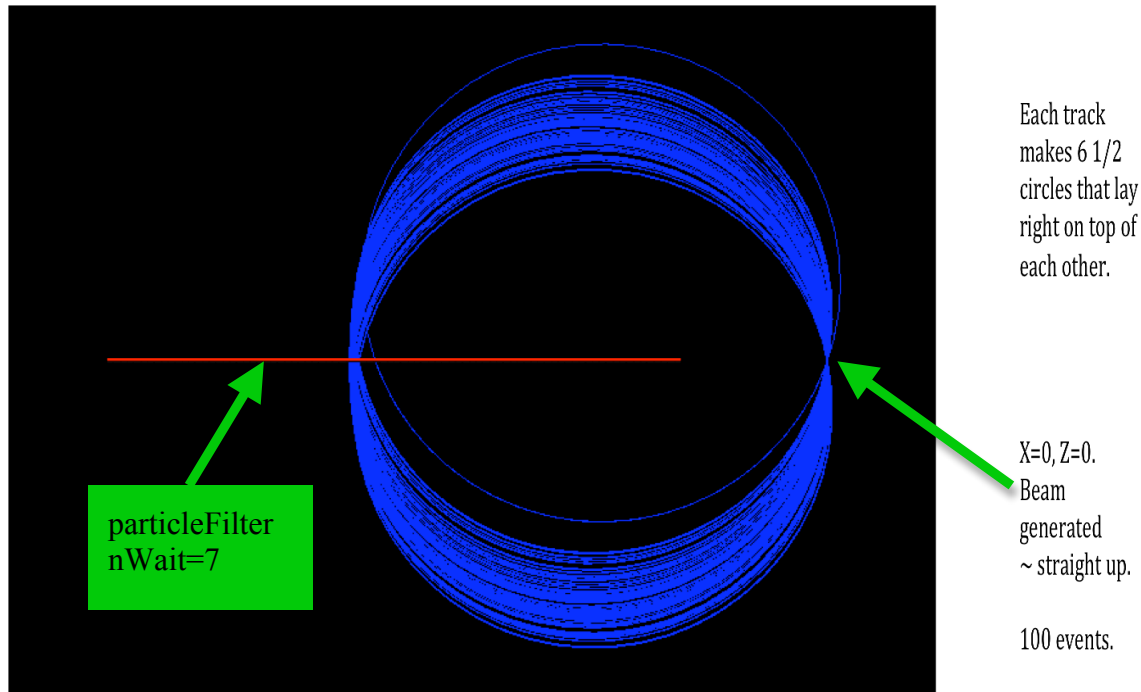
appropriate *radiusCut* in each segment of the centerline. If no *radiusCut* is specified the ambiguities can become so bad that they prevent the use of centerline coordinates, especially if there are many *corners*, large angles, or if the *tune* command is used (which “jumps” the *tune* particle); simulating a ring may not work at all without a *radiusCut* (and needs the *ring* argument to the *start* command).

#### 2.4.4 Reference Coordinates

Reference coordinates are the usual coordinates used by accelerator physicists, with the Z axis along the reference orbit, X to the beam left, and Y up. In G4beamline, the actual track of the reference particle is used for the Z axis. As the reference track is stepwise linear between the physics steps of the tracking, it is usually necessary to specify a rather small *maxStep* (often 10 mm is about right). Note these coordinates can be used only for output; objects cannot be placed using them, and tracking always happens in global coordinates.

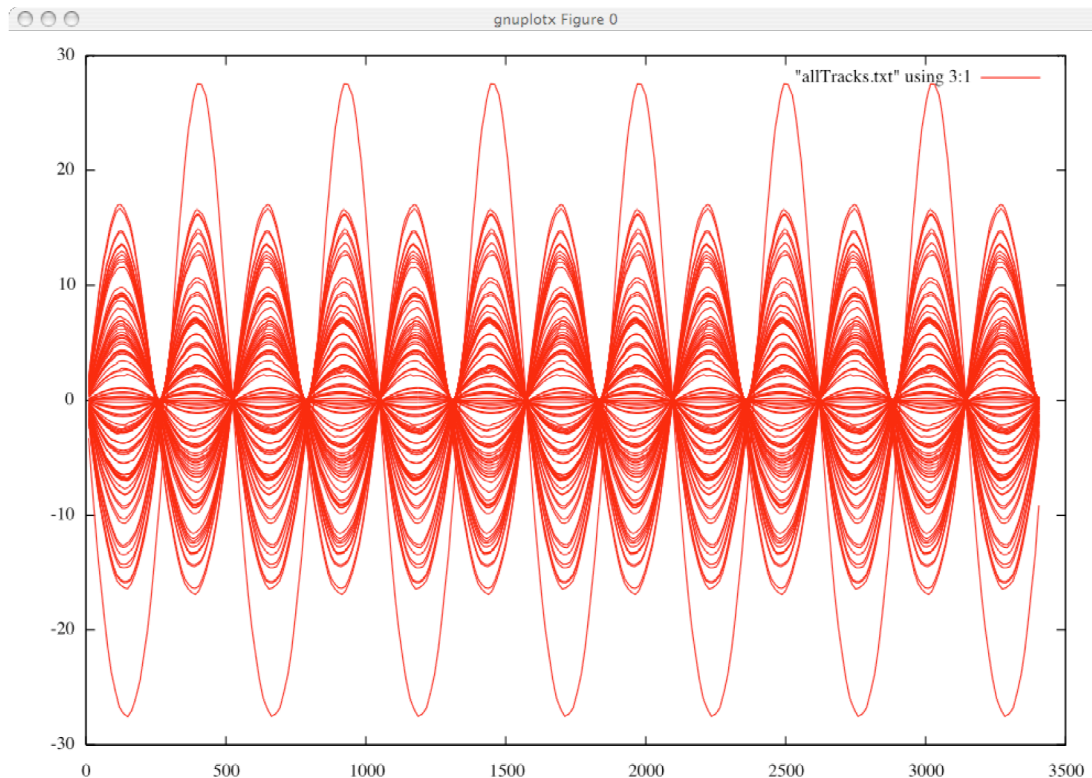
As an example, consider a system having a uniform  $B_y = 8$  T with vacuum everywhere, and a Gaussian beam injected with  $P_y = 0$  centered on the +Z axis; there is a *particlefilter* to limit the number of circles each particle can take. Each particle (including the reference particle) traces  $6\frac{1}{2}$  circles that lay right on top of each other. When using global coordinates for the trace, the circles are quite evident; using reference coordinates, the tracks are sinusoids (see figures below).

### Global Coordinates view – Z vs. X





## Reference Coordinates view – Z vs. X



### 2.5 Rotations

In G4Beamline, all rotations are specified relative to the fixed coordinate axes of the parent volume into which a given element is being placed. This is the natural way to think of placing an object into a room, where the object is the element being placed, and the room is the parent volume into which it is placed.

Rotations can be specified in the *place* command, and in a few other commands. They are specified by a *rotation* parameter, the value of which is a comma-separated list of rotations around the parent's coordinate axes, which are applied in order (left-to-right) to the object; values are in degrees. So “rotation=Y90,X30” means:

1. Start with the object's local coordinate axes aligned with the parent's coordinate axes
2. Rotate the object (and its local coordinate axes) by 90 degrees around the parent's Y axis
3. Then rotate the object (and its local coordinate axes) by 30 degrees around the parent's X axis.

Negative and decimal values of the angle are permitted. The direction of a positive rotation is given by the right-hand rule: use your right hand to grasp the rotation axis with your thumb in its positive direction; a positive rotation goes in the direction of your fingers.

If both a rotation and an offset are specified when placing an element, the rotation occurs first, then the offset. This makes sense, as the location of the center of the object is specified when placing objects.

When the parent is placed with a rotation and/or an offset, the relationship between daughter and parent remains unchanged, so the effect on the daughter is cumulative, all the way back to the World volume.

When used in a *corner* or *cornerarc* command, the rotation is relative to the previous centerline coordinates. When placing into the World volume using centerline coordinates, the rotation is relative to the current centerline coordinates (as is natural). So, for example, one can simply place *genericquad* elements using centerline coordinates without rotation or offset and the nominal beam centerline will go right down their center.

**Note:** this is quite different from the way the Geant4 toolkit itself specifies rotations and placements.

## 2.6 Materials

Every physical object inherently is constructed out of some material. G4Beamline uses the Geant4 methods of specifying materials. The NIST database is available, and is used to define any material that is not already defined (as long as it is known to the database). This database includes all elements with  $Z \leq 98$  plus a rather large list of other materials, including most of the ones commonly used in simulations. See “*help material*” for details (or the *material* command in section 4 below). Additional materials can be defined as needed, via the *material* command, but that is needed only for unusual materials or gases with nonstandard density. The Geant4 NIST database prepends “G4\_” to all material names, but in G4beamline that prefix is optional (G4\_Al and Al are the same material, aluminum).

Every element command has a *material* argument (or similar) to set the material for the physical object (some elements have more than one type of material parameter). In many cases, the default is that of the parent volume, but refer to the individual command descriptions for the actual default values. The material of the World volume is determined by the parameter *worldMaterial*, which defaults to *Vacuum*.

## 2.7 Electromagnetic Fields

In the real world, electromagnetic fields are generated by real structures. This is also true in G4Beamline, where various elements include their electromagnetic fields. So a *genericbend* object includes not only the geometric shape of its iron and coils, it also includes its magnetic field. Placing a *genericbend* element into the world places both its iron and its field; any rotations or offsets used in the *place* command apply to both the iron and the field.

As G4Beamline is intended to model beamlines, in many cases the field of an element is only valid inside its aperture (plus perhaps a short distance away for a fringe field). This is so for *genericbend* and *genericquad*, but *solenoid* and *fieldmap* have fields throughout space (which are truncated according to the tolerance specified or the limits of the map).

In Geant4 programs, computing the field is usually the dominant CPU time used during tracking. In order to minimize this CPU usage, G4Beamline optimizes the computation of the field by using a global bounding box around the field of each element. To compute the field at a given point, the program loops over all elements with fields, but only evaluates those fields for which the point is inside the bounding box. The bounding box is determined in global coordinates, as is the point, so checking the bounding box is fast (often the conversion from global to local coordinates is more expensive than evaluating the

field). For rotated elements the bounding box can be much larger than the field region itself; in practice this is not a problem as the particle beam is usually localized and the “excess regions” of the bounding boxes are usually well outside the beam region.

Beware of placing two elements that generate fields adjacent to each other so their bounding boxes share a side, unless the fields for at least one are very small on the shared side. If both elements have nonzero fields, there can be a small region surrounding their shared surface in which both are evaluated, or in which neither are evaluated. This region is typically picometers or less in length, but while integrating the equations of motion it could be hit. This normally only applies to artificial elements such as *fieldexpr* and *fieldmap*, because realistic elements have fields that decay with distance and bounding boxes out where they have gone to zero (within tolerance).

**Note:** this is quite different from Geant4, where geometry and fields are strictly separate.

## 2.8 Visualization

The ability to easily visualize the system being simulated is an important part of G4Beamline. Without looking at the system in detail, it is easy to make simple mistakes that completely invalidate the results of the simulation. Users are **strongly** urged to use visualization frequently.

In order to be visible, a given beamline element must be given a color. Every element accepts an argument “*color=1,1,1*”, where the 3 floating-point values are for Red,Green,Blue respectively, and must be between 0.0 and 1.0. “*color=invisible*” or “*color=*” is invisible, “*color=1,1,1*” is white, “*color=0,0,0*” is black, “*color=0,1,1*” is yellow, “*color=0.6,0.6,0.6*” is gray, etc. Most elements have a default color of *1,1,1* (white).

By default, particle tracks are visible: red for negatives, blue for positives, and green for neutrals. See the *particlecolor* command to change this. If you run pions or muons you may be surprised to see all the neutrinos from their decays; see the *trackcuts* command to avoid tracking them. You may also be surprised by delta-rays, which are really low-energy electrons ( $e^-$ ); *trackcuts* can eliminate them, too. For example, when studying  $\pi^+ \rightarrow \mu^+ \rightarrow e^+$  decays, the following commands are useful to color them differently and to eliminate the neutrinos and other extraneous particles (e.g. delta rays):

```
particlecolor pi+=1,0,0 mu+=0,1,0 e+=0,0,1
trackcuts keep=pi+,mu+,e+
```

Once your beamline elements have been given colors (in your input file), and so have your particles, to actually visualize the simulation you need to select a visualization driver. G4Beamline supports the following visualization drivers from Geant4:

Descriptive Name	Name	Type	Description
–	best	Interactive	Alias for the best viewer available, currently OIX/OIWin32.
OpenInventor	OIX	Interactive	Renders in 3d using either solid shading or wireframe mode (+ others), and permits the easy rotation, scaling, and movement of the image using the mouse.

OpenInventor	OIWin32	Interactive	The name of OpenInventor on Windows.
OpenGLImmediateX	OGLIX	Interactive	Basic OpenGL 3-D viewer.
OpenGLStoredX	OGLSX	Interactive	Basic OpenGL 3-D viewer.
OpenGLImmediateXm	OGLIXm	Interactive	Like OGLIX, except has Motif widgets to permit the easy rotation, scaling, and movement of the image. If you cannot get OpenInventor to work, try this one next.
OpenGLStoredXm	OGLSXm	Interactive	Like OGLSX, except has Motif widgets to permit the easy rotation, scaling, and movement of the image.
ASCIITree	ATree	Offline	A simple hierarchical description written to stdout.
DawnFile	DAWNFILE	Offline	Use the DAWN viewer.
GAGTree	GAGtree	Offline	Another geometry description written to stdout.
HepRepFile	HepRepFile	Offline	Use the WIRED viewer (Java).
HepRepFile	HepRepXML	Offline	Use the WIRED viewer (Java).
Wired	Wired	Offline	Synonym for HepRepFile.
Wired3	Wired3	Offline	Synonym for HepRepFile.
RayTracer	RayTracer	Offline	Generates JPEG files; use any image viewer for them.
VRML1FILE	VRML1FILE	Offline	Use a VRML viewer.
VRML2FILE	VRML2FILE	Offline	Use a VRML viewer.

Interactive viewers display the simulated system and events while G4Beamline is running; Offline viewers write the image to a file for viewing using another program.

The parameter that controls visualization is called *viewer*, and to use a given visualization driver, simply add *viewer=best* to your command line (or name whichever driver you want from the list above). This puts G4Beamline into a mode to perform visualization rather than tracking beam through the simulated system. The *viewer* parameter can be set via *param* commands in the *input.file*, and what matters is its value at the end; it is usually most convenient to only set it on the command line.

Visualization requires the file *viewer.def*, which contains help text and the internal Geant4 commands required to invoke the selected viewer (it is a simple ASCII file with format documented in its comments). *viewer.def* is searched for in the current directory and then in the directory named in \$G4BL\_DIR (which normally points to the G4Beamline distribution directory; it is set by the *g4bl* script, or you can put it into your environment).

The G4beamline visualizations display all events of a run in a single image; some viewers consider each image to be an “event”, but for beamlines multiple events in an image are often useful. Once the viewer has been selected, if you are running *g4beamline* manually you need to start a run by waiting for the “idle>” prompt and then typing “/run/beamOn 23” (or however many events you want to display). When G4Beamline presents you with an “idle>” prompt, this is the Geant4 internal command processor. *Viewer.def* uses these commands to setup and invoke the selected visualization driver, and to arrange for

tracks to appear in the images. See the Geant4 User's Guide [1] for details about these commands. Typing either "exit" or ^C (Ctrl-C) will terminate the program. The "idle>" prompt appears after the commands in *viewer.def* have been executed and the visualization is set up. If you are finished, simply exit the program (^C), or issue *"run/beamOn 23"* to run the next 23 events and visualize them (i.e. generate another image containing those events). The Offline drivers are smart enough to generate a new image file for every beamOn command (filenames vary for each driver). The g4blgui graphical user interface program automatically handles all this.

### 2.8.1 Additional Visualization Techniques

These techniques use the Geant4 user interface, via the *g4ui* command. You may want to look at the Geant4 help for these commands; to do so, go to the *examples* directory and type (any input file will do):

```
g4bl example1.in viewer=best
```

Once the viewer opens its window, you will get an *Idle>* prompt to which you can reply *help*<CR> and obtain help on any Geant4 UI command.

Note there are lots of options for the Geant4 viewers, and this is only a short list of those that users have requested in the past. If there is some aspect of drawing that you want, chances are fairly good that it is available.

#### 2.8.1.1 Different Drawing Scales

Many beamlines are much longer than they are wide or tall. This makes the transverse dimensions difficult to see in a viewer, and when magnification is increased to see them, only a very small portion of the beamline is visible at a time. This can be addressed by using different drawing scales for x, y, and z. The command to scale x by 2, y by 3, and z by 4 is:

```
g4ui when=4 "/vis/viewer/scaleTo 2 3 4"
```

#### 2.8.1.2 Changing the Background Color

To set the background color to white, use this command:

```
g4ui when=4 "/vis/viewer/set/background 1 1 1"
```

The 3 values are for red, green, and blue, and should each be a value between 0 and 1; black is "0 0 0". A fourth value for opacity can be given.

#### 2.8.1.3 Drawing Axes

Drawing the coordinate axes can make it easier to find your way around the image of the system in a viewer. You can draw a set of axes at any desired location with any desired length. To draw coordinate axes of 100 mm length at x=1 y=2 z=3 (mm):

```
g4ui when=4 "/vis/scene/add/axes 1 2 3 100 mm"
```

#### 2.8.1.4 Cut-Away and Section Planes

The Geant4 drawing interface includes cut-away and section planes. The interface is quirky and you'll have to search the Geant4 documentation and just play with it. Not all viewers support this. The commands are: `/vis/viewer/set/sectionPlane` and `/vis/viewer/addCutawayPlane`.

#### 2.8.1.5 Starting up in Wireframe Mode

```
g4ui when=4 "/vis/viewer/set/style wireframe"
```

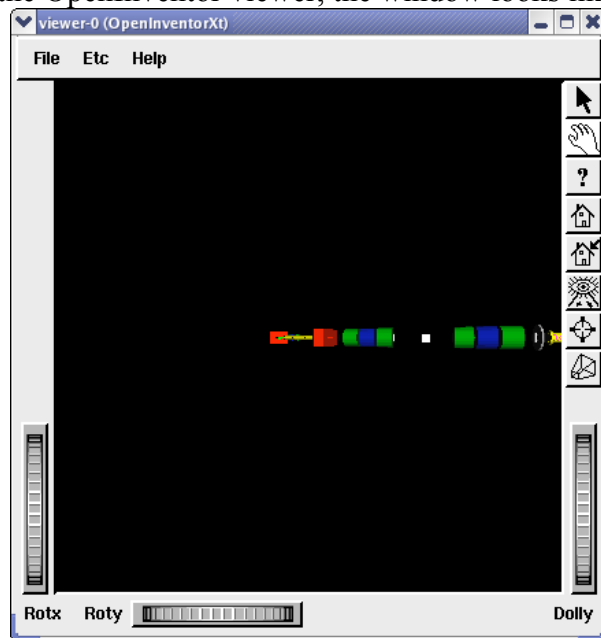
#### 2.8.1.6 Filters

The Geant4 drawing interface includes filters that permit you to only draw certain particle types. The interface is quirky, and you'll have to search the Geant4 documentation and just play with it.

### 2.8.2 The OpenInventor Visualization Driver

Because the OpenInventor driver (OIX/OIWin32) is so much more useful than the other drivers, it is the driver of choice (linked to the name "best"). This driver will permit you do to almost everything that any other driver can do, the exception being the Wired driver lets you modify the graphical attributes of individual objects by picking and editing (that is in the works for OpenInventor).

Like other X-windows programs, the OpenInventor driver of G4Beamline can operate in either local or remote (networked) mode. The X display server must have the 3-D display capabilities of OpenGL installed. When you startup the OpenInventor viewer, the window looks like this (exampleAUG05.in):



The Rotx and Roty wheels rotate the image relative to the viewer, and the Dolly wheel moves in and out with a corresponding change of scale. The buttons along the right edge do the following:

Arrow	Select pick mode and cursor
Hand	Select move mode and cursor (default)

?	Help (not implemented)
House	Restore display to Home position
House with arrow	Set Home position to be the current display
Eye	Zoom so everything is visible
Gunsight	Not implemented
Perspective box outline	Select isometric or projected display

When the Hand cursor is active the mouse behaves like this:

- Left Button Click and drag to rotate the display. It acts as if there were an invisible sphere surrounding the image, and the mouse movements rotate that sphere in any direction. This is quite different from the Rotx and Roty wheels, and takes some getting used to.
- Middle Button Click and drag to pan the display – this moves the visible objects around without rotation.
- Right Button Brings up a menu with various functions, Draw Styles, and other items. The most useful is DrawStyles/StillDrawStyle/Wireframe, which will draw in the wireframe mode rather than as solid surfaces. This permits you to look inside objects, and is considerably faster drawing.

The Etc menu has several useful items:

Set Solid	Set the G4 mode to Solid (default)
Set (G4) reduced wire frame	Set the G4 mode to wireframe, real edges only
Set (G4) full wire frame	Set the G4 mode to wireframe, including triangles to fill surfaces
Visible mothers + invisible daughters	Daughter volumes are invisible (default)
Visible mothers + visible daughters	Make all objects visible

The key to understanding how objects are displayed is to know that Geant4 has a solid/wireframe choice, and OpenInventor has a solid/wireframe choice, and they are different:

<b>G4 mode (Etc menu)</b>	<b>OI mode (Right click menu)</b>	<b>Description</b>
Solid	Solid (“as is”)	Draw solid surfaces
Solid	Wireframe	Draw wireframes with triangles filling visible surfaces
Reduced Wireframe	Either	Draw reduced wireframes, showing only real edges
Full Wireframe	Either	Draw wireframes with triangles filling visible surfaces

For instance, in G4 reduced wireframe mode a sphere is invisible, as it has no real edges; in G4 full wireframe mode it has triangles filling its visible surface (in such a way you can tell it is a sphere). In reduced wireframe mode, a cylinder is drawn as two circles; unfortunately there is a bug and some objects are not drawn at all (use other modes to see them).

Note that by default all daughter volumes are invisible. In wireframe mode you would expect to see them, but to do so you must invoke Etc/VisibleMothers+VisibleDaughters.

The OpenInventor driver has many more features, but this should get you started. It will also do animation: with the hand cursor left click and drag the image, letting go of the button while moving – the image will continue to rotate until you left click on it (works best locally).

### 2.8.3 A Trick for Visually Scanning Events

The simplest way to scan events visually is to use the *g4blgui* program, but it can be done manually via the command line. The OpenInventor driver (OIX) has the ability to exit the viewer and return to the Geant4 command input. This can be used to quickly scan events visually. To do this, first create a text file called *beamon.txt* containing a large number of identical lines:

```
/run/beamOn 1
/run/beamOn 1
/run/beamOn 1
... many more identical lines
```

Then invoke *g4beamline* like this:

```
G4bl input.file viewer=best <beamon.txt
```

Once the viewer appears, it will display the first event. To see the next event, select the *File/Escape* menu item. This will suspend the OpenInventor viewer, and the Geant4 input routine will read the next line of *beamon.txt* – that causes it to track one event and refresh the viewer with it. Just keep selecting *File/Escape* to sequence through events one at a time. This is essentially what the *g4blgui* program does when a viewer is selected.

### 2.8.4 Troubleshooting

Visualization is usually the only part of *G4beamline* that causes problems for users getting it to work on their systems. In general, on Linux and Mac OS X a working X-windows display is required; this means on Linux you usually will run one of the common desktops (KDE or Gnome), and use a terminal window to execute the *G4beamline* program. On Mac OS X you need to run the X11 application, and either run *g4bl* from an *xterm* or specify the *DISPLAY* manually.

*G4beamline* visualization requires that both the Motif and the OpenGL extensions be configured on the display. This means that both the X-windows client (the *G4beamline* program) and the X-windows display server (the display+keyboard+mouse) need them installed. If you run *G4beamline* on your desktop Linux system, this usually happens naturally, but if you connect from your desktop to a Linux server and run *G4beamline* there, then you must make sure these extensions are installed on both systems. In particular, if you use the Exceed program on a Windows desktop to connect to a Linux server, be sure to install Exceed's OpenGL extension. This also applies to Mac users (*G4beamline* is an X-windows application, not a native Mac application).

On Windows, all necessary graphics extensions should be installed by default. Remote displays (e.g. via Citrix) should work as usual.

If you run *g4bl* with a viewer parameter, and it crashes with the error message “Xlib: extension GLX missing on display :0.0.” (or similar), this means you must install the OpenGL extension (*glx*) on the



system you are using to display. That message may well be followed by a lengthy trace of function calls. If, instead, it crashes with the error message “error while loading shared libraries: libGL.so.1: cannot open shared object file: No such file or directory” (or similar), this means you must install some necessary system library on the system you are using to run g4beamline – see README-\*.txt for details.

G4beamline X-windows visualization will operate over a network, but its performance will be slower than running locally, even over a 100 Mbit/s LAN. The easiest way to do this is to use ssh with X-windows forwarding enabled (the `-X` switch, which is often supplied by default when the ssh client is run from a terminal window). In some cases (particularly on a Macintosh) the `-Y` switch may be needed instead.

**Note for NVidia display users on older versions of Linux:** There are two common X-windows drivers for NVidia displays on Linux, named *nv* and *nvidia*. The *nv* driver is open source and comes with the Linux distribution, but may not have the OpenGL extension (called *glx*); the *nvidia* driver can be downloaded from <http://www.nvidia.com> and does have the OpenGL extension (it also uses a kernel module called *nvidia*). A comparison of these drivers on my laptop:

Driver	OpenGL (glx)	1400x1050 Resolution	Other Resolutions	Suspend to RAM	External Monitor	Twinview Mode
nv	No	Yes	Yes	Yes	No	No
nvidia	Yes	Yes	Yes	No	Yes	Yes

In Twinview mode the laptop’s LCD and the external monitor are two physical displays in a single logical screen, and windows can be dragged from one to the other. Because of the usefulness of suspend to RAM on a laptop, I have scripts that permit me to easily select which driver is used when I startup Xwindows. More recent Linux distributions don’t have this confusion.

## 2.9 Obtaining Results – Virtual Detectors and other NTuples

While Geant4 can be used to make quite detailed models of detectors and their readouts, at present G4Beamline does not attempt to do so. The primary purpose of G4Beamline is to track particles and see where they go (or don’t go). The most common way to obtain output is by using a command that generates an NTuple.

### 2.9.1 Track NTuples

The following commands generate an NTuple for tracks:

- A *virtualdetector* is an idealized perfect detector that “detects” every track that hits it, and measures all of the track properties with the resolution of a 32-bit float (including position, 3-momentum, particle type, event #, etc.). It is “virtual” because any material (including Vacuum) can be used and by default it uses the material of its parent so it doesn’t affect the tracking of particles. Multiple tracks from a given event that hit the *virtualdetector* will be stored as separate rows in the NTuple (with the same EventID), as will multiple hits from a single track (with the same EventID and TrackID). The measurements for all such tracks are output to a file as an NTuple.
- A *zntuple* is similar to a *virtualdetector*, except that no physical volume is used; whenever a track reaches the specified Z position (centerline coordinates), it is sampled in the same manner

as a *virtualdetector*. All *zntuple*-s are named “Z100” with the number being its Z position rounded to the nearest millimeter. Note that the *zntuple* can span multiple physical volumes, while the *virtualdetector* cannot.

- A *timentuple* samples the tracks at a specified time.
- A *newparticlentuple* samples tracks when they are created.
- A *beamlossntuple* samples tracks as they are killed.
- An *ntuple* is a collection of the data for one or more other NTuple-s, with each row of the NTuple being a single event or track, and the columns being the union of all included NTuple-s, in order. Any NTuple generated by any of the above commands, including *ntuple* itself, can be included in this NTuple, as long as the other commands precede this one in the *input.file*.
- A *trace* is an NTuple generated for a single track. The rows of the NTuple are the series of steps taken by tracking, and the columns are the same as for a *virtualdetector* plus the electromagnetic fields (B and E). Each track is a single NTuple (a separate file in ASCII formats).

Normally each *virtualdetector* generates an NTuple for its hits (singles), as does *zntuple*. The *ntuple* command can be used to combine multiple *virtualdetector* and *zntuple* data into a single NTuple, with each row of the NTuple containing all data for a single event (if multiple tracks of the event hit a given *virtualdetector* or *zntuple*, only the first is kept in the NTuple).

By default, all NTuples are written to a single Root [5] output file. A Root-based histogramming program, *historoot*, is included in the G4Beamline distribution, and it can generate histograms in a very flexible and intuitive manner from Root files and ASCII files, via a graphical user interface. In the future, G4Beamline may be extended to use AIDA for NTuples as well.

The *format=ascii* argument to these commands writes an ASCII file for each NTuple containing one track per line, with comments at the start giving the variable names and their units. The *historoot* program can read these ASCII files, including the variable names from the initial comment.

The standard fields of an NTuple generated for tracks contains the following variables (in order):

Name	Description
x, y, z	The position of the track, in the selected coordinates. Millimeters.
Px, Py, Pz	The momentum of the track, in the selected coordinates. MeV/c.
t	The global time of the track. Nanoseconds.
PDGid	The ID of the particle, using the assigned value from the Particle Data Group.
EventID	The event number.
TrackID	The track identifier.
ParentID	The track identifier for this track’s parent; 0 if this is a beam track.
Weight	The weight of the track (defaults to 1.0).

TrackIDs are supposed to be unique within each event; they normally start at 1 for the beam particle(s). Secondary particles’ TrackIDs normally start at 1000 and increment sequentially for additional secondaries.

The *trace* command adds the following fields to the NTuple, after the standard fields:

Name	Description
Bx, By, Bz	The magnetic field at the track’s position, in the selected

	coordinates. Tesla.
Ex, Ey, Ez	The electric field at the track's position, in the selected coordinates. Megavolts/meter.

The *format=Extended*, *format=asciiExtended*, or *format=rootExtended* argument to these commands adds the following fields to the NTuple, after the standard fields and the B and E fields from the trace format:

Name	Description
ProperTime	The proper time of the track since it was created. Nanoseconds.
PathLength	The total path length of the track since it was created. Millimeters.
PolX, PolY, PolZ	The polarization of the track in the selected coordinates.
InitialKE	The Kinetic Energy of the track when it was created. MeV.

## 2.9.2 printf

The *printf* command generates a printout in a user-specified format for every track that reaches its specified Z position; the standard fields above can be used in expressions to be printed via conversion specifications in the printf format string. Output can be to stdout or to a file, and multiple *printf*-s to the same file will be output to the file in the order tracks reach their Z positions, and in the order the *printf*-s appear in the input file for the same Z position. This permits ASCII output of track information in any desired ASCII format, perhaps to feed directly into some other program.

## 2.9.3 profile

The *profile* command prints a computation of the means, sigmas, and emittances for all tracks at a given Z position.

## 2.9.4 totalenergy

The *totalenergy* command totals up the energy deposited by all tracks of a run in selected physical volumes, and prints the results at the end of the run. Output defaults to *stdout*, but can be put into a file. With appropriate post-processing this can be used to estimate heat loads in specified volumes.

## 2.10 Random Number Generator

G4Beamline uses the default Geant4 random number generator (which comes from CLHEP [2] – see the CLHEP documentation for details). It is an excellent pseudo-random number generator that essentially guarantees no repeat sequences when seeded by any integer between 0 and 900 million. At the start of each event, G4Beamline seeds the random number generator with the event number. This permits the user to submit multiple jobs in parallel with confidence, as long as the *beam* command arguments are arranged so no two jobs run events with the same event numbers – quite effective when using a Linux cluster. This also permits the user to re-run the same events (as long as the input file remains unchanged – the slightest change can cause tracking to use a different number of random numbers, and thus the runs of the same event number won't be the same). A good use of this last capability is to find an “outlier” event in some histogram, determine its event number (via narrow cuts in *historoot*) and re-run it with visualization to see what actually happened.

Note that due to their internal designs, Root NTuples cannot precisely represent event numbers larger than 16 million (a float with 24 bits of mantissa). This does not affect the ability to handle larger datasets, it just means that the event numbers will be rounded to a 24-bit mantissa.

## 2.11 Tuning the Beamline

Just like a real beamline, a simulated beamline must be tuned to maximize transmission and achieve various desired characteristics. G4beamline is not intended for the design of beamlines, but rather is best used for the evaluation of them. Conventional beam optics design programs can be used to determine the beamline elements and their parameters. These programs, however, usually make approximations and ignore many subtle effects that G4beamline implements (e.g. fringe fields, non-Gaussian multiple scattering tails, energy loss straggling, hadronic interactions in collimators and other apertures, non-Gaussian tails in beam profiles, etc.). The result is that just as in the real world the design programs give only approximate values.

So two methods of tweaking the tune are provided:

1. The *reference* command can tune its referenceMomentum in order to make the reference particle have a specified tuneMomentum at a specified tuneZ position (centerline coordinates). This is most useful for a beamline with material that induces a significant energy loss in the reference particle, such as muon cooling channels.
2. The *tune* command can be used to tune any *tunable* argument to any set of elements. This includes the *By* field argument of *genericbend* and *idealsectorbend*, and the *maxGradient* argument of *pillbox*.

See the online help, or section **Error! Reference source not found.**, for details about these commands. Tests 29-32 verify the operation of these tunes, and provide working examples.

To aid the user in fine tuning the beamline, g4beamline implements the ability to track a “Tune” particle and a “Reference” particle before tracking the beam (both are controlled by the *reference* command). These particles are tracked with all stochastic processes disabled, and nominally go right down the centerline of the beam. The Tune particle is used to tune all desired beamline elements, and the tuning process often forces it to be tracked multiple time through sections of the beamline; after tuning is completed then the Reference particle is tracked to give a clean readout of the reference trajectory, and computation of the reference coordinates (if used).

The Tune particle can be used to:

1. Automatically set the timing of RF cavities so the Reference particle arrives at the desired RF phase.
2. Automatically set the gradient of RF cavities so the desired acceleration of the reference particle is achieved.
3. Automatically set the field of bending magnets so the Reference particle is parallel to the centerline downstream of the magnet.
4. Automatically determine the initial momentum of the Reference particle so that it has a specified momentum at some later point in the beamline.

Unfortunately, this method cannot be used to tune the position of bending magnets (because of their fringe fields, the center of a bending magnet must normally be offset by a small distance downstream of the corner in order to make the Reference particle go right down the centerline after the magnet).

As an example, consider tuning the *By* value of a *genericbend*:

```
reference referenceMomentum=200 particle=mu+ beamZ=0.0
tune B1 z0=100 z1=3000 initial=-0.6500 step=0.01 expr=Px1/Pz1 \
    tolerance=0.000001
genericbend B fieldWidth=500 fieldHeight=500 fieldLength=500 \
    ironWidth=800 ironHeight=800 ironLength=500 \
    fieldMaterial=Vacuum
place B z=2000 rename=B1 rotation=Y15 By=B1
corner C z=2000 rotation=Y30
```

The *tune* command specifies to tune the value “B1” so that at  $Z=3000$  the expression “ $P_x1/P_z1$ ” will be zero to within the tolerance of 0.000001. That is, that the Reference particle be parallel to the centerline within a microradian. The *genericbend* named “B1” uses the tune variable “B1” as its *By* argument value. What happens is that when the Tune particle reaches  $z0=100$ , it is saved and tracked to  $z1=3000$  (which goes through the *genericbend* B1). When the Tune particle reaches  $z1=3000$ , the *expr* “ $P_x1/P_z1$ ” is evaluated, and if it is within *tolerance* of zero the tuning is complete. If it is out of tolerance, a simple linear solver is used to update the value of the variable *B1*, and the saved track from  $z0=100$  is re-tracked to  $z1=3000$  and the process is repeated. If the process does not converge with 10 attempts, the tuning fails and the program exits; information about each step is written to stdout.

The other tune procedures are similar, in that the Tune particle track is saved upstream of the region to be tuned, and downstream of the region its properties are used to modify a variable that affects the tuning, and the saved track is re-tracked until the result is within tolerance.

In practice, it is often necessary to use multiple tune commands. They must be properly nested so each tuning region is either disjoint from the others, or is wholly contained in one or more other regions (separation of  $\sim 0.1$  mm is usually adequate). For instance, in a muon-cooling channel with bending magnets and RF cavities it is probably necessary to tune the reference momentum, the bending magnets, and the RF gradient(s).

Note that g4beamline can only tune based on the Tune particle, and can only tune *tunable* arguments to certain commands. These limitations are due to technical details of the implementation, and cannot easily be relaxed. No aspect of the geometry can be tuned via the Tune particle. Note this also does not include tuning quadrupoles to achieve a specified focus, because that requires tracking many beam particles and tuning to achieve a specified distribution. Because g4beamline can be easily scripted, however, it is possible to do this manually via scripts or an external program. Such an external method can tune any parameter or argument to any element, including geometry. See sections 6.18 and 6.20 for details.

Examples: The program *triplet.sh* in the **examples** directory focuses a quad triplet for a point-to-point focus. In the **test** directory, test29, test30, test31, test32, and test35 verify the tuning of each of the above quantities.

## 2.12 The Geant4 User Interface

Geant4 has its own command line processing and user interface. For the most part this is not used in g4beamline. Some Geant4 commands can be simply placed in the *input.file* because all input lines

beginning with “/” are interpreted as Geant4 commands; they are executed immediately upon being encountered in the *input.file*. In most cases, that is not what is needed, because the commands must be deferred until the geometry has been set up – see the *g4ui* command for that.

The *viewer.def* file contains Geant4 commands used to initialize and use the various visualization drivers. The selected section is automatically invoked when visualization is specified via the *viewer=...* argument to the command line.

## 2.13 Event Time Limit

Every event is subject to a per-event time limit. This is controlled by the parameter *eventTimeLimit*, which defaults to 30 (seconds), but can be set by the *param* command. As long as the program is taking physics steps, this time limit will cause the current event to be killed and the next event to be simulated (restarting the time limit). In case the code gets into an infinite loop, an alarm is set at the start of each event for *eventTimeLimit*+2, and if this fires, the entire program will be aborted (recovery is not possible); this prevents it from exhausting your CPU allocation on a cluster.

Note that systems with stable particles and electromagnetic traps can run literally forever – see the *maxTime* argument to the *trackcuts* command to limit this (defaults to 1 ms in the lab). You may not think your system has this property, but low energy delta rays ( $e^-$ ) can surprise you. Note also that putting a medium- or high-energy electron or photon into a block of material can generate many thousands of secondaries, which can take a very long time to track.

## 2.14 Event and Track Numbering (EventID, TrackID)

EventID is intended to identify a particular event (which may have multiple tracks). In G4beamline, each beam track is a separate event. For internally generated beams, EventID is incremented for each beam track and is thus unique within a given run. For beams read from external files, the assignment of EventID-s to tracks is contained in the file – this means that multiple events can have the same EventID, and that EventID-s might not be monotonically increasing.

Moreover, NTuple-s use float-s to hold each data item, and a float has only 24 bits of mantissa. This implies that any event number  $\geq 16,777,216$  will be truncated. This applies to both reading and writing Root and ASCII files. Two workarounds avoid this truncation for many cases:

- BLTrackFile format avoids the truncation internally, both reading and writing.
- Commands that generate a track NTuple will map *format=ascii* to *format=bltrackfile*. This includes: *beamlossntuple*, *newparticlentuple*, *timentuple*, *virtualdetector*, *zntuple*.

The result is that this truncation of EventID occurs only for Root NTuples and in the *ntuple* command; neither of these can be avoided without massive changes that adversely affect users.

TrackID is intended to identify a track within an event. For internally generated beams the primary track has TrackID=1, but for beams read from external files the assignment of TrackID to tracks is contained in the file – this means that multiple tracks with identical EventID-s can have the same TrackID-s.

Moreover, secondary tracks can be generated during the simulation of an event, and the TrackID-s for them can potentially conflict with TrackID-s read from a file. By default, secondary TrackID-s are

assigned starting at 1001 (see *secondaryTrackID* of the *beam* command). If a beam track from an external file has a *TrackID*  $\geq$  *secondaryTrackID*, a warning will be printed. For beam files containing *TrackID*-s  $\geq$  1001, setting *secondaryTrackID* in the *beam* command can avoid both the potential confusion and the many warnings.

## 3 Important Values that Affect the Validity and Accuracy of Simulations

Particle simulations are inherently complicated and CPU intensive. The Geant4 toolkit necessarily provides facilities to permit users to make trade-offs between accuracy and CPU time. G4beamline likewise considers this a user issue, and provides interfaces to Geant4 mechanisms as well as some new capabilities. To perform simulations that yield results you can trust, you must make some choices that affect the accuracy and validity of the results. It is often equally important to avoid becoming overwhelmed by useless information. Features related to these are described in this section.

### 3.1 Physics List

The Geant4 toolkit contains a large number of physics processes that implement the transportation, decays, and interactions of particles. In addition, Geant4 is extensible, and users can construct their own physics processes. These processes are numerous and complex, and often have complex relationships between different processes, so it is a challenge for users to become sufficiently knowledgeable to select the necessary processes and implement them in code. As a result, the Geant4 collaboration has constructed a number of “physics lists” that are crafted from the library of physics processes to be suitable for a specific user domain.

G4beamline shields the user from much of this complexity, and only offers to the user the choice among the Geant4 physics lists, plus a few additional lists constructed for special purposes. In particular, it is not possible for users to implement a new physics process in G4beamline without building the program yourself (that is rather complicated, but you can request a new feature to have us do it – see section 6.3). The physics list is selected by the *physics* command, and the set of available lists is given in the help text for that command (see section 6.4).

As a rule of thumb, for incident particles with kinetic energies above 12 GeV or so, the “standard” physics list is QGSP. For incident particles with kinetic energies above about 100 MeV, the “standard” physics list is QGSP\_BIC (it is noticeably slower than QGSP below ~12 GeV). The electromagnetic processes of these physics lists are advertised to be valid above a few hundred electron Volts; Geant4 has a set of low energy electromagnetic processes, indicated by a suffix “\_EMX” in the physics list name. The suffix “\_EMV” indicates electromagnetic processes tuned for better CPU performance with only slightly less precision.

Unfortunately, the documentation of the different Geant4 physics list is incomplete, and does not really give a complete picture of each list’s strengths and weaknesses or region of applicability and validity. We have a request in to the Geant4 collaboration to improve this documentation.

### 3.2 Tracking Accuracy Parameters

There are a number of values in Geant4 that affect the accuracy of its tracking. The important ones are implemented in G4beamline as parameters, and they can be set anywhere in your input.file with the *param* command (the final value is what matters). These control such things as how close to a geometric



boundary a track must come before it is considered to have hit the volume, how far a track can deviate from a straight line during a single step (due to a magnetic field), etc. They are:

Parameter Name	Default	Description
deltaChord	3 mm	
deltaIntersection	0.1 mm	
deltaOneStep	0.01 mm	
epsMax	0.05	
epsMin	2.5E-7	
maxStep	100 mm	The maximum step permitted to be taken. Note this is a limit on the physics step; integrating the equations of motion will take multiple “steps” within this.
minStep	0.01 mm	
zTolerance	2 mm	How close to a specified Z position a step must occur (the two steps surrounding the Z position are then linearly interpolated).

These parameters specify the trade-off between tracking accuracy and CPU time. These are reasonable values for beamlines or detectors of ordinary sizes (with scales from roughly a few millimeters to a few tens of meters; the length of a narrow beamline can reasonably extend to a few kilometers). If you have objects smaller than a millimeter or so, or are working on scales larger than a kilometer or so, you should consider changing these values appropriately. If you have small objects spread over a large volume, in general you should select parameter values appropriate for the small objects and realize that the simulation will most likely require lots of CPU time.

### 3.3 Electromagnetic Field Map Tolerance

Several elements that implement electromagnetic fields internally construct a field map, because evaluating the field during tracking is too CPU intensive. These are: *coil* and *fieldexpr*. They each have a *tolerance* argument that is used to determine the required grid spacing of the map. Its value obviously affects the accuracy of the simulation. This is of course also true for externally supplied EM field maps.

### 3.4 Secondary Creation Threshold in Physics Processes

An important trade-off between physics accuracy and CPU time in Geant4 is the production of low-energy delta rays ( $e^-$ ) and other particles, which diverge at low energies. The approach is to only generate a secondary when the range of the particle in the current material exceeds a user-specified minimum range cut (which is converted to a kinetic-energy threshold for each material). Particles with shorter ranges are not produced as secondaries, but are lumped into the continuous ionization energy loss in the material. In G4beamline, this is set by the *minRangeCut* argument to the *physics* command; its default value is 1 mm. If your simulation has objects smaller than that, or you are working at scales much larger than that, you should consider changing its value, unless you just don’t care about these low-energy particles.

### 3.5 Track Cuts

The *trackcuts* command applies cuts to every track both before starting to track it, and at every step while tracking. These can obviously affect the realism and accuracy of the simulation; they also can be quite useful for weeding out extraneous information (e.g. the neutrinos generated by pion and muon decay). The cuts it can apply are:

Argument Name	Default	Description
kill	(empty)	Comma-separated list of particles to kill.
keep	(empty)	Comma-separated list of particles to keep (kill all others); ignored if empty.
killSecondaries	0	Set nonzero to kill all secondaries.
kineticEnergyCut	0 MeV	Minimum kinetic energy to track.
kineticEnergyMax	Infinite MeV	Maximum kinetic energy to track.
maxTime	1000000 ns	Maximum lab time to track.

In addition, there is a processing time limit implemented as a parameter, *eventTimeLimit* (defaults to 30 seconds). This applies to the real time used during the processing of all tracks in the event. For simulations in which showers are important (and are not suppressed), this may need to be increased. Unfortunately, it is implemented as a real time limit, not a CPU time limit, so on excessively loaded systems it may also need to be increased (not usually a problem).

### 3.6 Miscellaneous

- There is a bug in Geant4 tracking that makes gross errors when tracking a particle that stops and turns around (e.g. it is traveling exactly opposite to an E field sufficient to stop it). This has been reported as Geant4 bug #1021, and the command *bug1021* implements a work-around that resolves the issue with an accuracy of a few microns.
- A number of Geant4 processes have auxiliary commands that can vary their operation. See the Geant4 documentation for details; in most cases, these are not important, but when they are, the *g4ui* command can be used to execute the necessary Geant4 commands.
- Geant4 tracking requires that the simulated world's geometry be a rigorous hierarchical structure; violations of this requirement can cause gross tracking errors. By default, G4beamline performs a geometry test to check for invalid volume overlaps and conformance to this requirement; failures generate a warning but permit the simulation to proceed. The *geometry* command controls its parameters. Section 7.2 discusses when these rules can be violated without affecting the simulation results.
- The pseudo random number generator is normally seeded with the event number immediately before starting to process an event. The generator used has excellent properties when seeded with integers from 0 thru 900,000,000. This behavior can be changed via the *randomseed* command.
- As in real beamlines, shielding is required in realistic simulations. See section 6.9.
- Individual physics processes can be disabled via the *disable* and *doStochastics* arguments to the *physics* command. A list of the physics processes used in the current physics list is available from the *list* command.

## 4 Input File Description

A G4Beamline simulation is completely specified in a single ASCII input file, plus whatever auxiliary files it references (e.g. magnetic field maps, window profiles, etc.).

Each line in the input file is either a comment or a command. Comments are blank lines, lines beginning with '#', and lines beginning with '\*' (which are printed to stdout, giving a convenient method to document your output files). Lines beginning with '/' are commands passed directly to the Geant4 user interface command interpreter (this happens before the geometry is initialized; see the *g4ui* command to defer execution of Geant4 UI commands). Lines beginning with '!' are passed directly to the shell (with the '!' stripped).

A command is a single line beginning with the command name (optionally preceded by white space), followed by any number of arguments. Lines can be continued by preceding the ending newline with a backslash (\). Commands can have any combination of positional and named arguments, which are separated by white space (spaces or tabs). A named argument is of the form "name=value", where the name is like a C identifier except it can also contain the characters '+' and '-' (which are needed for particle names). If spaces or tabs are present in the value, the entire value must be enclosed in single- or double-quotes; this delimiter cannot appear in the value. Any argument that is not named is positional, and its value can also be enclosed in single- or double-quotes; positional arguments are conventionally given first, but can be intermixed with named arguments. The order of positional arguments is important, but the order of named arguments is not.

This command has 2 named arguments:

```
param histoFile=histoscope.hst histoInterval=100000
```

This command has 1 positional and 4 named arguments:

```
tubs Target outerRadius=10 length=100 material=W color=1,1,1
```

This command has 3 positional arguments (the last 2 are each themselves a command that will be invoked when the defined command *MyMacro* is used):

```
define MyMacro \  
    "tubs $1 outerRadius=10 length=100 material=$2 color=$3" \  
    "place $1"
```

That macro is used like this:

```
MyMacro TubsName Fe 1,0,1
```

Command files can be nested; see the *include* command.

Simple macros can be defined, with arguments; see the *define* command.

The value of a named or positional argument can come from a parameter by using a '\$':

```
param H=10.0 W=20.0 L=30.0  
box BoxName width=$W height=$H length=$L
```

Note that *\$parameter* substitution occurs only within the value of a parameter; this can be combined with arithmetic expressions for numeric arguments:

```
box Box.$H.$W.$L width=$W+10 height=$H*2.0 length=sqrt($L)
```

The *param* command is unique in that when the value of any argument is a valid numerical expression containing at least one operator, the expression will be evaluated and the parameter will be defined as

the number (rather than the string of the expression). This permits the computation of rotations (the value of the *rotation* argument is a string containing multiple numerical values):

```
param angle=atan2($a,$b)*180/3.14159
place Element rotation=X$angle,Y90
```

## 4.1 Expressions

Expressions can be used for the value of any double argument to any command. They are evaluated during command processing, and generally must involve only double values and the operators and functions listed below. Parameter expansion (*\$paramname*) can be used as long as the value of *paramname* is valid where it appears in the expression. Some commands expand the expressions to include certain variables (e.g. the *Bx* argument to *fieldexpr* can be an expression involving x,y,z).

In the *param* command, if the value of an argument is a valid numerical expression, the parameter is set to the numerical value string rather than to the expression string.

The following arithmetic operators can be used in expressions: + - \* / ^ ( )

The following comparison operators can be used in expressions; they evaluate to a value of 1.0 (true) or 0.0 (false): < <= > >= == !=

The ? : operator is not implemented; ^ means exponentiation to an integer power.

The following functions can be used in expressions: abs(), min(), max(), sqrt(), pow(), sin(), cos(), tan(), asin(), acos(), atan(), atan2(), sinh(), cosh(), tanh(), exp(), log(), log10(), floor(), ceil(). All take 1 argument except min(), max(), pow(), and atan2() take 2 arguments.

The following constants are pre-defined: pi, e, gamma, radian (=1.0), rad (=1.0), degree (=pi/180.), deg (=pi/180.).

## 4.2 Element Names

When you create an element (e.g. using the *tubs* command), you must specify its name as the first positional argument. When you place it into the simulated world, its name must be the first positional argument to the *place* command (it can be renamed when placed). Element names can be any string, but conventionally obey the rules of a C identifier.

Element names are necessary to correlate the definition and placement of each element. They are also used to report errors in the geometry test, and are listed in the traces when stepping. The name of a *virtualdetector* becomes the name of its NTuple.

When elements are placed inside another element, the name of the parent is prepended to the name of the placed daughter, so the name shows its element hierarchy. This makes it desirable to capitalize the first letter of each name. The “World” volume-name is not prepended (otherwise it would apply to every element name). The *rename=* argument to the *place* command can be used to override the name of the element (the default is without the parent’s name, but *rename=+Xyz* will prepend the parent’s name to

Xyz); ‘#’ can be used to automatically number multiple placements (see the *place* command in section 4 for details).

There are several independent name spaces used by various commands:

Type	Defined by	Used by
Element names	Element definition commands	<i>place</i> command
Virtualdetector names	Name of the virtualdetector, as placed	<i>ntuple</i> command
Material names	Material command (many materials are predefined).	Element definition commands, material=name argument
Coil names	<i>coil</i> command	<i>solenoid</i> command

### 4.3 Parameters

Parameters are named ASCII strings that can be used in the *input.file* to set command arguments, and some are used to control the program. They can be set either on the command line or by the *param* command. They are stored internally as ASCII strings, and when they represent an integer or floating-point value they are converted when used (invalid strings are errors). When a parameter that has not been defined is used, it will be automatically defined from the environment if possible; otherwise using an undefined parameter generates an error (this is especially useful in Grid jobs, which generally need \$OSG\_WN\_TMP in every filename).

A parameter can be used in the value of any argument to any command:

```
tubs Name length=$length outerRadius=$radius
```

In this example, it is necessary to define the parameters *length* and *radius* before this command is issued; that can be either earlier in the *input.file* or on the command line. Here the string definitions of both parameters *length* and *radius* must be valid floating-point numbers:

```
# (earlier in the input.file)
param length=100.0 radius=10.0
```

Or on the command line:

```
g4b1 input.file length=100.0 radius=10.0 [... ]
```

Note that once the parameter is defined, it can be used any number of times to give the values of command arguments. That can be used to avoid having to change many identical numerical values throughout the *input.file*. It can also be used to collect all of the variable values of *input.file* in one place near the top, or even in a separate definition file (see the *include* command).

This is a limited macro facility, and can only be used to substitute the string value of a parameter into a command argument (named or positional). For integer and double (real) arguments, arithmetic expressions involving constants can be used (including common functions like *sin()* and *sqrt()*):

```
param a=3.0 b=2.0 name=Name
tubs $name length=$a+$b outerRadius=sqrt($b)*10
```

In the *param* command only, argument values that are a valid numeric expression with at least one operator are converted to the value of the expression. This permits such parameters to be used to perform computations for rotations (and colors, if desired):

```
param angle=atan2($a,$b)*180/3.14159
```

place Element rotation=X\$angle,Y90

**NOTE:** *\$name* used in a macro body (the *define* command) is substituted when the macro is defined, not when the macro is expanded. *\$\$name* in a macro body will be expanded when the macro is invoked.

It is possible to re-define the value of a given parameter name within *input.file*; the value substituted for *\$name* is the most recent definition preceding its use. Because this can be confusing to humans, it is discouraged (except for the *do* command). The *–unset* argument to *param* will set parameters only if they are not already defined; this is useful to put default values of parameters into *input.file* while permitting them to be overridden on the command line; it does not work for parameters used to control the program (they are pre-defined with default values).

### 4.3.1 Program Control Parameters

Several parameters are used internally by G4Beamline to control its operation:

Name	Default	Description
viewer	“none”	Determines the mode of the program, visualization or tracking. Also determines the visualization driver to use. See section 2.8 above.
steppingVerbose	0	When nonzero causes each step to be printed to stdout.
steppingFormat	(see below)	The format of lines printed by steppingVerbose.
histoFile	g4beamline.root	The histogram output filename.
histoUpdate	0	When nonzero causes G4Beamline to write the histoFile after each block of events have been tracked.
worldMaterial	Vacuum	The material of the World volume.
Zcl	-	Initially 0, the <i>place</i> command sets <i>Zcl</i> to the downstream Z position of the placed element, when using Centerline coordinates (not for Global coordinates or placements into elements other than the World). The user can set <i>Zcl</i> , but that has no effect on the <i>place</i> command.

The steppingFormat parameter controls how the steppingVerbose printing is performed. It is a sequence of names of track attributes (separated by commas or spaces):

TAG	Prints a single “>” (useful at the start of a line for grep-ing the output)
N	Step number
GLOBAL	The global coordinates (X,Y,Z,T)
CL	The centerline coordinates (X,Y,Z, dxdz, dydz)
CLX	The centerline coordinates, extended precision for tuning
KE	Kinetic Energy
STEP	The length of the step
VOL	The name of the current physical volume
PROCESS	The process name that terminated the step
B	The magnetic field (Bx,By,Bz)
E	The electric field (Ex,Ey,Ez)
P	The momentum (Px,Py,Pz)
MAT	The material
ID	Event#, TrackID, parented

SEG                      The centerline coordinate segment number  
 NEWLINE               Prints a ‘\n’ (always added to end)

The default format is “N GLOBAL CL KE STEP VOL PROCESS”.

See the *printf* command for another way to display track information, and the *trace* command for a third.

### 4.3.2 Tracking Parameters

Several parameters are used internally by G4Beamline to control the Geant4 tracking of particles:

Name	Default	Description
deltaChord	3.0 mm	See the Geant4 User’s Guide [1] for a description.
deltaIntersection	0.1 mm	See the Geant4 User’s Guide [1] for a description.
deltaOneStep	0.01 mm	See the Geant4 User’s Guide [1] for a description.
epsMax	0.05	See the Geant4 User’s Guide [1] for a description.
epsMin	2.5e-7	See the Geant4 User’s Guide [1] for a description.
maxStep	100.0 mm	The default maximum physics step size (can be overridden in each element).
minStep	0.01 mm	The minimum physics step size.

In most cases, the default values for all the tracking parameters are appropriate. Note that Geant4 tracking uses two different step sizes:

- Physics step               Defaults to 100 mm, and determines the maximum step for applying physics processes. At each step it is set to the smallest value of:
  - the current value of maxStep
  - the distance to the next geometrical boundary
  - the smallest value determined by any active physics process
- Integration step           Determined automatically from the other tracking parameters (primarily deltaChord), and determines the accuracy of the integration of the equations of motion. In a magnetic field this is of course a helix. There can be many integration steps within a single physics step, and usually are in a magnetic field.

In particular, the accuracy of the tracking is usually not significantly improved for small physics step sizes. For instance, tracking 250 MeV/c muons through 1 meter of liquid hydrogen in a 2 Tesla solenoid (including multiple scattering and energy loss) shows no significant difference between maxStep=1 and maxStep=1000 in position or momentum histograms<sup>2</sup> – the execution time differs by a factor of about 50, so don’t set maxStep to a small value unless you have a specific reason to do so.

## 4.4 G4Beamline Commands by Type

This section is just the output of the “help” command, with a little re-formatting.

<sup>2</sup> This comparison can only be done statistically, not on an individual track basis, because different values of maxStep inherently use different numbers of random numbers, causing variations in statistical processes like multiple scattering and ionization energy loss.

The help command:

help	provides interactive help.
man	Alias for 'help'.

Program control commands:

bug1021	Workaround to improve accuracy of bug1021 in E field
define	defines a macro (argument-expanded set of commands).
do	Do loop.
endgroup	ends a group definition.
exit	exit a command file.
g4ui	Accesses the Geant4 user interface
geometry	Arranges to perform a geometry test.
group	begins definition of a group.
if	Conditional execution of command(s), and if/elseif/else/endif.
include	includes a command file.
list	provides interactive list of interesting internal tables.
muminuscapturefix	Fixes up the G4MuonMinusCaptureAtRest process.
output	redirects stdout and stderr to a file
param	Defines parameter values.
randomseed	control pseudo random number generator seeds
showmaterial	Set the colors for selected materials.
trackermode	Sets mode for all trackers, manages track fitting.
tune	Tune a variable used as argument to other elements.

Centerline layout commands:

corner	Implement a corner in the centerline.
cornerarc	Implement a cornerarc in the centerline.
start	Define the initial start of centerline coordinates.

Beam definition commands:

beam	Define the Beam.
cosmicraybeam	Define a Cosmic-Ray muon 'beam'.
particlesource	Interface to the Geant4 General Particle Source.
reference	Define a reference particle.

Auxiliary definition commands:

material	construct a new material.
particlecolor	Set the colors for particle tracks.
physics	Defines the physics processes and controls them.
trackcolor	Alias for 'particlecolor'.

Beamline element definition commands:

absorber	construct an absorber
box	construct a box.
coil	defines a coil (part of a solenoid)
cylinder	Alias for 'tubs'.
extrusion	construct a solid extrusion with axis along z
fieldexpr	implements a field map, E and/or B, from expressions.
fieldmap	implements a field map, E and/or B, from a file.
genericbend	construct a generic bending magnet.
genericquad	construct a generic quadrupole magnet.
helicaldipole	construct a helicaldipole magnet.
idealsectorbend	construct an ideal sector bending magnet.
multipole	construct a generic multipole magnet.



particlefilter Will kill particles from a list, or force particles to decay.

pillbox	Defines a pillbox RF cavity
polycone	construct a polycone with axis along z
solenoid	defines a solenoid (a coil and current)
sphere	construct a sphere (or section of one)
torus	construct a torus.
trap	construct a solid trapezoid with axis along z.
tube	Alias for 'tubs'.
tubs	construct a tube or cylinder with axis along z.

The place command:

place	places an element into the current group (or world).
-------	--

Track and Event cuts:

eventcuts	implements cuts on event number.
trackcuts	Specifies per-track cuts.

Data output commands:

beamlossntuple	NTuple containing particle tracks when lost.
fieldntuple	Generates an NTuple from B and E fields at specified points.
newparticlentuple	NTuple containing particle tracks when created.
ntuple	Define an NTuple containing multiple detectors.
printf	prints track variables and expressions
printfield	Prints E or B fields, or writes FieldMap file.
probedfield	Prints B and E fields at specified points.
profile	write beam profile information to a file
timentuple	Construct an NTuple of tracks at a specified time.
totalenergy	Print total energy deposited in selected volumes.
trace	Specifies tracing of tracks.
tracker	Defines a tracker.
trackerplane	Construct a tracker plane.
usertrackfilter	Construct a usertrackfilter that filters tracks via user code.
virtualdetector	Construct a VirtualDetector that generates an NTuple.
zntuple	Generate an NTuple for each of a list of Z positions.

Other commands:

collective	Example collective computation
demo	demo command.
movie	Generate movie NTuple.
setdecay	Set lifetime, decay channels, and branching ratios for a particle's decay.
test	test random number seeds.

Program control Parameters:

Zcl	Last centerline Z position used (updated continuously)
deltaChord	Geant4 tracking parameter
deltaIntersection	Geant4 tracking parameter
deltaOneStep	Geant4 tracking parameter
epsMax	Geant4 tracking parameter
epsMin	Geant4 tracking parameter
eventTimeLimit	CPU Time Limit (sec)
histoFile	Default (Root) NTuple output filename
histoUpdate	Output update interval (events)

maxStep	Maximum physics step size (mm)
minStep	Minimum step size (mm)
steppingFormat	Format for printing steps
steppingVerbose	Set nonzero to print each step
viewer	Visualization driver selected (default=none)
worldMaterial	Material of the World volume
zTolerance	Tolerance for Z steps (mm)

steppingFormat is a space- or comma-separated list of items:

EXT	toggle extended precision (3 more digits)
TAG	print a '>' (useful to grep output)
N	step number
NSTEP	Synonym of N
GLOBAL	X,Y,Z,T in global coords
XYZT	Synonym of GLOBAL
CL	X,Y,Z,dxdz,dydz in CL coords
CLX	extended precision CL
KE	kinetic energy
STEP	step length
STEPLEN	Synonym of STEP
VOL	volume name
VOLNAME	Synonym of VOL
PROCESS	process name
B	magnetic field
E	electric field
P	3-momentum
MAT	material name
ID	event ID, track ID, parent ID
PART	particle name
SEG	centerline coord segment number
WT	weight
NL	<newline>
NEWLINE	Synonym of NL
\n	Synonym of NL

## 4.5 G4beamline commands (Alphabetical)

### 4.5.1 absorber    construct an absorber

The absorber has two windows with beampipe and an absorber material. Optionally it has an additional two safety windows with beampipe. The WindowShape(s) are read from a file, and they determine the thickness and length of the beampipe(s). For geometry testing, acts like a cylinder enclosing the windows. For placing children, acts like a cylinder inside the central absorber.

Note that section 4.5 of the User's Guide has a dimensioned drawing of an absorber.

Named Arguments (`#=` cannot be changed in place cmd):

<code>absWindow</code>	The name of the absorber window. #
<code>safetyWindow</code>	The name of the safety window. #
<code>insideLength</code>	Absorber length inside windows (mm) #
<code>absMaterial</code>	The material of the absorber #
<code>windowMaterial</code>	The material of the window(s) #
<code>safetyMaterial</code>	The material inside the safety windows. #
<code>safetyDistance</code>	Distance between absorber and safety windows (mm) #
<code>color</code>	The color of the absorber (''=invisible)
<code>maxStep</code>	The maximum stepsize in the element (mm)

## 4.5.2 beam      Define the Beam.

The beam command is: `beam type arg1=v1 ...`

Types are: gaussian, rectangular, ellipse, ascii, and root.

Gaussian beams are randomly generated to emanate from `beamX, beamY, beamZ` with the given sigmas; negative sigma means flat with `|sigma|` as halfwidth.

Rectangular beams are randomly generated to emanate from the rectangle `beamHeight` by `beamWidth` centered at `beamX, beamY, beamZ`.

Ellipse beams are randomly generated on the ellipses in `(X, Xp), (Y, Yp), (T, E)`, with `meanE` determined from `meanP` and the sigmas used as half-widths; tracks are generated on the ellipse with uniform density when plotted with scales such that the ellipse is a circle.

ASCII beams are read from a file using the format specified; the formats supported are: `BLTrackFile`

Root beams are read from a `.root` file using the `TNtuple` named `directory/name` in the file. It must have the same fields as used in `BLTrackFile` format. Note that `EventIDs` greater than 16,777,216 will be truncated.

When reading a file (ascii or root), `beamX` and `beamY` are added to input tracks; if `beamZ` is set it will overwrite the `z` of the track, but if it is not set the `z` of the track in the file is kept.

All coordinates are centerline coordinates.

Multiple beam commands can be given, and they will generate events in the order they appear in `input.file`.

Events are generated starting at `firstEvent`, until either `nEvents` have been generated or `lastEvent` would be exceeded.

For gaussian, rectangular, and ellipse beams, the beam particle can be given as either a particle name or its integer `PDGid`. Some common beam particle names are: `proton`, `anti_proton`, `pi+`, `pi-`,

mu+, mu-, e+, e-, kaon+, kaon-, kaon0, nu\_e, anti\_nu\_e. See the User's Guide for a complete list of particle names.

#### Named Arguments:

particle	Beam particle name
nEvents	Number of events to process (default=1 for generating events, default=ALL for reading files) set to lastEvent-firstEvent+1 if both are set.
firstEvent	First event # to process (default is the next sequential eventID, 1 if none)
lastEvent	Last (highest) event # to process
beamX	Beam location in X (mm)
beamY	Beam location in Y (mm)
beamZ	Beam location in Z (mm)
maxR	Beam maximum radius (mm)
rotation	Rotation of the beam
renumber	If nonzero, renumber events sequentially.
weight	Weight for events, overwritten by value from input file (1.0).
secondaryTrackID	The next TrackID for secondaries (1001).
meanMomentum	Gaussian Beam mean momentum (MeV/c)
meanP	Synonym for meanMomentum.
sigmaX	Gaussian Beam sigma in X (mm)
sigmaY	Gaussian Beam sigma in Y (mm)
sigmaZ	Gaussian Beam sigma in Z (mm)
sigmaXp	Gaussian Beam sigma in dxdz (slope)
sigmaYp	Gaussian Beam sigma in dydz (slope)
sigmaP	Gaussian Beam sigma in P (MeV/c)
sigmaT	Gaussian Beam sigma in T (ns)
sigmaE	Elliptical Beam sigma in E (MeV)
meanXp	Gaussian Beam mean in Xp (slope)
meanYp	Gaussian Beam mean in Yp (slope)
meanT	Gaussian Beam mean in T (ns)
beamHeight	Rectangular Beam height (mm)
beamWidth	Rectangular Beam width (mm)
filename	input file name
file	synonym for filename.
directory	Root-file directory of NTuple
category	Deprecated synonym for directory.
uid	HistoScope uid of NTuple
name	Root name of NTuple.
format	ASCII file format (Default=BLTrackFile)
beamXp	Synonym for meanXp.
beamYp	Synonym for meanYp.

### 4.5.3 beamlosntuple NTuple containing particle tracks when lost.

The NTuple contains the usual track data:

The standard NTuple fields are:

```

x,y,z (mm)
Px,Py,Pz (MeV/c)
t (ns)
PDGid (11=e-, 13=mu-, 22=gamma, 211=pi+, 2212=proton, ...)

```

EventID (may be inexact above 16,777,215)  
TrackID  
ParentID (0 => primary particle)  
Weight (defaults to 1.0)

The following additional fields are appended for format=Extended, format=asciiExtended, and format=rootExtended:

Bx, By, Bz (Tesla)  
Ex, Ey, Ez (Megavolts/meter)  
ProperTime (ns)  
PathLength (mm)  
PolX, PolY, PolZ (polarization)  
InitialKE (MeV when track was created)

Valid Formats (ignore case): ascii bltrackfile dummy for009  
for009.dat root trackfile Extended asciiExtended rootExtended

Named Arguments (#=cannot be changed in place cmd):

format           The NTuple format (see above for list).  
filename         The filename for the NTuple.  
file             Synonym for filename.  
require          Expression which must be nonzero to include the  
                  track (default=1) #  
coordinates      Coordinates: global, centerline, or reference  
                  (default=c).

#### 4.5.4 box        construct a box.

This is a direct interface to G4Box.

Named Arguments:

height           The height of the box (mm)  
width            The width of the box (mm)  
length           The length of the box (mm)  
maxStep          The maximum stepsize in the element (mm)  
material         The material of the box  
color            The color of the box (''=invisible)  
kill             Set nonzero to kill every track that enters.

#### 4.5.5 bug1021    Workaround to improve accuracy of bug1021 in E field

When a charged particle turns around in an E field, a bug in the Geant4 transportation process can sometimes give it a wildly-incorrect kinetic energy. This workaround computes the distance to turn-around, and limits the step to half that value until minStep is reached; at that point the track is reflected.

Simulations in which there are no E fields, or no charged particle ever gets below ~0.001 MeV in an E field, have no need to apply this workaround.

Named Arguments:

minStep            Minimum step in space (mm, default=0.002)

#### 4.5.6 coil            defines a coil (part of a solenoid)

A coil is a geometrical tube that can carry current when part of a solenoid. The field is computed for a set of nSheets infinitely-thin current sheets evenly spread radially. The solenoid specifies the actual current. For tracking the computation is too slow, so a field map on a grid in r and z is computed and written to filename (defaults to coilname.dat). While there are lots of parameters specifying the field map it is recommended to simply accept the defaults for all but innerRadius, outerRadius, length, material, and possibly tolerance. The other parameters will be determined so that the largest error is less than tolerance times the value of Bz at the center of the coil. If mapFile is given, the file is read in BLFieldMap format. The cache file contains the parameters, and is a field map in a binary format; it is automatically regenerated if any parameter changes.

Note that maxR and maxZ are by default determined to be large enough so that the field falls below tolerance; this can be quote large.

Named Arguments (#=cannot be changed in place cmd):

innerRadius	Inside radius of the coil (mm) #
outerRadius	Outside radius of the coil (mm) #
length	Length of the coil along z (mm) #
material	The material of the conductor (default=Cu) #
tolerance	The acceptable tolerance of the map. #
nSheets	Number of sheets used in the computation #
maxR	Maxmum r value for the map (automatically determined by default). #
maxZ	Maxmum z value for the map (automatically determined by default). #
dR	R interval between points of the map (automatically determined by default). #
dZ	Z interval between points of the map (automatically determined by default). #
filename	Filename for cache; deaults to name.dat. #
mapFile	Filename for map (e.g. from TOSCA). #

#### 4.5.7 collective    Example collective computation

This command computes the mean and sigma related to the time stepping in BLRunManager. This class is intended to serve as an example for a collective computation.

Named Arguments:

deltaT	Time step (1 ns).
verbose	Non-zero for verbose prints (0).

#### 4.5.8 corner      Implement a corner in the centerline.

The centerline is bent by a rotation. Every track that enters the volume also gets rotated. The z value is for the corner and the front face of the volume (if any). If the corner is paired with a bending magnet or other mechanism to bend the beam, no volume should be used.

NOTE: This command is self-placing, do not use the place command; it also affects all following placements, and it cannot be issued inside a group. If radius=height=width=0 then no volume is associated with the corner, and a bending magnet should be placed nearby to bend the particles around the corner. Normally the bending magnet is placed before the corner, and is rotated by half the bend angle. For a sector bend, it's usually best to use the cornerarc command rather than this one.

NOTE: all placements before this command must have z values before the corner, and all placements after this command must have z values after the corner. Note also that the angle is limited to 90 degrees.

Note that the radiusCut is important to reduce or eliminate ambiguities in the global to centerline coordinate transform. It can also be used to 'shield' the beamline to prevent particles from taking unusual paths around the outside of beamline elements.

##### Named Arguments:

z	The centerline Z of the corner (mm).
rotation	The rotation of the corner (see above).
radiusCut	The radius cut for this following segment (mm default=previous).
radius	The radius of the circular corner volume (mm).
height	The height of the rectangular corner volume (mm).
width	The width of the rectangular corner volume (mm).
length	The length of the corner volume (mm).
maxStep	The maximum stepsize in the element (mm).
material	The material of the corner volume.
color	The color of the corner volume (''=invisible).

#### 4.5.9 cornerarc      Implement a cornerarc in the centerline.

The centerline is bent by a rotation. Three corners are used to approximate an arc; the total angle and path-length are equal to those for the arc. Should be used immediately after an idealsectorbend or a genericbend. The z value is for the front face of the arc.

NOTE: This command is self-placing, do not use the place command; it also affects all following placements, and it cannot be issued inside a group.

This command is well matched to a sector bend, but can also be used with a normal bending magnet -- normally the magnet is placed before the cornerarc and is rotated by half the bend angle.

The only useful rotations are those around the centerline Z.

NOTE: all placements before this command must have z values before the corner, and all placements after this command must have z values after the corner. Note also that the angle is limited to 90 degrees.

Note that the radiusCut is important to reduce or eliminate ambiguities in the global to centerline coordinate transform. It can also be used to 'shield' the beamline to prevent particles from taking unusual paths around the outside of beamline elements.

**Named Arguments:**

z	The centerline Z of the cornerarc (mm).
centerRadius	The radius of the centerline arc (mm).
angle	The angle of bend, >0=left, <0=right (degrees).
rotation	The rotation of the cornerarc (see above).
radiusCut	The radius cut for this following segment (mm).

#### 4.5.10 cosmicraybeam Define a Cosmic-Ray muon 'beam'.

The muon beam is nominally headed in the +Z direction, implying that +Z is physically DOWN. The beam intersects a box defined by beamWidth, beamHeight, and beamLength, centered at X=Y=0 and beamZ. For each event a point is selected randomly within this box, angles theta and phi and the muon momentum are generated according to a fit to their sea-level distributions, the track is extended backwards to the 'celestial sphere', and that is the initial beam position for the event. The muon flux through the rectangle at Z=beamZ is used to display an estimate of the sea-level exposure time for the run.

**Named Arguments:**

nEvents	Number of events to process
beamZ	Beam location in Z (mm)
radius	Radius of celestial sphere (mm)
beamHeight	Rectangular Beam height (mm)
beamWidth	Rectangular Beam width (mm)
beamLength	Rectangular Beam length (mm)

#### 4.5.11 cylinder Alias for 'tubs'.

#### 4.5.12 define defines a macro (argument-expanded set of commands).



The first argument is the macro name, additional arguments become lines in the body of the expanded macro. The macro name becomes a command with up to 9 positional arguments. When the command is issued, the body is expanded and executed, with these substitutions:

```
$0      MacroName
$1-$9   Positional arguments of the command
$#      # macro expansions (for generating unique names)
```

NOTE: \$paramname is expanded in the define command, but \$\$paramname is expanded when the macro is invoked.

#### 4.5.13 demo demo command.

This demo command takes both positional and named args, and is the prototype class for all commands. All argument values are merely displayed. 'demo default name=value...' sets default values.

Named Arguments:

```
s1      a demo string argument.
s2      a demo string argument.
d1      a demo double argument.
d2      a demo double argument.
```

#### 4.5.14 do Do loop.

Syntax:

```
do i 1 10 [1]
    commands ...
enddo
```

Sets the parameter i to values 1, 2, 3, ... 10, and executes the commands. The increment is 1 by default, and negative increments are allowed (with limits reversed). 'do i 1 0' and 'do i 0 1 -1' will execute no commands. After completion, i retains its last value. Do-s and multi-line if-s can be nested in any manner.

Note: the do command will not work from standard-input or as a command in a single-line if.

#### 4.5.15 endgroup ends a group definition.

The group may then be placed as any other element. If the group was not given a length via an argument, endgroup computes the length and adjusts the offsets of all elements in the group so they refer to the center of the group.

#### 4.5.16 eventcuts implements cuts on event number.

The file is ASCII, with one event number per line. Events whose EventID is not contained in the file will be skipped. The file is read at the start of every run, so it can be changed between runs. This is particularly useful when the file is written by HistoRoot (via its EventID option), because the G4beamline GUI and a HistoRoot window can both be left open, and the user can alternate between them, selecting regions of plots with HistoScope sliders, and then looking at the selected events with G4beamline and a viewer.

Named Arguments:

filename        The file containing a list of event numbers.  
file            Synonym for filename.

#### 4.5.17 exit        exit a command file.

The exit command ceases reading the input file, and starts the simulation immediately (ignoring the remainder of the input file).

#### 4.5.18 extrusion    construct a solid extrusion with axis along z

This is a basic interface to G4ExtrudedSolid. A simple polygon in the X-Y plane is extruded along z, with optional scales in XY at the two ends (which generate a linear scaling along z).

The polygon must be simple (no two sides intersect, no two vertices are equal). The vertices are listed starting from any vertex and traversing the polygon in either direction without lifting the pencil from the paper (Geant4 requires the traversal to be clockwise but this element internally reverses it if required). For an N-sided polygon give N vertices -- a side will be added from last to first to close the polygon; N is determined by counting the entries in the vertices argument.

Note that while you cannot make an extrusion with a hole, you can make such an object in two parts or by placing a daughter volume in this one.

Note the position placed is  $x=0, y=0, z=0$ , which is centered along z, but need not be near the center of the polygon in XY.

With  $scale1 \neq scale2$  this is not really an extrusion; by making one of them 0.001 or so, you can construct a sharp apex.

Any x or y value in vertices can be an expression using double constants and the usual C operators and functions.

Named Arguments ( $\#$ =cannot be changed in place cmd):

length        Length of the extrusion (mm).  $\#$   
vertices      List of vertices of the XY polygon (mm):  
              'x0,y0;x1,y1;...'; a line from last to first is

	added. A 2 mm square is: '-1,-1;-1,1;1,1;1,-1' #
scale1	The XY scale at the upstream (-z) end (1.0). #
scale2	The XY scale at the downstream (+z) end (1.0). #
maxStep	The maximum stepsize in the element (mm)
material	The material of the extrusion
color	The color of the extrusion (''=invisible)
kill	Set nonzero to kill every track that enters.
vertexes	Synonym for vertices. #

#### 4.5.19 fieldexpr implements a field map, E and/or B, from expressions.

A fieldexpr element can be either a box or a cylinder; set length and radius for cylinder, set length and width and height for a box. Units are Tesla, MegaVolts/meter, mm, and ns. Expressions for the field components can use {x,y,z} for a box or {z,r} for a cylinder; the time expression can use {t}. If present, the time expression multiplies all components. The number of points in the map is increased until the largest map error divided by the maximum field is smaller than tolerance, or 1M points is exceeded. Similarly for the time dependence.

For time dependence: if  $t - \text{timeOffset} < t_{\min}$ , the value at  $t_{\min}$  is used; if  $t - \text{timeOffset} > t_{\max}$ , the value at  $t_{\max}$  is used.

Named Arguments (#=cannot be changed in place cmd) (@=Tunable):

factorB	Factor for the B-field (1.0). @
factorE	Factor for the E-field (1.0). @
timeOffset	Time offset (ns).
Bx	Expression for Bx (Tesla), use {x,y,z}. #
By	Expression for By (Tesla), use {x,y,z}. #
Bz	Expression for Bz (Tesla), use {x,y,z} or {r,z}. #
Br	Expression for Br (Tesla), use {r,z}. #
Ex	Expression for Ex (MV/m), use {x,y,z}. #
Ey	Expression for Ey (MV/m), use {x,y,z}. #
Ez	Expression for Ez (MV/m), use {x,y,z} or {r,z}. #
Er	Expression for Er (MV/m), use {r,z}. #
time	Expression for time-dependence factor, use {t}. #
nX	Number of grid points in x. #
nY	Number of grid points in y. #
nZ	Number of grid points in z. #
nR	Number of grid points in r. #
nT	Number of grid points in t. #
tolerance	Required relative accuracy (0.001). #
length	Length of field map (mm). #
width	Width of rectangular field map (mm). #
height	Height of rectangular field map (mm). #
radius	Radius of cylindrical field map (mm). #
tmin	Minimum value of t (ns). #
tmax	Maximum value of t (ns). #

#### 4.5.20 fieldmap implements a field map, E and/or B, from a file.

Reads an input file in BLFieldMap format to define E and/or B fields, optionally with time dependence. See the Users Guide for a description of the BLFieldMap format.

Named Arguments (#=cannot be changed in place cmd) (@=Tunable):

filename	Filename for the Field Map. #
file	Synonym for filename. #
current	Current of the B-field. @
gradient	Gradient of the E-field. @
timeOffset	Time offset (ns).

#### 4.5.21 fieldntuple Generates an NTuple from B and E fields at specified points.

Intended primarily for debugging. This command makes it easy to plot fields as a function of position and time, using existing NTuple plotting tools. Outputs x,y,z,t,Bx,By,Bz,Ex,Ey,Ez into an NTuple. Units are mm, ns, Tesla, and MegaVolts/meter. Runs after the reference particle is tracked. Only global coordinates are used.

The single positional argument is the name of the NTuple. Named arguments {x,y,z,t} are of two forms specifying coordinate values: x=Xmin,Xmax,dX or x=X1:X2:X3:... which generate the obvious loops (single value is OK). Expressions can be used. Omitted coordinates are held fixed at 0.0.

Named Arguments:

category	The category of the NTuple.
format	NTuple format (see above for list).
filename	Name of file.
x	Loop for x values: Xmin,Xmaz,dX or X1:X2:... (mm)
y	Loop for y values: Ymin,Ymaz,dY or Y1:Y2:... (mm)
z	Loop for z values: Zmin,Zmaz,dZ or Z1:Z2:... (mm)
t	Loop for t values: Tmin,Tmaz,dT or T1:T2:... (ns)
exit	Set nonzero to exit after generating NTuple (0).
file	Synonym for filename.

#### 4.5.22 g4ui Accesses the Geant4 user interface

Each positional argument is executed as a Geant4 UI command, according to the when parameter. No positional arguments means open a UI session on stdout/stdin. For a given value of when, the UI commands from all g4ui commands are executed in order.

Named Arguments:

when	0=before reference, 1=before beam, 2=after beam, 3=cannot be used, 4=visualization.
------	---

#### 4.5.23 genericbend construct a generic bending magnet.

The field region is a box with By specified. A fringe field

computation based on the method of COSY INFINITY is included by default, extending the field in a rectangle extending the straight aperture along the local z. This is first order only, and assumes the magnet is infinitely wide; the fringe field extends outside of the magnet aperture only in a region extending the aperture in x and y. As the fringe field is first order only, it is slightly non-Maxwellian.

By default, the aperture is filled with a box volume of the fieldMaterial; this prevents placing any object inside the aperture. With openAperture=1 no aperture volume is used, and objects can be placed into the parent volume that are inside the aperture.

Named Arguments (#=cannot be changed in place cmd) (@=Tunable):

fieldWidth	The width of the field region (mm)
fieldHeight	The height of the field region (mm)
fieldLength	The length of the field region (mm)
ironWidth	The width of the iron region (mm)
ironHeight	The height of the iron region (mm)
ironLength	The length of the iron region (mm)
By	The magnetic field (Tesla) @
maxStep	The maximum stepsize in the element (mm)
fieldMaterial	The material of the field region.
fieldColor	The color of the field region.
ironMaterial	The material of the iron region.
ironColor	The color of the iron region.
kill	Set nonzero to kill particles hitting the iron.
fringe	Fringe field computation, set to 0 to disable, or a comma-separated list of 6 Enge function parameters.
fringeFactor	Fringe depth factor (1.0).
openAperture	Set nonzero to omit the aperture volume. #

#### 4.5.24 genericquad construct a generic quadrupole magnet.

The field region is a tube with gradient specified. A positive gradient yields a horizontally-focusing quad for positive particles. If apertureRadius>0 the quad has a circular aperture. For a 'rounded +' aperture using circles for the poles, set poleTipRadius, coilRadius, coilHalfwidth. Due to visualization bugs, in the latter case you cannot see through the aperture; it is solid black. A fringe field computation based on the method of COSY INFINITY is included by default, extending the field region. This is first order only, and the fringe field extends outside of the magnet aperture only in a cylinder extending the aperture straight along local z. As the fringe field is first order only, it is slightly non-Maxwellian.

Named Arguments (#=cannot be changed in place cmd):

fieldLength	The length of the field region (mm)
ironLength	The length of the iron (mm)
ironRadius	The outer radius of the iron (mm)
apertureRadius	The radius of the aperture (mm)
poleTipRadius	The inner radius of the pole tips (mm).

coilRadius	The radius of the inside of the coil (mm).
coilHalfwidth	The halfwidth of the coil (mm).
coilHalfWidth	Synonym for coilHalfwidth.
gradient	The magnetic field gradient, dBy/dx (Tesla/meter)
maxStep	The maximum stepsize in the element (mm)
ironMaterial	The material of the iron region.
fieldMaterial	The material of the field region.
ironColor	The color of the iron region.
kill	Set nonzero to kill tracks hitting the iron.
fringe	Fringe field computation, set to 0 to disable, or a comma-separated list of 6 Enge function parameters.
fringeFactor	Fringe depth factor (1.0).
openAperture	Set nonzero to omit the aperture volume. #

#### 4.5.25 geometry Arranges to perform a geometry test.

The geometry test checks nPoints points on the surface of each element, verifying that they are inside the parent element and that they are not inside any sibling element. The default of 100 points is usually sufficient; 0 means omit the geometry test. The first 20-40 points (depending on element) test 'corners', the rest are randomly distributed on the surface. The default tolerance is 0.002 mm.

##### Named Arguments:

nPoints	The number of surface points to test per element
printGeometry	Set nonzero to print the entire geometry.
visual	Set nonzero to display the geometry test points.
tolerance	Tolerance for inside/outside tests (mm).

#### 4.5.26 group begins definition of a group.

A group is a collection of elements that can be placed together, preserving their relative positions. The group is a LogicalVolume in the geant4 geometry -- this means that a group cannot overlap any other group or object, even if the overlapping portion of the group is empty. If you need to permit overlaps, consider using a macro instead (the define command).

If the group is given a length, then children can be placed at specific z offsets relative to the center of the group. If the group is not given a length, then children can only be placed sequentially along z, and the length will be computed by the endgroup command. Width and height are computed from the largest child or the argument. If radius is set to 0, the group will be a cylinder with radius determined by the largest width or height placed into it; if >0 then that is the fixed radius. If radius is not set then a box is used.

Note: when placing objects into a group, if the rename argument is used, it should begin with a '+' to include the group's name in the object's name; otherwise there may be multiple objects

with the same name -- this is only a major problem for virtualdetector-s and other output objects. The group's name is included by default if no rename is used on the place command.

Named Arguments (#=cannot be changed in place cmd):

length	Overall group length along z (mm) #
width	Overall group width (mm) #
height	Overall group height (mm) #
radius	Radius for a cylindrical group (mm) #
material	Material of the volume outside children
color	Color of the volume of the group
maxStep	The maximum stepsize in the volume (mm)

#### 4.5.27 helicaldipole construct a helicaldipole magnet.

The field region is a cylinder with a helical dipole field plus a solenoidal field. The simple model=1 provides just a sine and cosine transverse dependence, while the maxwellian model=2 has both dipole and quadrupole terms. Both the dipole scale bD [T] and quadrupole scale bQ [T/m] are now at rho=0; the user must determine the correct values externally.

Note that this Element generates a magnetic field only, and only within the cylinder defined by length and radius. So it has no solid associated with it, and is invisible.

Named Arguments:

radius	The radius of the field region (mm)
model	The model of field calculated(simple=1, rpj and ysd model=2, ttominaka et al model=3), modulations in bd,bq,bz= 4
length	The length of the field region (mm)
bD	The dipole magnitude at rho=0 (Tesla).
lambda	Helix period along the Z axis (mm).
phi0	The phase of the XY field at the entrance (deg).
Bsolenoid	The value of Bsolenoid (Tesla).
bQ	The quadrupole magnitude at rho=0 (Tesla).
bs	The sextupole magnitude at rho=0 (Tesla).
rr	Reference radius (mm)
psi0	The offset between the dipole term and the quadrupole term (Degrees).
ez	The base electric field inside the helix channel (GV/m).

#### 4.5.28 help provides interactive help.

help with no arguments lists all commands. 'help command' gives more detailed help on that command. 'help \*' gives detailed help for all commands. If the first argument is -exit the program will exit after printing the help.

#### 4.5.29 **idealsectorbend** construct an ideal sector bending magnet.

The field region is a sector with  $B_y$  specified. Unlike most Elements, the position of the **idealsectorbend** is the center of the front face of its field (aperture).  $\text{angle} > 0$  bends to the left around Y;  $\text{angle} < 0$  bends right. The only useful rotations are around the centerline Z. Should be followed immediately by a **cornerarc**. Note that  $-90 < \text{angle} < 90$  degrees.

Named Arguments (@=Tunable):  
angle            Angle of bend (degrees).  
fieldCenterRadius Center radius of field (mm).  
fieldInnerRadius Inner radius of field (mm).  
fieldOuterRadius Outer radius of field (mm).  
fieldHeight    Height of field (mm).  
ironInnerRadius Inner radius of iron (mm).  
ironOuterRadius Outer radius of iron (mm).  
ironHeight     Height of iron (mm).  
By             Magnetic field (Tesla). @  
fieldMaterial   Material of field.  
fieldColor     Color of field.  
ironMaterial   Material of iron.  
ironColor      Color of iron.  
maxStep        The maximum stepsize in the element (mm)  
kill            Set nonzero to kill particles hitting the iron.

#### 4.5.30 **if**            **Conditional execution of command(s), and if/elseif/else/endif.**

Single-line format:  
if \$i==1 CMD1 CMD2 ...

If the expression is true (nonzero), the commands are executed. The commands usually need to be quoted.

Multi-line format:  
if \$i==1  
    CMD1 ...  
elseif \$i==2  
    CMD2 ...  
else  
    CMD3 ...  
endif

The commands are executed in the usual way; **elseif** and **else** are optional, but **endif** is mandatory. Any number of **elseif**-s and **commannnds** can be used. Do-s and multi-line **if**-s can be nested in any manner.

#### 4.5.31 **include**        **includes a command file.**

**include** requires one argument, the file to include.



#### 4.5.32 list      provides interactive list of interesting internal tables.

list with no arguments lists all lists except processes. 'list name' lists that specific one. 'list -exit name(s)' will exit after listing. List names are:

```
commands      all commands
materials      currently known materials
physics        all physics lists
particles       currently known particles
processes       currently known physics processes ***
```

NOTE: the particles and processes lists are not populated until the physics list is selected (via the physics command). Different physics lists use different processes and particles.

\*\*\*NOTE: listing processes will prevent any simulating, as will a non-empty particle list.

Named Arguments:

```
particle      Comma-separated list of particles for which details
               will be printed
```

#### 4.5.33 man      Alias for 'help'.

#### 4.5.34 material      construct a new material.

This is an interface to G4Material. This command is rarely required, because elements and most common materials are available via the NIST database. Any material available from the NIST database can simply be used; if it is unknown then it will be automatically defined from the database. Uncommon materials or nonstandard densities must be defined with this command.

The first argument to this command is the material name, which is always required; density is also required. The command to define an element (e.g. with non-standard density) is:

```
material H2 Z=1 A=1.01 density=0.000090
```

A mixture or compound is a combination of known materials and/or elements; the command is:

```
material water H,0.1119 O,0.8881 density=1.0
```

The numbers following the element names are their mass fractions (note that WATER is available from the NIST db). Either type of command can optionally have: pressure, temperature, state.

With no arguments, this command prints the current material table. Note that 'G4\_' is prepended to the names of most materials that are obtained from the NIST database; 'G4\_Al' and 'Al' refer to the same material (unless one was previously defined using this command).

The following materials will be automatically created on first use:

H He Li Be B C N O F Ne Na Mg Al Si P S Cl Ar K Ca Sc Ti V Cr Mn  
 Fe Co Ni Cu Zn Ga Ge As Se Br Kr Rb Sr Y Zr Nb Mo Tc Ru Rh Pd Ag  
 Cd In Sn Sb Te I Xe Cs Ba La Ce Pr Nd Pm Sm Eu Gd Tb Dy Ho Er Tm  
 Yb Lu Hf Ta W Re Os Ir Pt Au Hg Tl Pb Bi Po At Rn Fr Ra Ac Th Pa  
 U Np Pu Am Cm Bk Cf A-150\_TISSUE ACETONE ACETYLENE ADENINE  
 ADIPOSE\_TISSUE\_ICRP AIR ALANINE ALUMINUM\_OXIDE AMBER AMMONIA  
 ANILINE ANTHRACENE B-100\_BONE BAKELITE BARIUM\_FLUORIDE  
 BARIUM\_SULFATE BENZENE BERYLLIUM\_OXIDE BGO BLOOD\_ICRP  
 BONE\_COMPACT\_ICRU BONE\_CORTICAL\_ICRP BORON\_CARBIDE BORON\_OXIDE  
 BRAIN\_ICRP BUTANE N-BUTYL\_ALCOHOL C-552 CADMIUM\_TELLURIDE  
 CADMIUM\_TUNGSTATE CALCIUM\_CARBONATE CALCIUM\_FLUORIDE  
 CALCIUM\_OXIDE CALCIUM\_SULFATE CALCIUM\_TUNGSTATE CARBON\_DIOXIDE  
 CARBON\_TETRACHLORIDE CELLULOSE\_CELLOPHANE CELLULOSE\_BUTYRATE  
 CELLULOSE\_NITRATE CERIC\_SULFATE CESIUM\_FLUORIDE CESIUM\_IODIDE  
 CHLOROBENZENE CHLOROFORM CONCRETE CYCLOHEXANE 1,2-DICHLOROBENZENE  
 DICHLORODIETHYL\_ETHER 1,2-DICHLOROETHANE DIETHYL\_ETHER  
 N,N-DIMETHYL\_FORMAMIDE DIMETHYL\_SULFOXIDE ETHANE ETHYL\_ALCOHOL  
 ETHYL\_CELLULOSE ETHYLENE EYE\_LENS\_ICRP FERRIC\_OXIDE FERROBORIDE  
 FERROUS\_OXIDE FERROUS\_SULFATE FREON-12 FREON-12B2 FREON-13  
 FREON-13B1 FREON-13I1 GADOLINIUM\_OXYSULFIDE GALLIUM\_ARSENIDE  
 GEL\_PHOTO\_EMULSION Pyrex\_Glass GLASS\_LEAD GLASS\_PLATE GLUCOSE  
 GLUTAMINE GLYCEROL GUANINE GYPSUM N-HEPTANE N-HEXANE KAPTON  
 LANTHANUM\_OXYBROMIDE LANTHANUM\_OXYSULFIDE LEAD\_OXIDE  
 LITHIUM\_AMIDE LITHIUM\_CARBONATE LITHIUM\_FLUORIDE LITHIUM\_HYDRIDE  
 LITHIUM\_IODIDE LITHIUM\_OXIDE LITHIUM\_TETRABORATE LUNG\_ICRP M3\_WAX  
 MAGNESIUM\_CARBONATE MAGNESIUM\_FLUORIDE MAGNESIUM\_OXIDE  
 MAGNESIUM\_TETRABORATE MERCURIC\_IODIDE METHANE METHANOL MIX\_D\_WAX  
 MS20\_TISSUE MUSCLE\_SKELETAL\_ICRP MUSCLE\_STRIATED\_ICRU  
 MUSCLE\_WITH\_SUCROSE MUSCLE\_WITHOUT\_SUCROSE NAPHTHALENE  
 NITROBENZENE NITROUS\_OXIDE NYLON-8062 NYLON-6-6 NYLON-6-10  
 NYLON-11\_RILSAN OCTANE PARAFFIN N-PENTANE PHOTO\_EMULSION  
 PLASTIC\_SC\_VINYLTOLUENE PLUTONIUM\_DIOXIDE POLYACRYLONITRILE  
 POLYCARBONATE POLYCHLOROSTYRENE POLYETHYLENE MYLAR PLEXIGLASS  
 POLYOXYMETHYLENE POLYPROPYLENE POLYSTYRENE TEFLON  
 POLYTRIFLUOROCHLOROETHYLENE POLYVINYL\_ACETATE POLYVINYL\_ALCOHOL  
 POLYVINYL\_BUTYRAL POLYVINYL\_CHLORIDE POLYVINYLIDENE\_CHLORIDE  
 POLYVINYLIDENE\_FLUORIDE POLYVINYL\_PYRROLIDONE POTASSIUM\_IODIDE  
 POTASSIUM\_OXIDE PROPANE lPROPANE N-PROPYL\_ALCOHOL PYRIDINE  
 RUBBER\_BUTYL RUBBER\_NATURAL RUBBER\_NEOPRENE SILICON\_DIOXIDE  
 SILVER\_BROMIDE SILVER\_CHLORIDE SILVER\_HALIDES SILVER\_IODIDE  
 SKIN\_ICRP SODIUM\_CARBONATE SODIUM\_IODIDE SODIUM\_MONOXIDE  
 SODIUM\_NITRATE STILBENE SUCROSE TERPHENYL TESTES\_ICRP  
 TETRACHLOROETHYLENE THALLIUM\_CHLORIDE TISSUE\_SOFT\_ICRP  
 TISSUE\_SOFT\_ICRU-4 TISSUE-METHANE TISSUE-PROPANE TITANIUM\_DIOXIDE  
 TOLUENE TRICHLOROETHYLENE TRIETHYL\_PHOSPHATE  
 TUNGSTEN\_HEXAFLUORIDE URANIUM\_DICARBIDE URANIUM\_MONOCARBIDE  
 URANIUM\_OXIDE UREA VALINE VITON WATER WATER\_VAPOR XYLENE GRAPHITE  
 lH2 lN2 lO2 lAr lKr lXe PbWO4 Galactic GRAPHITE\_POROUS  
 Stainless304 Stainless316 lHe

Aliases: lHe=lHe Air=AIR, H2O=WATER, Vacuum=Galactic, LH2=lH2,  
 Scintillator=POLYSTYRENE

Named Arguments:

a	Effective Atomic Weight of the material (g/mole)
z	Effective Atomic Number of the material
density	Density of the material (gm/cm <sup>3</sup> )
pressure	Pressure of the material (Atm)
temperature	Temperature of the material (K)
state	State of the material (g,l, or s)
A	Synonym for a (g/mole)
Z	Synonym for z

#### 4.5.35 movie      **Generate movie NTuple.**

This command outputs a set of NTuples suitable for generating a movie.

Named Arguments:

coordinates      Coordinates: global, centerline, or reference (default=r).

#### 4.5.36 multipole      **construct a generic multipole magnet.**

Multipole magnetic fields from dipole through dodecapole are implemented with a cylindrical field region and optional surrounding iron (ironLength=0 or ironRadius=0 omits it). All fields with positive strengths are oriented so in the X-Z plane for X>0 (beam left) the field is purely By. Negative strengths are allowed and reverse the field. The fringe field computation is not implemented.

Named Arguments (#=cannot be changed in place cmd):

fieldLength      The length of the field region (mm)  
ironLength      The length of the iron (mm)  
ironRadius      The outer radius of the iron (mm)  
apertureRadius      The radius of the aperture (mm)  
ironMaterial      The material of the iron region.  
fieldMaterial      The material of the field region.  
dipole      Strength of dipole (Tesla)  
quadrupole      Strength of quadrupole (T/m)  
sextupole      Strength of sextupole (T/m<sup>2</sup>)  
octopole      Strength of octopole (T/m<sup>3</sup>)  
decapole      Strength of decapole (T/m<sup>4</sup>)  
dodecapole      Strength of dodecapole (T/m<sup>5</sup>)  
ironColor      The color of the iron region.  
kill      Set nonzero to kill tracks hitting the iron.  
maxStep      The maximum stepsize in the element (mm)  
fringe      Fringe field computation, set to 0 to disable  
fringeFactor      Fringe depth factor (1.0).  
openAperture      Set nonzero to omit the aperture volume. #

#### 4.5.37 muminuscapturefix      **Fixes up the G4MuonMinusCaptureAtRest process.**

This class adds extra neutrons to mu- capture. The neutrons are

added with a Poisson distribution having a mean of neutronMeanNumber, and with an exponential distribution in kinetic energy:

```
(1/neutronMeanEnergy)*exp(-KE/neutronMeanEnergy)
```

As the muonic atom cascades to its ground state it forgets the incident mu- direction, so the extra neutrons are generated isotropically in the lab.

The extra neutrons are added only to those captures that are hadronic (i.e. not decay in orbit). The value of neutronMeanNumber should reflect this.

The default values correspond to Aluminum.

Named Arguments:

neutronMeanNumber Mean number of extra neutrons per nuclear capture (1.0).

neutronMeanEnergy Mean energy of neutron spectrum (MeV)

#### 4.5.38 newparticlentuple NTuple containing particle tracks when created.

Note that initial beam particles are included, unless require is set to 'ParentID>0'.

The standard NTuple fields are:

x,y,z (mm)

Px,Py,Pz (MeV/c)

t (ns)

PDGid (11=e-, 13=mu-, 22=gamma, 211=pi+, 2212=proton, ...)

EventID (may be inexact above 16,777,215)

TrackID

ParentID (0 => primary particle)

Weight (defaults to 1.0)

The following additional fields are appended for format=Extended, format=asciiExtended, and format=rootExtended:

Bx, By, Bz (Tesla)

Ex, Ey, Ez (Megavolts/meter)

ProperTime (ns)

PathLength (mm)

PolX, PolY, PolZ (polarization)

InitialKE (MeV when track was created)

Valid Formats (ignore case): ascii bltrackfile dummy for009 for009.dat root trackfile Extended asciiExtended rootExtended

Named Arguments (#=cannot be changed in place cmd):

format The NTuple format (see above for list).

filename The filename for the NTuple.

file Synonym for filename.

require Expression which must be nonzero to include the track (default=1) #

coordinates Coordinates: global, centerline, or reference (default=c).

### 4.5.39 ntuple      Define an NTuple containing multiple detectors.

An ntuple holds the data from multiple detectors in a single NTuple, with one row (entry) per event or per track. This permits the generation of plots that compare different detectors. Up to 64 detectors can be used. While 'detector' is used in this description, any existing NTuple can be used, generated by any command, such as: virtualdetector, zntuple, beamlossntuple, timentuple, and newparticlentuple.

By default, an entry in this ntuple is made for each event satisfying the require, veto, and minHit conditions; if perTrack=1 then an entry is made for each track that satisfies the require, veto, and minHit conditions. Any hit in any detector matching the patterns in veto will prevent the event/track from being entered into the ntuple.

If multiple hits occur in a given detector during the event or track, only the first one is kept in this ntuple. Detectors are specified by patterns identical to UNIX file-matching, so '\*Det\*' matches any detector with 'Det' anywhere in its name, etc. The 'required' argument permits events to be omitted unless all of the matching detectors were hit at least once in the event or track. The patterns in 'required' are applied only to detectors in the ntuple, so a simple '\*' only matches detectors named in the 'detectors' argument.

NOTE: the name of a detector is by default the concatenation of its ancestors' names before its own (except World), unless rename=NAME was used in its place command. The patterns are applied to the names of the virtualdetectors as they were placed (including rename), not the bare name of the virtualdetector command. If 'rename=det#' was used when placing the virtualdetector-s, you probably want a \* to match the #, or list them individually (det1,det2,det3...).

Valid Formats (ignore case): ascii bltrackfile dummy for009 for009.dat root trackfile

#### Named Arguments:

category	The category of the NTuple.
detectors	A comma-separated list of detector patterns.
required	A comma-separated list of required detector patterns(default=*).
veto	A comma-separated list of detector patterns, any hit cancels entry into the NTuple (default='').
format	NTuple format (see above for list).
filename	Name of file.
minHit	Minimum number of detectors hit (default 0).
perTrack	Nonzero for an entry per track; 0 for an entry per event (default 0).
require	Synonym for required.
minHits	Synonym for minHit.

file                      Synonym for filename.

#### 4.5.40 output      redirects stdout and stderr to a file

output requires one argument, the new output file. Any output generated before this command will not appear in the file, so this command should come at the start of the input.file, preceded only by setting parameters. After the redirection, it will re-print the G4beamline version and the current parameter values to the file. The most common usage is to redirect output to a file named like the .root file, when that is determined by parameter values:

```
param -unset param1=1.0 param2=3.0
param histofile=$param1,$param2
output $histofile.out
```

#### 4.5.41 param      Defines parameter values.

Parameters are named strings used to parameterize the input file; a few are used for program control. Parameters are set by the param command, and on the command line (all program arguments after the first are interpreted as name=value).

'param name=value ...' defines parameters. If no arguments are present, all parameters are displayed. If the first argument is '-unset', this command will not overwrite parameters that are already set (e.g. from the command line - this permits the input.file to set defaults that can be overridden on the command line).

Parameters are expanded only in the arguments of commands: 'cmd argname=\$paramname [...]'; real-valued expressions for arguments can use \$paramname as a value, as long as paramname contains a valid real expression.

Parameters are most useful for setting global things like viewer and histoFile, or as parameters used in the input.file.

When a parameter is used, if it has not been defined, it will be defined from the environment if possible; if it is not defined in the environment then this generates an error message.

The values of parameters are strings, but if the value of a parameter is set to a valid real expression including at least one operator {+-\*/^<>=(!~&%|?)}, the parameter value will be set to the numerical value of the expression to 8 significant digits.

NOTE: pre-defined Program control parameters (listed below) are defined before the command-line and are not affected by -unset.

Program control Parameters:

    Zcl                      Last centerline Z position used (updated continuously)

deltaChord	Geant4 tracking parameter
deltaIntersection	Geant4 tracking parameter
deltaOneStep	Geant4 tracking parameter
epsMax	Geant4 tracking parameter
epsMin	Geant4 tracking parameter
eventTimeLimit	CPU Time Limit (sec)
histoFile	Default (Root) NTuple output filename
histoUpdate	Output update interval (events)
maxStep	Maximum physics step size (mm)
minStep	Minimum step size (mm)
steppingFormat	Format for printing steps
steppingVerbose	Set nonzero to print each step
viewer	Visualization driver selected (default=none)
worldMaterial	Material of the World volume
zTolerance	Tolerance for Z steps (mm)

steppingFormat is a space- or comma-separated list of items:

EXT	toggle extended precision (3 more digits)
TAG	print a '>' (useful to grep output)
N	step number
NSTEP	Synonym of N
GLOBAL	X,Y,Z,T in global coords
XYZT	Synonym of GLOBAL
CL	X,Y,Z,dxdz,dydz in CL coords
CLX	extended precision CL
KE	kinetic energy
STEP	step length
STEPLEN	Synonym of STEP
VOL	volume name
VOLNAME	Synonym of VOL
PROCESS	process name
B	magnetic field
E	electric field
P	3-momentum
MAT	material name
ID	event ID, track ID, parent ID
PART	particle name
SEG	centerline coord segment number
WT	weight
NL	<newline>
NEWLINE	Synonym of NL
\n	Synonym of NL

#### 4.5.42 particlecolor Set the colors for particle tracks.

Arguments are of the form 'name=1,1,0', where name is the standard name of a particle, and 1,1,0 is the R,G,B value desired for its color ('' for invisible) The special names plus, minus, and neutral will set colors for unnamed particles of each charge. The name reference will apply to the reference track (defaults to invisible).

#### 4.5.43 particlefilter Will kill particles from a list, or force particles to decay.

A particlefilter will force the decay of certain particles when they enter the physical volume of the element. The list of affected particles is in the 'decay' argument, and the normal Decay process is disabled for them. In addition, the 'kill' argument is a list of particles to kill when they enter the element, and the 'keep' argument will kill all particles not named, if it is not empty.

require is an expression involving track parameters that will kill the track if it evaluates to zero (use a comparison operator). The variables available are:

x,y,z,t,Px,Py,Pz,Ptot,PDGid,EventID,TrackID,ParentID  
Units are mm, ns, MeV/c.

If nWait > 1, particles will not be killed until they hit this element nwait times; this can be used to limit the number of revolutions around a ring. Decays are unaffected by nWait. referenceWait does the same for the reference particle The element can be either a cylinder or a box: set length and radius, or set length and width and height.

Named Arguments (#=cannot be changed in place cmd):

radius	The radius of the cylindrical particlefilter (mm).
innerRadius	The inner radius of the cylindrical particlefilter (0 mm, solid).
height	The height of the rectangular particlefilter (mm).
width	The width of the rectangular particlefilter (mm).
length	The length of the particlefilter (mm).
maxStep	The maximum stepsize in the element (mm).
material	The material (default=parent's).
color	The color of the particlefilter (white).
decay	A comma-separated list of particle names to decay. #
kill	A comma-separated list of particle names to kill. #
keep	A comma-separated list of particle names to keep. #
nWait	Intersection # to do the kill (default = 1)
referenceWait	Intersection # for reference (default = 1)
require	Expression which will kill the track if zero. #
steppingVerbose	Nonzero to display track kills.
decays	Synonym for decay. #

#### 4.5.44 particlesource Interface to the Geant4 General Particle Source.

The Geant4 General Particle Source (GPS) is a very flexible and general way to generate events. It is controlled by Geant4 commands which should follow this command in the input.file. If you have a macro, you can include it using either the G4beamline 'include' command or the Geant4 command '/control/execute'. Note that G4beamline only recognizes Geant4 commands when the '/' is in column 1.



Due to the design of the GPS, only one `particlesource` command can be used, but the GPS permits multiple sources to be combined.

NOTE: the Geant4 General Particle Source inherently uses global coordinates, so this is most useful at the beginning of a beamline when `global=centerline`. Note also that it is very easy to generate a beam headed in the `-z` direction (this command will rotate to the `+z` direction: `'/gps/ang/rot1 -1 0 0'`).

To use this, see the User Manual for the GPS at <http://reat.space.qinetiq.com/gps>

**Named Arguments:**

<code>nEvents</code>	Number of events to process (default=1), set to <code>lastEvent-firstEvent+1</code> if both are set.
<code>firstEvent</code>	First event # to process (default is the next sequential eventID, 1 if none)
<code>lastEvent</code>	Last (highest) event # to process
<code>secondaryTrackID</code>	The next TrackID for secondaries (1001).

#### 4.5.45 physics     Defines the physics processes and controls them.

Exactly one `physics` command must be present. This command implements the geant4 physics lists of physics processes. The command is `'physics QGSP'` for the QGSP set, and similarly for the other sets. With no argument it prints the available physics lists. Note that stochastic processes are always disabled while tracking the tune and reference particles. The only non-stochastic processes are Transportation and ionization energy loss (with fluctuations disabled). For muon beam studies you may want to disable the Decay process.

NOTE: this command defines the particles used throughout the simulation, so this command must come before others that use particle names.

NOTE: the rare decay mode for  $\pi^+/\pi^-$  to  $e \nu$  is added.

The default all-around physics list for HEP is called `'QGSP_BERT'`.

**Named Arguments:**

<code>disable</code>	Comma-separated list of processes to disable (e.g. <code>'Decay,msc'</code> ).
<code>inactivate</code>	Synonym of <code>disable</code> .
<code>deactivate</code>	Synonym of <code>disable</code> .
<code>doStochastics</code>	Set to zero to disable all stochastic processes.
<code>minRangeCut</code>	Minimum range cut for particle production (1 mm)
<code>list</code>	Nonzero to list the processes (later in output).
<code>synchrotronRadiation</code>	Nonzero to add synchrotron radiation to the physics list for $e^-$ and $e^+$ .
<code>synchrotronRadiationMuon</code>	Nonzero to add synchrotron radiation to the physics list for $\mu^-$ and $\mu^+$ NOTE: This is experimental, and may not work correctly.

----- PHYSICS LISTS -----

Further guidance in selecting physics lists is available at:  
<http://geant4.web.cern.ch/geant4/support/physicsLists/referencePL/index.shtml>

The default all-around physics list for HEP is called 'QGSP\_BERT'.

LHEP uses exclusively parameterized modeling.

FTF lists use the FRITIOF description of string excitation and fragmentation.

QGSP lists use the quark gluon string model

QGSC are as QGSP except applying CHIPS modeling for the nuclear de-excitation.

\_BERT uses Geant4 Bertini cascade below ~ 10 GeV.

\_BIC uses Geant4 Binary cascade below ~ 10 GeV.

\_EMV suffix indicates a faster but less accurate EM modeling.

\_EMX suffix indicates the low-energy EM processes.

\_HP suffix uses the data driven high precision neutron package (thermal to 20 MeV).

\_NQE suffix indicates a list for comparison with earlier release.

List of available physics lists:

CHIPS No synopsis available.

FTFP\_BERT For calorimetry. The FTF model is based on the FRITIOF description of string excitation and fragmentation. Uses Geant4 Bertini cascade for primary protons, neutrons, pions and Kaons below ~10GeV.

FTFP\_BERT\_EMV Like FTFP\_BERT but with faster EM modeling.

FTFP\_BERT\_EMX Like FTFP\_BERT but with low-energy EM modeling.

FTFP\_BERT\_TRV A variant of QGSP\_BERT where the Geant4 Bertini cascade is only used for particles below ~5.5 GeV.

FTF\_BIC No synopsis available.

LBE For low background experiments (e.g. underground)

LHEP For calorimetry -- is the fastest, when it comes to CPU. It uses the LEP and HEP parametrized models for inelastic scattering. The modeling parametrizes the final states individual inelastic reactions, so you will not see resonances, and the detailed secondary angular distributions for O(100MeV) reactions may not be described perfectly. The average quantities will be well described.

LHEP\_EMV Like LHEP but with faster EM modeling.

QBBC No synopsis available.

QBBC\_XGG No synopsis available.

QBBC\_XGGSN No synopsis available.

QGSC\_BERT For calorimetry and high energy physics trackers -- is as QGSP for the initial reaction, but uses chiral invariant phase-space decay (multi-quasmon fragmentation) to model the behavior of the system's fragmentation. Uses Geant4 Bertini cascade for nucleon and pion induced reactions.

QGSC\_CHIPS No synopsis available.

QGSP\_BERT Like QGSP, but using Geant4 Bertini cascade for primary protons, neutrons, pions and Kaons below ~10GeV. In comparison to experimental data we find improved agreement

to data compared to QGSP which uses the low energy parameterised (LEP) model for all particles at these energies. The Bertini model produces more secondary neutrons and protons than the LEP model, yielding a better agreement to experimental data.

QGSP\_BERT\_EMV Like QGSP\_BERT but with faster EM modeling.

QGSP\_BERT\_EMX Like QGSP\_BERT but with low-energy EM modeling.

QGSP\_BERT\_HP Like QGSP\_BERT but with \_HP modeling for neutrons.

QGSP\_BERT\_NOLEP No synopsis available.

QGSP\_BERT\_TRV No synopsis available.

QGSP\_BIC Like QGSP, but using Geant4 Binary cascade for primary protons and neutrons with energies below ~10GeV, thus replacing the use of the LEP model for protons and neutrons. In comparison to the LEP model, Binary cascade better describes production of secondary particles produced in interactions of protons and neutrons with nuclei.

QGSP\_BIC\_EMY No synopsis available.

QGSP\_BIC\_HP Like QGSP\_BIC but with \_HP modeling for neutrons.

QGSP\_FTFP\_BERT No synopsis available.

QGS\_BIC No synopsis available.

QGSP\_INCL\_ABLA No synopsis available.

MICEPhysicsList The current MICE physics list.

LISAPhysicsList Geant4 examples/advanced/cosmicray\_charging

#### 4.5.46 pillbox Defines a pillbox RF cavity

A Pillbox RF cavity is the basic RF element used to construct a linac. The phaseAcc parameter sets the phase of the tune particle at the center of the cavity, and the timing offset of the cavity is determined from that the first time that the Tune particle is tracked through the cavity. Zero degrees is the rising zero-crossing of the Ez field. If timeOffset is specified, it is used rather than setting it from the Tune particle.

The Pipe, walls, and collars are always made of copper. Pipe, wall, collar, win1, and win2 can be omitted by setting their thickness to 0. Common usage is to set the collar values so by placing multiple pillboxes sequentially the collars form a beam pipe between them.

Note that section 4.4 of the User's Guide has a dimensioned drawing of a pillbox.

Named Arguments (#=cannot be changed in place cmd) (@=Tunable):

maxGradient The peak gradient of the cavity (MV/m) @

color The color of the cavity

frequency The frequency of the cavity (GHz) #

innerLength The inside length of the cavity (mm) #

innerRadius The inside radius of the cavity (mm) #

pipeThick The thickness of the pipe wall (mm) #

wallThick The thickness of the cavity walls (mm) #

irisRadius The radius of the iris (mm) #

collarRadialThick The radial thickness of the collar (mm) #

collarThick	The thickness of the collar along z(mm) #
win1Thick	The thickness of the central portion of the windows; zero for no window (mm) #
win1OuterRadius	The radius of the central portion of the windows (mm) #
win2Thick	The thickness of the outer portion of the windows; zero for no window (mm) #
winMat	The material of the windows
phaseAcc	The reference phase of the cavity (degrees)
skinDepth	The skin depth (mm) #
timingTolerance	Tolerance for timing tuning (ns)
maxStep	The maximum stepsize in the element (mm).
cavityMaterial	Material of cavity volume (Vacuum).
timeOffset	Time offset for cavity (default: tuned by tune particle) (ns).
timeIncrement	Increment to timeOffset, applied AFTER tuning. (ns).
fieldMapFile	Filename for BLFieldMap (pillbox if null). #
kill	Set nonzero to kill tracks that hit the pipe, walls, or collars (0).

#### 4.5.47 place      places an element into the current group (or world).

Every element can be placed multiple times into the beamline. For most elements the geometrical centerpoint is placed; for polycone the local x=y=z=0 point is placed. If front is nonzero then the front of the element is placed. If z is specified, then the element is placed at that z position relative to the center of the enclosing group. If z is not specified, then the element is placed immediately downstream (higher z) of the previous element in the group, or at the upstream edge of the group if this is the first element in the group.

The 'rename' argument can be used to change the name of the element (applies to traces and other uses of object names, such as the NTuple name of a virtualdetector). When placing into a group or other object, the rename argument should normally begin with '+' to include the parent's name; otherwise multiple placements of the parent will generate multiple objects with identical names -- that should be avoided for output objects like virtualdetector. Without a rename argument, the parent's name is included automatically.

When multiple copies are placed, z refers to the first, and the rest are placed sequentially along z. When placing an element into the World group, Centerline coordinates are used unless coordinates=global is present. When centerline coordinates are used, the parameter 'Zcl' is set to the highest Z value used; this is normally the Z value for the front of the next element when placed sequentially (i.e. with no z value given).

**Rotations:** The rotation parameter can be used to rotate this element relative to the enclosing group. The object is rotated, not the axes. Rotations are specified as a comma-separated list

of axes and angles (in degrees): rotate=Z90,X45 rotates first by 90 degrees around Z and then by 45 degrees around X. The axes are the local X,Y,Z coordinate axes of the enclosing group (centerline or global coordinate axes for the World group); groups can be rotated when placed, and are rotated as a rigid unit (including children).

If parent=name is present, then the name must be an element that accepts children, and it is used as the enclosing group; in this case the size of the group is implied by the size of the parent element, and z must be given (defaults to 0). Note that a given element cannot be the parent of any other element once it has been placed, so you must place children into their parent before placing their parent.

If the special element 'OFFSET' is given, x, y, and z specify offsets for every following place command into the current group (incl. World), that gives a z position.

#### Named Arguments:

z	Z position of element's center relative to the center of the enclosing group (mm).
x	X position of element's center [default=0] (mm)
y	Y position of element's center [default=0] (mm)
parent	Parent element name (must accept children).
rename	Name to use for this placement; '#' will be substituted by the number of placements. If the value begins with '+', it is replaced with the parent's name.
copies	Number of copies (placed sequentially along z).
front	Nonzero to specify z for the front, not the center.
rotation	Rotation of this object.
coordinates	Coordinates: global or centerline (default=c).

### 4.5.48 polycone    construct a polycone with axis along z

This is a direct interface to G4Polycone. For a solid polycone, omit innerRadius and it will be filled with zeroes. The number of entries in z, innerRadius, and outerRadius must be the same. Note that a polycone is placed at its z=0,r=0 point, which need not be its geometric center.

#### Named Arguments (#=cannot be changed in place cmd):

innerRadius	Comma-separated list of inner radii (mm) #
outerRadius	Comma-separated list of outer radii (mm) #
z	Comma-separated list of z positions (mm) #
initialPhi	The initial Phi value (deg; 0 for all)
finalPhi	The final Phi value (deg; 360 for all)
maxStep	The maximum stepsize in the element (mm)
material	The material of the polycone
color	The color of the polycone (''=invisible)
kill	Set nonzero to kill every track that enters.

#### 4.5.49 printf      prints track variables and expressions

This is an interface to the C printf() function. The first positional argument is the format, and the following positional arguments are double expressions printed with the % fields in the format. Up to 16 expressions can be printed. The print is performed only if the 'required' expression is nonzero, as each track reaches one of the Z positions in the 'z' argument (centerline coordinates). Multiple printf commands with the same 'file' will be combined into the file as tracks reach any of their Z positions. More than 16 expressions can be broken into multiple printf-s with noNewline=1 for all but the last.

The following variables can be used in expressions:

```
x,y,z,t,Px,Py,Pz
PDGid,EventID,TrackID,ParentId,Weight
Bx,By,Bz, Ex,Ey,Ez
tune (nonzero only for the Tune particle)
reference (nonzero only for the Reference particle)
beam (nonzero for any Beam particle)
```

Each value in z and zloop can be an expression using double constants and the usual C operators and functions.

Example:

```
printf z=0 'Momentum is %.3f GeV/c' sqrt(Px*Px+Py*Py+Pz*Pz)/1000
```

NOTE: if format begins 'Ptot=...' the parsing will think it is a named argument; put a space before the '=' to avoid that error.

Named Arguments:

z	Comma-separated list of Z positions for printing (mm)
zloop	Loop in z, first:last:incr (mm)
require	logical expression for cutting (default=true)
file	Output filename (default=stdout)
filename	Synonym for file
noNewline	set nonzero to omit final newline.
coordinates	Coordinates: global, centerline, or reference (default=c).

#### 4.5.50 printfield      Prints E or B fields, or writes FieldMap file.

Prints the value of the electromagnetic field components. For type=print, prints one component of the field in a 2-d table. Any coordinate plane can be printed (XY ... ZT). For type=grid or type=cylinder, writes a file in fieldmap format. Global coordinates are used. Units are Tesla for B and MV/meter for E.

NOTE: This command cannot handle time dependency in the output BLFieldMap file, but can in the printout.

Note: if you want to plot field vs position or time, the

'fieldntuple' command is probably better, as it is not limited to the 2-d paper, is easier to use, and lets you use existing NTuple plotting tools. If you just want to test a few points, the 'probefield' command lets you do that interactively.

**Named Arguments:**

```

type          print, grid, or cylinder.
exit          Set nonzero to exit after printing field
Arguments for type=print:
field         The field to print (Bx,By,Bz,Ex,Ey,Ez,Btot,Etot).
layout        Layout (RowCol) - 2 chars 'AB' each of {xyzt}.
x             The starting value of x (mm).
y             The starting value of y (mm).
z             The starting value of z (mm).
t             The starting value of time (ns).
drow          The incr between points in each row (mm|ns).
dcol          The incr between points in each column (mm|ns).
nrow          The number of rows.
ncol          The number of columns.
Arguments for type=grid:
file          Filename to write fieldmap to.
comment       Comment for fieldmap.
X0            Initial value of X (mm, default=0).
Y0            Initial value of Y (mm, default=0).
Z0            Initial value of Z (mm, default=0).
nX            Number of points in X.
nY            Number of points in Y.
nZ            Number of points in Z.
dX            Interval in X between points (mm).
dY            Interval in Y between points (mm).
dZ            Interval in Z between points (mm).
Arguments for type=cylinder:
file          Filename to write fieldmap to.
comment       Comment for fieldmap.
Z0            Initial value of Z (mm, default=0).
nR            Number of points in R.
dR            Interval in R between points (mm).
nZ            Number of points in Z.
dZ            Interval in Z between points (mm).

```

#### 4.5.51 probefield Prints B and E fields at specified points.

Intended primarily for debugging. Prints Bx,By,Bz in Tesla, and Ex,Ey,Ez in MegaVolts/meter. Each input line is x,y,z,t separated by spaces or commas; omitted values are set to 0.0. Runs after the reference particle is tracked. Only global coordinates are used.

**Named Arguments:**

```

file          Filename for reading list of points (- = stdin)

```

#### 4.5.52 profile     write beam profile information to a file

This command accumulates the moments of the track distributions during the run, and at the end of run prints the mean, sigma, emittance, alpha, and beta (Twiss parameters) for the tracks. Each z position generates a line in the output file.

Each value in z and zloop can be an expression using double constants and the usual C operators and functions.

**Named Arguments:**

z	Comma-separated list of Z positions for profiling (mm)
zloop	Loop in z, first:last:incr (mm)
require	logical expression for cutting (default=true)
particle	Name of particle to profile (default=mu+)
file	Output filename (default=stdout)
filename	Synonym for file
coordinates	Coordinates: centerline or reference (default=c).

#### 4.5.53 randomseed     control pseudo random number generator seeds

This randomseed command controls the pseudo random number generator seed at the start of each event. The unnamed argument can be any of (case insensitive):

- EventNumber
- None
- Time
- Now

EventNumber is the default and permits events to be re-run; None does not re-seed the PRNG at each event, and Time is like None after seeding with the time of day in microseconds; Now seeds the generator immediately with the value of the second argument (a long), and then acts like None.

#### 4.5.54 reference     Define a reference particle.

The reference particle is nominally headed in the +Z direction. Multiple reference particles can be defined, at different positions, momenta, particle types, etc. All coordinates are centerline coordinates.

If desired, the referenceMomentum will be tuned to a specific value at a later z position in the beamline by giving values for tuneZ, and tuneMomentum; tolerance can be set if desired.

Normally used in conjunction with a 'beam' command.

**Named Arguments:**

particle	Reference particle name
beamX	Reference location in X (mm)
beamY	Reference location in Y (mm)



beamZ	Reference location in Z (mm)
beamT	Reference time (ns)
rotation	Rotation of the beam
referenceMomentum	Reference particle momentum (MeV/c)
beamXp	Reference particle Xp (radians)
beamYp	Reference particle Yp (radians)
meanMomentum	Synonym for referenceMomentum
meanXp	Synonym for beamXp.
meanYp	Synonym for beamYp.
tuneZ	Z position for momentum tuning.
tuneMomentum	Desired momentum for momentum tuning.
tolerance	tolerance for momentum tuning (0.001 MeV/c).
noEfield	Set nonzero to make this Tune and Reference particle not respond to E fields (ICOOOL style)
noEloss	Set nonzero to make this Tune and Reference particle not respond to ionization energy loss (ICOOOL style)

#### 4.5.55 setdecay Set lifetime, decay channels, and branching ratios for a particle's decay.

The particle is specified by name as the first positional argument.

The lifetime of the particle can be set, unless it is a short-lived particle (for which lifetime is fixed at 0 -- these are particles like quarks, Zs, and Ws). Units are ns.

Decay channels are specified 'daughter1,daughter2=BR', where the daughter names are separated by commas, and the branching ratio is a value between 0 and 1 (inclusive); the order of daughters does not matter. The sum of all BRs must be 1.0. It is best to use existing channels for the particle, because the code for the decay distribution is retained; new decay channels are given a default phase-space distribution, which is probably valid only for a 2-body decay of a spin 0 particle. New channels are limited to 4 daughters. Note that all desired decay channels must be listed.

Example to force fast decay (0.1 ns) of pi+ to a positron:  
 setdecay pi+ lifetime=0.1 e+,nu\_e=1.0

#### 4.5.56 showmaterial Set the colors for selected materials.

Arguments are of the form 'name=1,1,0', where name is the name of a material, and 1,1,0 is the R,G,B value desired for its color ('' for invisible) Set hideOthers=1 to make all other materials invisible. BEWARE: 'Vacuum' and 'vacuum' are different materials, as are 'Iron' and 'Fe'.

#### 4.5.57 solenoid defines a solenoid (a coil and current)

A solenoid is a coil and a current. If alternate is nonzero, then each placement of the solenoid (or an enclosing group) will flip the sign of current.

Named Arguments (#=cannot be changed in place cmd):

coilName	The name of the coil (must exist) #
current	The current in the conductor (Amp/mm <sup>2</sup> )
color	The color of the solenoid (''=invisible).
alternate	Set nonzero to alternate sign each placement.
kill	Set nonzero to kill all tracks that hit the coil.
coil	Synonym for coilName. #

#### 4.5.58 sphere construct a sphere (or section of one)

This is a direct interface to G4Sphere.

Named Arguments:

innerRadius	The inside radius of the sphere (mm)
outerRadius	The outer radius of the sphere (mm)
initialPhi	The initial Phi value (deg; 0 for all)
finalPhi	The final Phi value (deg; 360 for all)
initialTheta	The initialTheta of the sphere (deg, 0 for all)
finalTheta	The finalTheta of the sphere (deg, 180 for all)
maxStep	The maximum stepsize in the element (mm)
material	The material of the sphere
color	The color of the sphere (''=invisible)
kill	Set nonzero to kill every track that enters.

#### 4.5.59 start Define the initial start of centerline coordinates.

If used, this command must come before any other command that puts an element into the world or affects the centerline coordinates (place, beam, corner, cornerarc, and reference commands). This command may not always be needed, but it is needed to eliminate the ambiguities in the global to centerline coordinate transform, and when simulating a ring to ensure that sensible values of the centerline coordinates are used.

Note that the radiusCut is important to reduce or eliminate ambiguities in the global to centerline coordinate transform. It can also be used to 'shield' the beamline to prevent particles from taking unusual paths around the outside of beamline elements.

Named Arguments:

x	The global x position of the start.
y	The global y position of the start.
z	The global z position of the start.
initialZ	The initial centerline z value.
rotation	The initial rotation of the centerline.

radiusCut	The radius cut for the initial segment (mm).
ring	Set nonzero to indicate a ring is present.

#### 4.5.60 test      test random number seeds.

Test

#### 4.5.61 timentuple    Construct an NTuple of tracks at a specified time.

A time NTuple generates an NTuple of every track at a specified global time. It uses a linear interpolation in the step that straddles the required time, so accuracy will suffer for large steps. The NTuple uses centerline coordinates, if available.

The standard NTuple fields are:

```

x,y,z (mm)
Px,Py,Pz (MeV/c)
t (ns)
PDGid (11=e-, 13=mu-, 22=gamma, 211=pi+, 2212=proton, ...)
EventID (may be inexact above 16,777,215)
TrackID
ParentID (0 => primary particle)
Weight (defaults to 1.0)

```

The following additional fields are appended for format=Extended, format=asciiExtended, and format=rootExtended:

```

Bx, By, Bz (Tesla)
Ex, Ey, Ez (Megavolts/meter)
ProperTime (ns)
PathLength (mm)
PolX, PolY, PolZ (polarization)
InitialKE (MeV when track was created)

```

Valid Formats (ignore case): ascii bltrackfile dummy for009  
for009.dat root trackfile Extended asciiExtended rootExtended

Named Arguments (#=cannot be changed in place cmd):

```

time            The global time of the sampling (ns).
format          The NTuple format (see above for list).
filename        The filename of the NTuple.
file            Synonym for filename.
require         Expression which must be nonzero to include the
                 track (default=1) #
coordinates     Coordinates: global, centerline, or reference
                 (default=c).

```

#### 4.5.62 torus      construct a torus.

This is a direct interface to G4Torus. The major radius is in the X-Y plane, with phi=0 along X.

Named Arguments:

innerRadius	The inner radius of the torus (mm)
outerRadius	The outer radius of the torus (mm)
majorRadius	The major radius of the torus (mm)
initialPhi	The initial phi around major radius (0 degrees).
finalPhi	The final phi around major radius (360 degrees).
maxStep	The maximum stepsize in the element (mm)
material	The material of the torus
color	The color of the torus (''=invisible)
kill	Set nonzero to kill every track that enters.

#### 4.5.63 totalenergy Print total energy deposited in selected volumes.

At end of run, prints the total energy deposited in the selected volumes.

Volume-name patterns are like UNIX filename patterns: e.g.  
'\*[AB]\*' matches any name containing an A or a B.

Named Arguments:

volumes	Comma-separated list of Volume-Name patterns (*)
ancestors	Set nonzero to sum energy into all ancestor (enclosing) volumess (0).
enclosing	Synonym for ancestors.
filename	Filename to write summary (stdout).
file	Synonym for filename.

#### 4.5.64 trace Specifies tracing of tracks.

Generates a separate NTuple for each track, with 1 row per step, unless oneNTuple is nonzero (in which case all tracks are put into a single NTuple). So format=ascii generates one file per track with names generated by the pattern in filename (first %d is replaced by event #, second %d is replaced by trackId); for oneNTuple, the default filename is AllTracks.txt.

Note that without a trace command no traces are generated, so to trace just the tune and reference particles include a trace command with no arguments.

In collective tracking mode, oneNTuple must be nonzero, and the entries will be generated only at collective steps (usually at a specified deltaT).

Unlike other NTuple commands, the require expression applies to entire tracks, not individual entries.

The standard NTuple fields are:

x,y,z	(mm)
Px,Py,Pz	(MeV/c)
t	(ns)
PDGid	(11=e-, 13=mu-, 22=gamma, 211=pi+, 2212=proton, ...)

EventID (may be inexact above 16,777,215)  
 TrackID  
 ParentID (0 => primary particle)  
 Weight (defaults to 1.0)  
 The trace includes the following fields:  
 Bx, By, Bz (Tesla)  
 Ex, Ey, Ez (Megavolts/meter)

The following additional fields are appended for format=Extended,  
 format=asciiExtended, and format=rootExtended:

ProperTime (ns)  
 PathLength (mm)  
 PolX, PolY, PolZ (polarization)  
 InitialKE (MeV when track was created)

Valid Formats (ignore case): ascii bltrackfile dummy for009  
 for009.dat root trackfile Extended asciiExtended rootExtended

Named Arguments (#=cannot be changed in place cmd):

nTrace            Number of tracks to trace.  
 format           Format of the NTuple (see above for list).  
 oneNTuple        Nonzero to put all traces into a single NTuple.  
 primaryOnly      Nonzero to trace only primary tracks.  
 filename         Filename (Ev%dTrk%d.txt or AllTracks.txt).  
 file             synonym for filename.  
 require          Expression which must be nonzero to trace the track  
                  (default=1) #  
 coordinates      Coordinates: global, centerline, or reference  
                  (default=c).

#### 4.5.65 trackcolor Alias for 'particlecolor'.

#### 4.5.66 trackcuts Specifies per-track cuts.

Applied to each track before tracking, and at each step.

Named Arguments:

kill             List of particles to kill (comma separated).  
 keep             List of particles to keep (kill all others).  
 killSecondaries Set nonzero to kill all secondaries.  
 kineticEnergyCut Minimum K.E. to track (0 MeV).  
 kineticEnergyMax Maximum K.E. to track (infinite MeV).  
 maxTime          Maximum lab time to track (1000000 ns).  
 keepPrimaries Set nonzero to keep tracks with ParentID==0  
                  regardless of other tests.  
 steppingVerbose Set nonzero to print kills (defaults to parameter  
                  value).

#### 4.5.67 tracker Defines a tracker.

A tracker consists of several trackerplane-s and can fit a track to wire hits and times in the trackerplanes. This is a simple algorithm that does not handle backgrounds or multiple hits. It assumes that every track hits each trackerplane at most once. It is intended to be used to explore resolutions and the effects of survey errors. A tracker is a logical combination of its trackerplanes -- the tracker cannot be placed, but its trackerplanes must be placed into the system.

The fitting algorithm used requires that all of its parameters have comparable scales, so the 'scaleX', 'scaleXp', 'scalePtot', and 'scaleT' arguments should be set to the approximate sigmas of the tracker. They should be within a factor of 10 of the actual values, but closer is better. At the end of fitting tracks a summary is printed that flags each parameter with 'RESCALE' if its scale is too different from its sigma (factor of 5 or more).

NOTE: if the tracker cannot measure Ptot, then 'scalePtot' MUST be set to zero. If the tracker cannot measure T, then scaleT MUST be set to zero. Parameters with zero scales are held fixed at their true-track values.

A tracker has 3 modes of operation:

true	Each track of each event is written to a TrackerHits NTuple if it hits all trackerplanes; the NTuple includes both the true track values and the individual wire hits for each trackerplane.
fit	A track is fit to the wire hits from a previous run, and the fit track is written to a TrackerFit NTuple (includes true values).
ignore	Any track is ignored.

See the 'trackermode' command to control the mode of trackers.

The TrackerHits NTuple written in 'true' mode contains:

true\_x, true\_y, true\_z, true\_Px, true\_Py, true\_Pz, true\_t,  
true\_PDGid, true\_EventID, true\_TrackID, true\_ParentID,  
true\_Weight, ... plus 1 hit and 1 time per trackerplane.  
(the first 12 are the same as a BLTrackFile.)

The TrackerFit Ntuple written in 'fit' mode contains:

x, y, z, Px, Py, Pz, t, PDGid, EventID, TrackID, ParentID,  
Weight, ChisqPerDF, nDF, nHit, nIter, true\_x, true\_y, true\_z,  
true\_Px,  
true\_Py, true\_Pz, true\_t.  
(the first 12 are from the fit and are the same as a  
BLTrackFile.)

The parameters of the fit are: x, y, dxdz, dydz, Ptot, time. You must ensure that there are at least as many data points as free parameters (scaleT=0 fixes time; scalePtot=0 fixes Ptot). Each trackerplane with nonzero wireSpacing provides a data point; each trackerplane with nonzero sigmaT provides a data point; trackerplanes that measure both provide two data points. You must have enough trackerplanes to meet this requirement, and must set

minHits large enough to meet it. The TrackerFit NTuple has a field nDF that gives the number of degrees of freedom for the fit, which is defined as (#DataPoints)-(#FreeParameters); it also has nHit which gives the number of trackerplane-s hit.

Note the tracker can simulate survey errors -- see the 'trackerplane' command for details (each plane can have different errors).

Both the true and the fit tracks are reported at reportZ, which defaults to the Z position of the tracker.

Note that beamlossntuple and newparticlentuple will get many entries per track when used in mode=fit -- the fit runs the track many times through the tracker (30-100, up to maxIter).

NOTE: the trackermode command must precede all tracker commands in the input file, and each tracker command must precede all of its trackerplane commands. The trackerZ value must also precede all trackerplane-s, but reportZ can be equal to or anywhere after trackerZ.

Note that each trackerplane must have a unique name. This means you should either have a separate trackerplane command for each one (with unique name), or use the rename= argument to the place command (again with unique name). If you use groups for trackerplane-s, use rename=+ in the group.

#### Named Arguments:

trackerZ	The Z position of the tracker (Centerline, mm).
reportZ	The Z position at which fit tracks are reported (Centerline, mm, default=trackerZ).
scaleX	Scale for X and Y (mm); default=1mm.
scaleXp	Scale for dxdz and dydz (radians), default=0.001.
scalePtot	Scale for Ptot (MeV), default=0. Set to 0.0 if tracker cannot determine momentum.
scaleT	Scale for t (ns), default=0. Set to 0.0 if tracker cannot determine time.
minPz	Minimum Pz for valid tracks (default=10 MeV/c)
minHits	Minimum number of hits for fitting (# planes).
tolerance	Track fitting tolerance (mm) (default=0.01 mm)
maxIter	Maximum iterations during fitting (default=200).
verbose	0=none, 1=result, 2=iterations, 3=detail, default=0.
format	Format of output NTuple.
filename	Filename of output NTuple.
for009	Set nonzero to also output TrackerFit as FOR009.Dat.
file	Synonym for filename.

### 4.5.68 trackermode Sets mode for all trackers, manages track fitting.

USAGE: trackermode mode [file=...]  
mode can be any of:

```

    true      tracks true tracks (normal operation)
    fit       fits tracks to previous 'true' output
    both      does both true and fit at once

```

'fit' requires the filename argument to be the output of a previous 'true' run (filename is ignored in other modes); each tracker processes all of its tracks in the file. 'true' mode simply denotes the standard G4beamline operation, and the simulated tracks are taken to be the 'true' tracks of the system; the response of the tracker(s) to these tracks is then simulated in 'fit' mode. 'both' tracks a 'true' event, and then a fit is performed in each tracker for which its first track hit all trackerplane-s.

Note that in 'true' mode every track that hits all trackerplane-s is considered, but in 'both' mode only the first track of the event can be considered.

One trackermode command controls the mode of all trackers. 'true' mode is normal G4beamline operation, and is the same as if no trackermode command was present.

Note that the geometry of the system must not change between a 'true' run and a 'fit' run. You can, however, make small variations in fields to explore how errors in setting them will affect the fitted tracks. The trackerplane command can simulate survey errors.

NOTE: the trackermode command must precede all tracker commands in the input file.

#### Named Arguments:

```

filename      Filename to read for fitting tracks.
file          Synonym for filename.

```

### 4.5.69 trackerplane Construct a tracker plane.

A trackerplane belongs to a specific tracker, and represents one measuring element of the tracker. While the term 'wire' is used, a trackerplane can model any planar measuring device that measures one dimension using equally spaced detectors that are either on or off (hit or not hit). A trackerplane can be circular (specify radius and possibly innerRadius) or rectangular (specify height and width).

The wires are at angle theta from the vertical, so theta=0 means vertical wires that measure x; theta=90 means horizontal wires that measure y; theta=180 also measures x, but increasing x means decreasing wire #.

Setting wireSpacing=0 means there are no wires, which is useful for a trackerplane that models a scintillator used for track timing (set sigmaTime >= 0 to indicate that).

sigmaTime>0 means this plane can measure the time of the track



with that resolution. A Gaussian random number is added to the true track's time at this plane when reading the TrackHit NTuple.

Survey errors can be modeled using the err-arguments -- the values they specify are applied during trackfitting (but not for true tracks). errType: 'fixed' means error values given are the actual values, 'gaussian' means error values are the sigma of a Gaussian random number, 'rect' means error values are the half-width of a uniform random number. The random number is picked before the run begins; the random-number seed is set from the clock so every run will have different random errors.

trackerplane has 3 modes:

- true      The trackerplane reports the hit wire and time to the tracker;
- fit        The trackerplane reports the Chisq contribution of the fit track distance to the true track's hit wire center, plus survey errors (if any). The track time also contributes to the chisq.
- ignore    Any track is ignored.

Named Arguments:

- tracker      The tracker to which this plane belongs; REQUIRED.
- radius       The radius of the circular tracker plane (mm).
- innerRadius   The inner radius of the circular tracker plane (0 mm).
- height       The height of the rectangular tracker plane (mm).
- width        The width of the rectangular tracker plane (mm).
- length       The length of the tracker plane (mm).
- theta        Wire angle in X-Y plane (deg). 0=>x, 90=>y...
- wireSpacing   Wire spacing (mm).
- wireOffset   Wire # 0 offset (mm).
- errType      Error type: fixed, gaussian, rect.
- errTheta     Error in wire angle (deg).
- errSpacing   Error in wire spacing (mm).
- errOffset    Error in wire offset (mm).
- sigmaTime    Sigma for timing plane (ns), default=-1.
- maxStep      The maximum stepsize in the element (mm).
- material     The material of the tracker plane.
- color        The color of the tracker plane (''=invisible).

#### 4.5.70 trap      construct a solid trapezoid with axis along z.

This is a direct interface to G4Trap. The trapezoid is symmetrical left-right, but upper or lower width can be larger or smaller.

Named Arguments:

- height       The height of the solid trapezoid (mm)
- upperWidth   The upper width solid trapezoid (mm)
- lowerWidth   The lowerWidth of the solid trapezoid (mm)
- Xul          X position of upper left corner (mm)
- Xur          X position of upper right corner (mm)
- Xll          X position of lower left corner (mm)

Xlr	X position of lower right corner (mm)
length	The length of the solid trapezoid (mm)
maxStep	The maximum stepsize in the element (mm)
material	The material of the trapezoid
color	The color of the trapezoid (''=invisible)
kill	Set nonzero to kill every track that enters.

#### 4.5.71 tube      Alias for 'tubs'.

#### 4.5.72 tubs      construct a tube or cylinder with axis along z.

This is a direct interface to G4Tubs, which can implement a tube or cylinder; either can subtend less than 360 degrees in phi.

**Named Arguments:**

innerRadius	The inside of the tube, 0.0 for cylinder (mm)
outerRadius	The outer radius of the tube or cylinder (mm)
initialPhi	The initial Phi value (deg; 0 for all)
finalPhi	The final Phi value (deg; 360 for all)
length	The length of the tube or cylinder (mm)
maxStep	The maximum stepsize in the element (mm)
material	The material of the tube or cylinder
color	The color of the tube or cylinder (''=invisible)
kill	Set nonzero to kill every track that enters.
radius	Synonym for outerRadius (mm)

#### 4.5.73 tune      Tune a variable used as argument to other elements.

This command samples the Tune particle track at z0, samples it again at z1, and varies its tune variable in order to bring the expression to zero. The tune variable is the first positional argument, and can be used in the argument expression(s) for tunable arguments located after z0. Due to the simple solver used, there should be an approximately linear dependence between the tune variable and the expression. This is suitable for tuning the By field of a genericbend or the maxGradient of a pillbox. At each solver step the saved Tune particle is re-started from z0, and when it reaches z1 the next step in the solver is taken.

Note that multiple tune commands can be used together, as long as their z0-z1 regions are properly nested by at least 0.5 mm (i.e. each pair of regions must either not overlap at all, or one must be wholly contained in the other). This command can be complicated to use; see the User's Guide for more description and examples.

**Named Arguments:**

z0	The starting z position in CL coordinates.
z1	The ending z position in CL coordinates.
initial	Initial value of the variable 'name'

<code>initialStep</code>	Initial step (0 to disable tuning)
<code>step</code>	Synonym for <code>initialStep</code>
<code>start</code>	An expression that must be nonzero to start tuning (default=1)
<code>expr</code>	The expression to tune to zero
<code>tolerance</code>	The tolerance for <code>expr</code> to be zero
<code>maxIter</code>	The maximum number of iterations (10).

#### 4.5.74 `usertrackfilter` Construct a `usertrackfilter` that filters tracks via user code.

...

Named Arguments:

<code>radius</code>	The radius of the circular element (mm).
<code>innerRadius</code>	The inner radius of the circular element (0 mm, solid).
<code>height</code>	The height of the rectangular element (mm).
<code>width</code>	The width of the rectangular element (mm).
<code>length</code>	The length of the element (mm).
<code>maxStep</code>	The maximum stepsize in the element (mm).
<code>material</code>	The material of the element.
<code>color</code>	The color of the element (''=invisible).
<code>filterName</code>	Name of the <code>UserTrackFilter</code> .
<code>filter</code>	Synonym for <code>filterName</code> .
<code>init</code>	Initialization string passed to user <code>setup()</code> .

#### 4.5.75 `virtualdetector` Construct a `VirtualDetector` that generates an NTuple.

A `VirtualDetector` generates an NTuple of any track when it enters the physical volume of the `VirtualDetector`. It may be placed via multiple place commands (usually with a `'rename=det#'` argument to distinguish the different placements). If material is not specified, it uses the material of the enclosing element. Every placement creates an individual NTuple. For a circular `VirtualDetector` give radius; for a rectangular one give height and width; length is usually left at 1 mm, but can be set to correspond to the length of a physical detector. The NTuple by default uses centerline coordinates. The NTuple of the `virtualdetector` can be included in an `ntuple` command by including a pattern that matches its name in the `'detectors'` argument to the `ntuple` command. Note that must match the name as placed (i.e. includes `rename=`), not the name given to this command. The `noSingles` argument may be useful in this case to avoid a huge NTuple of singles (an empty NTuple may be created).

Note that secondary particles created within the `virtualdetector` will not get an entry until they have taken one step. They are guaranteed to do so.

The standard NTuple fields are:

`x,y,z` (mm)  
`Px,Py,Pz` (MeV/c)

```

t (ns)
PDGid (11=e-, 13=mu-, 22=gamma, 211=pi+, 2212=proton, ...)
EventID (may be inexact above 16,777,215)
TrackID
ParentID (0 => primary particle)
Weight (defaults to 1.0)

```

The following additional fields are appended for format=Extended, format=asciiExtended, and format=rootExtended:

```

Bx, By, Bz (Tesla)
Ex, Ey, Ez (Megavolts/meter)
ProperTime (ns)
PathLength (mm)
PolX, PolY, PolZ (polarization)
InitialKE (MeV when track was created)

```

Valid Formats (ignore case): ascii bltrackfile dummy for009  
for009.dat root trackfile Extended asciiExtended rootExtended

Named Arguments (#=cannot be changed in place cmd):

```

radius          The radius of the circular VirtualDetector (mm).
innerRadius      The inner radius of the circular VirtualDetector (0
                  mm, solid).
height           The height of the rectangular VirtualDetector (mm).
width            The width of the rectangular VirtualDetector (mm).
length           The length of the VirtualDetector (mm).
maxStep          The maximum stepsize in the element (mm).
material         The material of the VirtualDetector.
color            The color of the VirtualDetector (''=invisible).
noSingles        Set to 1 to omit the NTuple for singles.
format           NTuple format: (see above for list).
filename         filename ('' uses name to determine filename)
file            alias for filename
require          Expression which must be nonzero to include the
                  track (default=1) #
referenceParticle Set to 1 to include the Reference Particle.
coordinates      Coordinates: global, centerline, or reference
                  (default=c).
kill             Set to 1 kill all tracks after entering them into
                  NTuple(s).

```

#### 4.5.76 zntuple      **Generate an NTuple for each of a list of Z positions.**

Generates an NTuple like a virtualdetector, but without a physical volume. Tracks are forced to take steps within 2mm surrounding each desired z position, and they are interpolated to the desired z position. Each z position generates a separate NTuple named Z123 (etc.). z accepts a list of z positions, and zloop can generate a set of equally spaced z positions; both can be used.

Each value in z and zloop can be an expression using double constants and the usual C operators and functions.

The standard NTuple fields are:

x,y,z (mm)  
Px,Py,Pz (MeV/c)  
t (ns)  
PDGid (11=e-, 13=mu-, 22=gamma, 211=pi+, 2212=proton, ...)  
EventID (may be inexact above 16,777,215)  
TrackID  
ParentID (0 => primary particle)  
Weight (defaults to 1.0)

The following additional fields are appended for format=Extended, format=asciiExtended, and format=rootExtended:

Bx, By, Bz (Tesla)  
Ex, Ey, Ez (Megavolts/meter)  
ProperTime (ns)  
PathLength (mm)  
PolX, PolY, PolZ (polarization)  
InitialKE (MeV when track was created)

Valid Formats (ignore case): ascii bltrackfile dummy for009  
for009.dat root trackfile Extended asciiExtended rootExtended

Named Arguments (#=cannot be changed in place cmd):

z Comma-separated list of Z positions (mm)  
zloop Loop in z, first:last:incr (mm)  
noSingles Set to 1 to omit the NTuple for singles.  
format NTuple format (see above for list)  
file Output filename ('' uses name to determine filename)  
filename Synonym for file  
require Expression which must be nonzero to include the track (default=1) #  
referenceParticle Set to 1 to include the Reference Particle.  
coordinates Coordinates: global, centerline, or reference (default=c).

## 5 Examples

On Linux and Mac OS, the examples are found in the “examples” directory under the install directory. On Windows, they are found there also, and a copy is placed into “My Documents\G4beamline Examples” (“My Documents” => “Documents” on Vista).

The annotated output from example1 is given in Appendix 5.

### 5.1 Example1 – Simple Tracking and Virtualdetectors

```
*      example1.in  4/2/03 TJR
*
* Simple example g4beamline input file:
*      a 200 MeV mu+ Gaussian beam is tracked through 1-meter drift
*      spaces into four detectors

# QGSP is the "default" physics use-case for High Energy Physics
# but LHEP_BIC is better for low-energy simulations
physics LHEP_BIC

# the beam is nominally headed in the +Z direction
beam gaussian particle=mu+ nEvents=1000 beamZ=0.0 \
    sigmaX=10.0 sigmaY=10.0 sigmaXp=0.100 sigmaYp=0.100 \
    meanMomentum=200.0 sigmaP=4.0 meanT=0.0 sigmaT=0.0

# BeamVis just shows where the beam comes from
box BeamVis width=100.0 height=100.0 length=0.1 material=Vacuum color=1,0,0
place BeamVis z=0

# define the detector
virtualdetector Det radius=1000.0 color=0,1,0

# place four detectors, putting their number into their names
place Det z=1000.0 rename=Det#
place Det z=2000.0 rename=Det#
place Det z=3000.0 rename=Det#
place Det z=4000.0 rename=Det#
```

### 5.2 Example2 – 4 Cells of the Study 2 Cooling Channel

```
*      example2.in  4/2/03 TJR
*
* Simple example g4beamline file:
*      There are 4 Study2 cooling cells.
*      This version uses a Gaussian beam

# trace the first 10 events
trace nTrace=10

# QGSP is the "default" physics use-case for HEP
physics QGSP disable=Decay
```

```

beam gaussian meanMomentum=200 sigmaP=-10 sigmaXp=0.01 sigmaYp=0.01 \
    nEvents=100 beamZ=0
reference particle=mu+ referenceMomentum=200.0 beamZ=0
trackcuts kineticEnergyCut=50.0 killSecondaries=1

# define the solenoids (use individual Focus solenoids for alternate=1 to work)
coil default material=Cu dR=5.0 dZ=5.0
solenoid default alternate=1 color=1,1,0
coil Focus1 innerRadius=330.0 outerRadius=505.0 length=167.0
coil Coupl1 innerRadius=770.0 outerRadius=850.0 length=330.0
solenoid USFocus coilName=Focus1 current=75.20
solenoid DSFocus coilName=Focus1 current=-75.20
solenoid Coupl coilName=Coupl1 current=-98.25

# define a detector for the center of each absorber
virtualdetector Det radius=179.9 length=1

# define the absorber with flat Al windows
tubs Win1 outerRadius=180.0 length=0.360 material=Al color=0.0,1.0,0.0
tubs LH2 length=350.0 outerRadius=180.0 color=1.0,0.0,1.0 material=LH2

# place the virtualdetector into the absorber, so its front is in the center
place Det z=0.5 parent=LH2 color=1,1,1

group Abs radius=0
    place Win1
    place LH2
    place Win1
endgroup

# tune the RF Gradient
tune Grad z0=100 z1=11300 initial=15 step=0.1 expr=Pz1-Pz0 tolerance=0.001

# define the pillbox RF cavity, and put 4 of them into a linac
pillbox RF innerLength=466.0 frequency=0.20125 maxGradient=Grad \
    irisRadius=160.0 win1Thick=0.300 win2Thick=0.700 wallThick=5.0 \
    winMat=Be collarThick=5.0 phaseAcc=40.0 maxStep=10.0
group Linac1 radius=0
    place RF rename=RF# copies=4
endgroup

# define one cooling cell
group Cell length=2750.0
    place Abs z=-1033.0
    place USFocus z=-1291.5 rename=Focus
    place DSFocus z=-774.5 rename=Focus
    place Coupl z=342.0 rename=Coupl
    place Linac1 z=342.0 rename=''
endgroup

tubs Spacer length=200 outerRadius=300 material=Vacuum
place Spacer z=100

# place 4 cells
place Cell copies=4 rename=C#

place Spacer

```

### 5.3 Example3 – Simple Computation of Multiple Scattering

```
*      example3.in  TJR  1-FEB-2006  mu+ scattering
#
#      lengths are mm; momentum is MeV/c, density is gm/cm^3

physics LHEP_BIC
beam gaussian particle=mu+ meanMomentum=172 nEvents=1000000
trackcuts keep=mu+

#param histoFile=Li.hst
#material Li A=6.941 Z=3 density=0.53
#tubs Target outerRadius=100 material=Li length=12.78 color=1,0,0

## material is Be2 because Be is already defined with slightly different density
#param histoFile=Be.hst
#material Be2 A=9.012182 Z=4 density=1.85
#tubs Target outerRadius=100 material=Be2 length=3.73 color=1,0,0

#param histoFile=H2.hst
#material H2 A=1.00794 Z=1 density=0.0755
#tubs Target outerRadius=100 material=H2 length=159 color=1,0,0

param histoFile=C.hst
material C A=12.011 Z=6 density=1.69
tubs Target outerRadius=100 material=C length=2.5 color=1,0,0

virtualdetector Det radius=1000 color=0,1,0

place Target z=100
place Det z=200
```

### 5.4 Example4 – 8 GeV Proton beam into a Tungsten Target

```
#      example4.in - 8 GeV proton beam into a tungsten target

# The "default" physics list is QGSP_BERT
physics QGSP_BERT

# the beam is 8 GeV kinetic energy, the mass of a proton is 938.272 MeV/c^2
param M=938.272 KE=8000.0
param P=sqrt(($M+$KE)*($M+$KE)-$M*$M)

# a zero-emittance beam is unrealistic, but simple; it easily fits through
# a 1 mm hole in the backward detector. It emanates from z=0.
beam gaussian meanMomentum=$P nEvents=1000 particle=proton

# the target is a tungsten rod 20 cm long and 1 cm in diameter; make it red
cylinder Target outerRadius=5 length=200 material=W color=1,0,0
place Target z=200
```



```
# These three virtualdetector-s catch everything that comes out, except for
# a 1mm hole for the incoming beam. Note the 0.5 mm clearance at each end of
# the target, and the 201 mm length of the cylinder to match corners.

# This virtualdetector catches what comes out of the target to the back;
# note the hole for the incoming beam; make it yellow
virtualdetector DetBackward innerRadius=0.5 radius=1000 length=1 color=1,1,0
place DetBackward z=99

# This virtualdetector catches what comes out of the target to the side,
# one meter away; make it blue
virtualdetector DetSideways innerRadius=1000 radius=1001 length=201 color=0,0,1
place DetSideways z=200

# This virtualdetector catches what comes out of the target in the forward
# direction; make it green
virtualdetector DetForward radius=1000 length=1 color=0,1,0
place DetForward z=301
```

## 5.5 ExampleN02 – the Geant4 Novice Example N02

```
# exampleN02.in - mimic Geant4 examples/novice/N02, APPROXIMATELY
# (only approximate, because that code is non-trivial to figure the details)
physics QGSP
material Pb A=207.19 Z=82 density=11.35
box Target width=50 height=50 length=50 material=Pb color=1,0,0
material Xe A=131.29 Z=54 density=0.005458
virtualdetector Det1 width=480 height=480 length=100 material=Xe color=1,1,1
virtualdetector Det2 width=1344 height=1344 length=100 material=Xe color=1,1,1
virtualdetector Det3 width=2208 height=2208 length=100 material=Xe color=1,1,1
virtualdetector Det4 width=3072 height=3072 length=100 material=Xe color=1,1,1
virtualdetector Det5 width=3936 height=3936 length=100 material=Xe color=1,1,1
beam gaussian beamZ=-200 sigmaX=0 sigmaY=0 sigmaXp=0 sigmaYp=0 \
    meanMomentum=3824 sigmaP=0 particle=proton nEvents=5
place Target z=0
place Det1 z=800
place Det2 z=1600
place Det3 z=2400
place Det4 z=3200
place Det5 z=4000
```

## 5.6 triplet.sh – tune a quad triplet for point-to-point focus

This shell script requires the *bash* shell and the following programs:

- Gbeamline (<http://g4beamline.muonsinc.com>)
- gminuit (<http://muonsinc.com> ComputerPrograms/gminuit)
- gnuplot (available from your Linux distribution or <http://sourceforge.net>)
- tcsh and wish (available from your Linux distribution)

The gminuit program is configured to have the following parameters: P, dP, sigmaXp, sigmaYp, QF, QD. The first four determine the initial beam (which emanates from a point), and the last two determine

the gradients of the three quads. The Chisquared to be minimized is  $(\sigma_X^2 + \sigma_Y^2)$  evaluated at  $Z=6000$ , so the minimum Chisquared will be a point focus. Because of the front-to-back symmetry, the two horizontal-focusing quads have the same gradient.

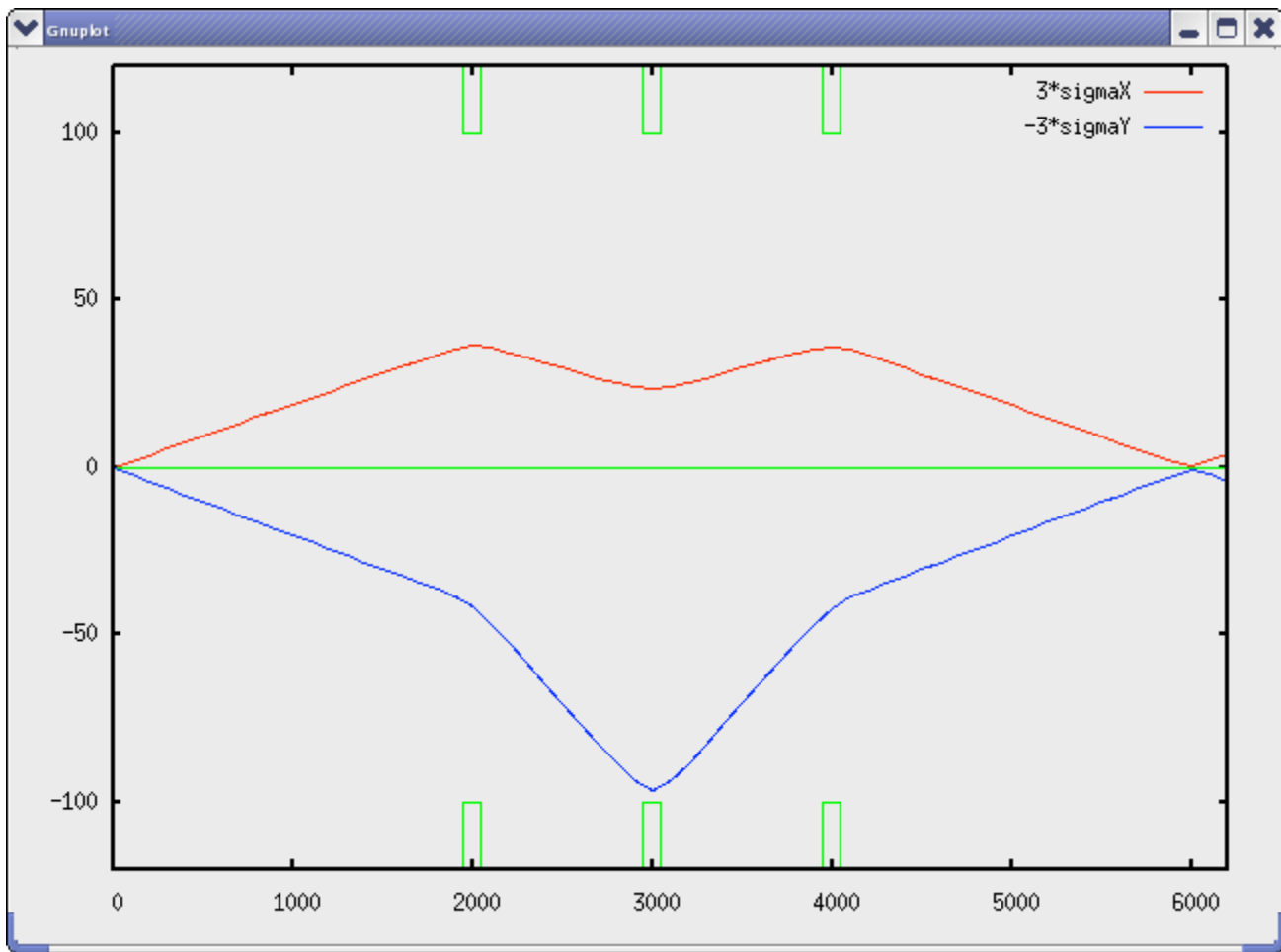
Gminuit presents the user with a window containing sliders and edit-boxes for the parameters, plus buttons to execute the script once and to fit the parameters (see the gminuit documentation for details):

The screenshot shows the gminuit window with the following parameters and settings:

Param:	P	dP	sigmaXp	sigmaYp	QF	QD
Value:	199.9998	0.0	0.0065	0.0065	5.375	-7.235
Min:	100.0	0.0	0.0	0.0	-15	-15
Max:	1000.0	100.0	0.1	0.1	15	15
FitStep:	0	0	0	0	0.5	0.5
Fit:	<input type="radio"/> NoLimit <input type="radio"/> Limited <input checked="" type="radio"/> Fixed	<input type="radio"/> NoLimit <input type="radio"/> Limited <input checked="" type="radio"/> Fixed	<input type="radio"/> NoLimit <input type="radio"/> Limited <input checked="" type="radio"/> Fixed	<input type="radio"/> NoLimit <input type="radio"/> Limited <input checked="" type="radio"/> Fixed	<input type="radio"/> NoLimit <input checked="" type="radio"/> Limited <input type="radio"/> Fixed	<input type="radio"/> NoLimit <input checked="" type="radio"/> Limited <input type="radio"/> Fixed

Buttons at the bottom: Execute, RePlot, Fit, Value: 0.047801, Save Current Configuration

The script run by gminuit computes the Chisquared to be minimized, and also plots the profile of the beam (as traditional,  $3 \cdot \sigma_X$  is on top and  $-3 \cdot \sigma_Y$  is below the axis, with the apertures of the quads plotted in green):



In practice, a human user can find the best tune better than the minuit minimization engine. This is primarily because the human can watch the effect of parameter changes on the entire profile plot, and use experience and knowledge that minuit does not have.

## 5.7 emittancematch.sh – attempt to match a quad triplet into a solenoid

This script is similar to *triplet.sh*, except it adds a solenoid after the quad triplet. This is incomplete, but demonstrates the gnuplot commands necessary to plot the profile, emittance, and beta of the beam.

## 5.8 ExampleAUG05 – the MICE Muon Beam Line

**NOTE:** this input file is intended for use on a Linux cluster, and expects two parameters on the command-line to manage events and HistoScope output files: *first* and *last* (defaults are 0 and 1000).

```
*      exampleAUG05.in 2/5/2006 TJR
#
#      Command-line parameters (optional - default as follows):
#          first=0 last=1000 viewer=none
#
#      NOTES:
```

```

# A. dp/p = 2.5% is only 11 MeV/c, which seems WAY too small!
# (old value was 75 MeV/c; tests show we need +- 17 MeV.c)
#
# The MICE beamline is from bmdata_AUG2105(p3v3).xls
#
# The vacuum windows and pipes are my best GUESS -- this needs to be
# properly designed. APPROXIMATION: the vacuum windows are flat.
#
# The MICE magnetic lattice for the cooling channel is Stage VI, flip,
# beta=42 cm, from UB-09-04-A-TJR (I added the column "Center Z").
#
# The downstream PID detector layout is from cm9_palladino_pidupdate.pdf.
# Except I have used a total of 1" scintillator for TOF2.
#
# APPROXIMATION: The DecaySolenoid map is for 3.7 T, scaled to 4.172 T.
#
# APPROXIMATION: The RF layout is from Study2, not updated.
#
# APPROXIMATION: I have an old spreadsheet for computing the absorber
# and safety window profiles.
#
# APPROXIMATION: the outer shapes of quads and bends are wrong; but there
# are no particles of interest out there, so that's OK.
#
# APPROXIMATION: neglect the varying density of the ISIS beam over
# the target.
#
# APPROXIMATION: the ISIS vacuum and pipe do not implement ISIS at all,
# but are OK for our pions.
#
# APPROXIMATION: the vacuum between Q3 and B1 is a box without any pipe
#
# APPROXIMATION: the vacuum between B1 and DecaySolenoid is a box
# without any pipe

# command-line parameter default values
param -unset first=0 last=1000 viewer=none

# Absorber material, LH2 or Vacuum
param -unset absMaterial=Vacuum

# HistoScope filename from first event #
param histoFile=$first histoUpdate=100000
param steppingFormat="TAG CL STEP VOL MAT PROCESS B"

###
### Beamline tune parameters, AUG05
###
# piMomentumRef is the pion reference momentum at target
# muMomentum is the muon design momentum at center of B2
# muMomentumRef is the muon reference momentum at center of DecaySolenoid
# (account for Eloss in vacuum window, air, and ProtonAbsorber)
# slight change in B2 field and position (compared to Kevin's AUG05), due to
# Eloss in air
param -unset piMomentumRef=440.42 muMomentum=255.24 muMomentumRef=266.0
param -unset DecaySolenoidCurrent=86.02
param -unset Q1=1.155989 Q2=-1.445 Q3=1.005937

```

```

param -unset B1=-1.41384 B1z=7918.02
param -unset B2=-0.424270 B2z=15791.47
# Kevin's values: param B1=-1.413935 B2=-0.424573
param -unset Q4=-1.13004 Q5=1.477795 Q6=-0.80022
param -unset Q7=-0.98765 Q8=1.520426 Q9=-1.43098
param -unset DiffuserThickness=7.6

###
### Colors
###
param -unset vacuumPipeColor=0.6,0.6,0.6

###
### general definitions
###
param worldMaterial=Air maxStep=100.0
physics LHEP_BIC
trackcuts keep=proton,pi+,mu+,e+ kineticEnergyCut=30 maxTime=1000
particlecolor proton=1,0,0 pi+=0,1,0 mu+=0,0,1 plus=1,0,1 minus=1,1,0 \
    neutral=0,1,1 reference=1,1,1
coil default material=Cu dR=5.0 dZ=5.0 tolerance=0.001
solenoid default color=1,1,0

# Target is 1mm wide and 10mm long: (1*cos(25*deg)+10*sin(25*deg))/2 = 2.57
# For now we assume the target dips 2mm into the ISIS beam.
# sigmaP, sigmaXp, and sigmaYp are determined empirically to be larger than
# the actual beamline acceptance.
# (In the beam command, sigma<0 means a flat distribution with that halfwidth.)
beam gaussian sigmaX=-2.57 sigmaY=-1.0 meanMomentum=$piMomentumRef \
    particle=pi+ sigmaXp=-0.040 sigmaYp=-0.020 sigmaP=-17 \
    firstEvent=$first lastEvent=$last

###
### define the beamline magnets and components
###
virtualdetector TargetDet radius=100 length=1 material=Vacuum noSingles=1
genericquad QuadTypeIV fieldLength=853.4 apertureRadius=101.5 ironRadius=381 \
    ironLength=914 ironColor=0,.6,0 kill=1
# Type I bend shimmed to 200 mm gap
genericbend BendTypeI fieldWidth=660 fieldHeight=200 fieldLength=1038 \
    ironColor=1,0,0 ironWidth=1828 ironHeight=1320 ironLength=990
# PSI solenoid
coil Decay innerRadius=60.0 outerRadius=97.0 length=5000.0 \
    mapFile=Magnets/DecaySolenoid
solenoid DecayS coilName=Decay current=$DecaySolenoidCurrent color=1,1,0
tubs SolenoidBody innerRadius=97.0 outerRadius=180 length=5000 kill=1 \
    color=1,1,0
tubs DecayEnd innerRadius=48 outerRadius=180 length=68 material=Fe kill=1 \
    color=1,1,0
# invisible shield to kill junk from B1 that misses the aperture
tubs DecayShield innerRadius=180 outerRadius=1000 length=2 kill=1 \
    color=invisible
# the assembled DecaySolenoid
group DecaySolenoid length=5138 radius=0 material=Vacuum
    place DecayShield z=-2568

```

```

        place DecayEnd z=-2534
        place DecayS z=0
        place SolenoidBody z=0
        place DecayEnd z=2534
endgroup
# Proton Absorber.
material H Z=1 A=1.00794 density=0.0838
material C Z=6 A=12.011 density=2.265
material polyethylene density=0.93 C,0.856 H,0.144
# 50mm * cos(15 deg) = 48.29
box ProtonAbsorber width=400 height=400 length=50 material=polyethylene \
    color=1,0,1
# Type QC Quads - includes mirror plates
genericquad QuadTypeQC fieldLength=660 poleTipRadius=171.5 coilRadius=236 \
    coilHalfwidth=57 ironRadius=700 ironLength=1046 ironColor=0,.6,0 \
    kill=1
# Diffuser
tubs Diffuser outerRadius=200 material=Pb length=$DiffuserThickness color=1,0,1
virtualdetector DiffuserDet radius=200 length=1
# Collimator -- place twice, on beam left and right
box Collimator width=600 height=500 length=150 material=Fe color=.8,.8,.8 kill=1

###
### The beamline vacuum components
###
### GUESS: vacuum windows are 0.5mm Al, flat.
### GUESS: 0.5mm Al flat isolation windows at each end of DecaySolenoid.
### NOTE: vacuum3 and vacuum4 intersect B1; this is OK as all are Vacuum.
tubs ISISVacuum outerRadius=100 length=600 material=Vacuum
tubs vacuumWindow outerRadius=120 length=0.5 material=Al color=$vacuumPipeColor
tubs ISISPipe innerRadius=100 outerRadius=103 length=600 material=Al \
    color=$vacuumPipeColor
tubs vacuum1 outerRadius=100 length=2143 material=Vacuum
tubs pipe1 innerRadius=100 outerRadius=103 length=2143 material=Al \
    color=$vacuumPipeColor
tubs vacuum2 outerRadius=100 length=486 material=Vacuum
tubs pipe2 innerRadius=100 outerRadius=103 length=486 material=Al \
    color=$vacuumPipeColor
box vacuum3 width=300 height=200 length=1643 material=Vacuum
box vacuum4 width=300 height=200 length=1745.2 material=Vacuum

###
### Lay out the beamline
###

# reference particle for manually tuning B1, and the RF
reference referenceMomentum=$piMomentumRef particle=pi+ beamZ=0

place ISISVacuum z=0
place ISISPipe z=0
place vacuumWindow z=300.25
place TargetDet z=152 parent=ISISVacuum
place vacuumWindow z=399.75
place vacuum1 z=1471.5
place pipe1 z=1471.5
place QuadTypeIV rename=Q1 gradient=$Q1 z=3000

```

```

place vacuum2 z=3700
place pipe2 z=3700
place QuadTypeIV rename=Q2 gradient=$Q2 z=4400 ironColor=0,0,.6
place vacuum2 z=5100
place pipe2 z=5100
place QuadTypeIV rename=Q3 gradient=$Q3 z=5800
place vacuum3 z=7078.5

place BendTypeI rename=B1 By=$B1 z=$B1z x=200 rotation=Y30
cornerarc z=7434.2 angle=60 centerRadius=1038

place vacuum4 z=8722.6
place vacuumWindow z=9595.45
place DecaySolenoid z=12164.7
place vacuumWindow z=14733.95

# reference particle for manually tuning B2
reference referenceMomentum=$muMomentumRef particle=mu+ beamZ=12164.7

place ProtonAbsorber z=15070.9

place BendTypeI rename=B2 By=$B2 z=$B2z x=100 rotation=Y15 fieldMaterial=Air
cornerarc z=15281.7 angle=30 centerRadius=2005.2

place Collimator z=16760 x=353
place Collimator z=16760 x=-353

place QuadTypeQC rename=Q4 gradient=$Q4 z=17361.6 fieldMaterial=Air
place QuadTypeQC rename=Q5 gradient=$Q5 z=18521.6 fieldMaterial=Air
ironColor=0,0,.6
place QuadTypeQC rename=Q6 gradient=$Q6 z=19681.6 fieldMaterial=Air
place QuadTypeQC rename=Q7 gradient=$Q7 z=22993.7 fieldMaterial=Air
place QuadTypeQC rename=Q8 gradient=$Q8 z=24153.7 fieldMaterial=Air
ironColor=0,0,.6
place QuadTypeQC rename=Q9 gradient=$Q9 z=25313.7 fieldMaterial=Air

place Diffuser z=27165.3
place DiffuserDet

### NOTE - the entire cooling channel has moved upstream
### End coil 1.1 upstream face is now z=27169.1

###
### Define and place the MICE upstream particleID elements
###
material scintillator density=1.032 C,0.918 H,0.082
virtualdetector TOF0 height=500 width=500 length=50.8 color=1,1,1 \
    material=scintillator
virtualdetector TOF1 height=480 width=480 length=50.8 color=1,1,1 \
    material=scintillator
place TOF0 z=20537.0
# TOF1 and TOF2 are placed with the cooling channel

material F Z=9 A=18.998 density=1.5
material C6F14 density=1.7 C,0.213 F,0.787
material Si Z=14 A=28.086 density=2.33
material O z=8 A=15.999 density=0.001

```

```

material quartz density=2.20 Si,0.467 O,0.533
box Cherenkov1Front width=400 height=400 length=1 color=1,0,0 material=Al
virtualdetector Cherenkov1 width=400 height=400 length=20 color=0,0,1 \
    material=C6F14
box Cherenkov1Window width=400 height=400 length=2 color=0,1,0 material=quartz
box Cherenkov1Light width=550 height=550 length=478 material=Air color=1,1,1
place Cherenkov1Front z=20762.9
place Cherenkov1
place Cherenkov1Window
place Cherenkov1Light

###
### The MICE cooling channel solenoids and IronShield
### all currents give Bz>0; rotation=Y180 is used for Bz<0.
###
# TRD 09/09/2005 Table 4.1-1
coil Focus innerRadius=263 outerRadius=347 length=210
coil Coupl innerRadius=725 outerRadius=841 length=250
coil Match1 innerRadius=255 outerRadius=355 length=202
coil Match2 innerRadius=255 outerRadius=312 length=202
coil End1 innerRadius=255 outerRadius=393 length=120
coil Center innerRadius=255 outerRadius=305 length=1260
coil End2 innerRadius=255 outerRadius=404 length=120
# TRD 09/09/2005 Flip mode, Case 1 Stage VI
solenoid Focus coilName=Focus current=113.95
solenoid Coupl coilName=Coupl current=96.21
solenoid Match1 coilName=Match1 current=56.30
solenoid Match2 coilName=Match2 current=66.79
solenoid End1 coilName=End1 current=62.80
solenoid Center coilName=Center current=64.44
solenoid End2 coilName=End2 current=67.11
# IronShield is the downstream magnetic shield for the detectors
tubs IronShield innerRadius=250 outerRadius=750 length=100 material=Fe \
    color=0.7,0.7,0.7

###
### The MICE Trackers
###
### APPROXIMATION: each SciFi station is approximated as 2.0mm scintillator
### GUESS: the vacuum window is 1mm Al, flat; placed in the center of End2.
### APPROXIMATION: the tracker pipe ends at the vacuum window (make room for
### the Diffuser)
virtualdetector SciFi radius=150 length=2.0 color=0,0,1 material=scintillator
tubs TrackerPipe innerRadius=200 outerRadius=255 length=2491 material=Al \
    kill=1 color=1,0,1
tubs TrackerWindow outerRadius=200 length=1.0 material=Al color=1,0,0
group Tracker1 material=Vacuum length=2491 radius=0
    place TrackerWindow z=-1245.0
    place SciFi rename=Tracker1a z=-1045.5
    place SciFi rename=Tracker1b z=-595.5
    place SciFi rename=Tracker1c z=-245.5
    place SciFi rename=Tracker1d z=-45.5
    place TrackerPipe z=0
    place SciFi rename=Tracker1e z=54.5
endgroup
group Tracker2 material=Vacuum length=2491 radius=0
    place SciFi rename=Tracker2a z=-54.5

```



```

        place TrackerPipe z=0
        place SciFi rename=Tracker2b z=45.5
        place SciFi rename=Tracker2c z=245.5
        place SciFi rename=Tracker2d z=595.5
        place SciFi rename=Tracker2e z=1045.5
        place TrackerWindow z=1245.0
    endgroup

###
### The MICE Absorbers
###
### APPROXIMATION: I used an old spreadsheet to compute window profiles
absorber Abs absWindow=abs300 safetyWindow=safe320 insideLength=350 \
    absMaterial=$absMaterial windowMaterial=A1 safetyDistance=133 \
    color=0,1,0
tubs AFCPipe innerRadius=160 outerRadius=263 length=850 material=A1 \
    color=$vacuumPipeColor
group Absorber radius=0 material=Vacuum length=850
    place Abs rename='' z=0
    place AFCPipe z=0
endgroup

###
### The MICE RF Linacs
###
### APPROXIMATION: the drawings in the Mar28 TRD gave no dimensions, so these
### are Study2 RF cavities.
### APPROXIMATION: the RF windows are flat, 0.38mm thick.
#pillbox Pbox maxGradient=16 frequency=0.20125 innerLength=430 pipeThick=3 \
#    wallThick=3 irisRadius=210 collarRadialThick=25 collarThick=12.5 \
#    win1Thick=0.38 win1OuterRadius=140 win2Thick=0.38 winMat=Be \
#    phaseAcc=40 skinDepth=0.1 timingTolerance=0.001 \
#    tuneEnd=RF2C1 goalFactor=1.0 initialStep=0.5 tuneTolerance=0.001
# for empty absorber and no RF
pillbox Pbox maxGradient=0 frequency=0 innerLength=430 pipeThick=3 \
    wallThick=3 irisRadius=210 collarRadialThick=25 collarThick=12.5 \
    win1Thick=0.38 win1OuterRadius=140 win2Thick=0.38 winMat=Be \
    skinDepth=0.1 innerRadius=608.5
tubs RFPipe innerRadius=700 outerRadius=725 length=1900 material=A1 \
    color=$vacuumPipeColor
group RF radius=0 material=Vacuum length=1900
    place Pbox z=-690 rename=C1
    place Pbox z=-230 rename=C2
    place RFPipe z=0
    place Pbox z=230 rename=C3
    place Pbox z=690 rename=C4
endgroup

###
### Cooling channel vacuum components
###
tubs vacuumPipeA innerRadius=200 outerRadius=255 length=285 material=A1 \
    color=$vacuumPipeColor
group vacuumA radius=0 material=Vacuum
    place vacuumPipeA
endgroup

```

```

###
### Lay out the MICE cooling channel
### (use z=0 for the center of Absorber2, Tracker1End2 US edge is at z=29486.0)
###
### AUG05 value, Cooling Channel TRD 09/09/2005
place OFFSET z=33180.1

place TOF1 z=-6611
place IronShield z=-6461

place End2 z=-5951 rotation=Y180 current=0
place Center z=-5201 rotation=Y180 current=0
place Tracker1 z=-4705.5
place End1 z=-4451 rotation=Y180
place Match2 z=-4052 rotation=Y180
place Match1 z=-3611 rotation=Y180
place vacuumA z=-3317.5
place Focus z=-2955 rotation=Y180
place Absorber rename=Abs1 z=-2750
place Focus z=-2545
place Coupl z=-1375
place RF rename=RF1 z=-1375
place Focus z=-205

place Absorber rename=Abs2 z=0

place Focus z=205 rotation=Y180
place RF rename=RF2 z=1375
place Coupl z=1375 rotation=Y180
place Focus z=2545 rotation=Y180
place Absorber rename=Abs3 z=2750
place Focus z=2955
place vacuumA z=3317.5
place Match1 z=3611
place Match2 z=4052
place End1 z=4451
place Tracker2 z=4705.5
place Center z=5201 current=0
place End2 z=5951 current=0

place IronShield z=6461

###
### Downstream PID counters
### (OFFSET for cooling channel still applies; DS edge of Tracker2End2=6011)
###
### APPROXIMATION: the octagonal Cherenkov2 is approximated as a circle
### APPROXIMATION: an additional window is used in place of the mirror
virtualdetector TOF2 height=480 width=480 length=50.8 color=1,1,1 \
    material=scintillator
material aerogel density=0.2 Si,0.292 O,0.666 H,0.042
tubs Cherenkov2Window outerRadius=400 length=1.0 material=Al color=0,0,1
virtualdetector Cherenkov2 radius=425 length=100 material=aerogel color=0,0,1
tubs Cherenkov2Light outerRadius=640 length=367 material=Air color=1,1,1
material calorimeter density=3.7 Pb,0.85 scintillator,0.15
virtualdetector Calorimeter width=1200 height=1200 length=160 \

```

```

        material=calorimeter color=0,1,1

place TOF2 z=6586.4
place Cherenkov2Window z=6710.5
place Cherenkov2
place Cherenkov2Light
# This Cherenkov2Window is standing in for the mirror, so there are 2
place Cherenkov2Window
place Cherenkov2Window
place Calorimeter z=7308

###
### an NTuple for good particles
###
ntuple GoodParticle category=NTuples \
    detectors=TargetDet,TOF0,Cherenkov1,TOF1,SciFi,TOF2,Cherenkov2,Calorimeter

```

## 6 Tips and Techniques

These generally useful tips and techniques have been found useful while using G4beamline to simulate several dozen different systems, including suggestions from numerous users.

### 6.1 Getting Help on Using G4beamline

The primary means of obtaining assistance in using G4beamline is our user's forum, [http://www.muonsinc.com/tiki-view\\_forum.php?forumId=1](http://www.muonsinc.com/tiki-view_forum.php?forumId=1). You can also send email to <mailto:inquiries@muonsinc.com>, or to Tom Roberts, the primary author of G4beamline <mailto:tjrob@muonsinc.com>.

Some questions are more about Geant4 than G4beamline. In particular, detailed questions about physics processes and/or physics lists are in this category. For such questions, you can use the previous paragraph, but we will most likely redirect you to the Geant4 forums: <http://hypernews.slac.stanford.edu/HyperNews/geant4/cindex>. It's quite appropriate for users of G4beamline to join the Geant4 forums as well.

### 6.2 Reporting Bugs in G4beamline

The primary means of reporting bugs in G4beamline is our user's forum, [http://www.muonsinc.com/tiki-view\\_forum.php?forumId=1](http://www.muonsinc.com/tiki-view_forum.php?forumId=1). You can also send email to Tom Roberts, the primary author of G4beamline <mailto:tjrob@muonsinc.com>.

### 6.3 Requesting New Features in G4beamline

The primary means of requesting new features in G4beamline is our user's forum, [http://www.muonsinc.com/tiki-view\\_forum.php?forumId=1](http://www.muonsinc.com/tiki-view_forum.php?forumId=1). You can also send email to Tom Roberts, the primary author of G4beamline <mailto:tjrob@muonsinc.com>.

### 6.4 Getting Help on Individual G4beamline Commands

The source code of each G4beamline command includes help text for the command and its individual arguments; it is printed by the *help* command. This text is the primary source of information about the command, and is copied into this User's Guide and into the help text of the G4beamline GUI. You can obtain help on each command in several ways:

1. From a command line type "*g4bl* --" on one line, and then "*help command*" on a new line in response to the *cmd:* prompt.
2. Run the G4beamline GUI, and if the help text is not displayed, push the *Help* button. You can then scroll around and find the desired command.
3. Look in section **Error! Reference source not found.** of this document.

Note that the definitive source is number 1, so if there is a question about changes (e.g. in different versions of G4beamline), that is the method to use. In particular, the help text in the GUI and in this document can get out of date.

## 6.5 In what Directory should I Work?

In general, it is a bad idea to put your simulations inside the G4beamline install directory – that makes it difficult to update G4beamline; similarly, the G4beamlineExamples directory is not a good place to work (except to run the examples). It is usually a good idea to work in your \$HOME directory, and to make a separate directory for each simulation; this is especially true if you are using the GUI. I have a single directory in my \$HOME called *g4work* under which I create a new directory for each new simulation, using a descriptive name.

## 6.6 Files Common to Multiple Simulations

Many G4beamline commands reference additional files. In some cases there will be a collection of different simulations that share common files, such as field maps, window profiles, etc. It may be convenient to put these files into a single directory called “Common” at the same level as the simulation directories. Then in each input file, reference these common files as “../Common/filename.ext”.

## 6.7 Basic Execution in a Command-Line Environment

Most modern desktop environments permit the user to have multiple command-line windows open simultaneously. This can significantly improve your productivity while developing a new G4beamline simulation, or optimizing parameters of an existing one. Multiple windows are not necessary, and what I describe in parallel can be performed sequentially in a single command-line window; it is noticeably more efficient with multiple windows, however.

Usually when developing a new simulation, or optimizing the parameters or configuration of a simulation, one wants to see histograms or plots from each run before tweaking the *input.file* and running another test run. The idea is to run enough events to get statistically meaningful plots, but to not take too long so one can iterate rapidly through choices. For a simple system being simulated, I can often perform the loop of “edit, simulate, histogram, choose new values” in less than a minute per step. I do this with four windows open simultaneously, all in the same directory:

1. A command-line window in which I run G4beamline simulations.
2. A command-line window in which I run “*g4bl -*” and to which I type “*help command*” whenever I need help on a command or its arguments.
3. A command-line window in which I edit my current *input.file*. I happen to use *vi*, but you should use the editor you are most familiar with.
4. A command-line window in which I run *hisoroot*. This can be window 1 if *hisoroot* is put in the background.

I rarely have a big enough monitor to see all four windows at once, but I can see all of one and parts of the others, so I can rapidly switch windows with a mouse click. The basic sequence is:

1. W3 (editor): If it’s not open already, open *input.file* in the editor and prepare the next version to try. Use W2 (help) for help if necessary. When finished, save the file to disk without exiting the editor.
2. W1 (command prompt): run “*g4bl input.file*” and wait for it to finish. If there was an error, go back to step 1.

3. W4 (historoot): do *File/OpenFile* and open *g4beamline.root* (or whatever file the simulation wrote). Select the desired NTuple and set the expressions to plot (if necessary – the plot configuration will remain from the previous iteration), and then push *CreatePlot*.
4. W4 (historoot): do *File/CloseAllFiles*. This is important to avoid confusion. On Windows this is essential, because if *historoot* has the Root file open, *g4beamline* won't be able to write to it and the next step 2 will fail for that reason.
5. Examine the plot and determine what to do next. Go back to step 1.

By using separate command-line windows, the command-line history in each will permit you to avoid re-typing commands, reducing typos and speeding things up considerably. By keeping *historoot* and the editor open, you avoid the delay of re-configuring them each time.

When constructing a new geometry, plots are usually not needed, and the GUI is better suited to viewing the system easily. So in window 1 I type “*g4blgui input.file*” and push its *Run* button instead of running *g4bl* directly (with the best viewer selected). W4 (historoot) is not used. I find that the GUI is easier to use than the command-line when using visualization (though it works fine to type “*g4bl input.file viewer=best*”, and then “/run/beamOn 10” to the Geant4 Idle> prompt).

## 6.8 Basic Execution in a GUI Environment

Execution in a GUI environment, such as Windows, is similar to that in a command-line environment discussed above. The basic idea is to keep windows open so you don't constantly have to re-configure them.

Usually when developing a new simulation, or optimizing the parameters or configuration of a simulation, one wants to see histograms or plots from each run before tweaking the *input.file* and running another test run. The idea is to run enough events to get statistically meaningful plots, but to not take too long so one can iterate rapidly through choices. For a simple system being simulated, I can often perform the loop of “edit, simulate, histogram, choose new values” in less than a minute per step. I do this with four windows open simultaneously, all in the same directory:

1. The G4beamline GUI window.
2. (Optional) The G4beamline User's Guide in a PDF viewer. A PDF viewer makes it easier to scan the text for command names. Can be omitted and the help text of W1 can be used instead.
3. An editor window to edit the current *input.file*.
4. The *historoot* window.

I rarely have a big enough monitor to see all four windows at once, but I can see all of one and parts of the others, so I can rapidly switch windows with a mouse click. The basic sequence is:

1. W3 (editor): If it's not open already, open *input.file* in the editor and prepare the next version to try. Use W2 (help) for help if necessary. When finished, save the file to disk without exiting the editor.
2. W1 (G4beamline GUI): If *input.file* is not already selected, do so with the *Browse* button. Push the *Run* button to run the simulation. If there was an error, go back to step 1.
3. W4 (historoot): do *File/OpenFile* and open *g4beamline.root* (or whatever file the simulation wrote). Select the desired NTuple and push *CreatePlot* (the plot configuration will remain from the previous iteration).

4. W4 (historoot): do *File/CloseAllFiles*. This is important to avoid confusion. On Windows this is essential, because if *historoot* has the .root file open, *g4beamline* won't be able to write to it and the next step 2 will fail for that reason.
5. Examine the plot and determine what to do next. Go back to step 1.

## 6.9 Putting Shielding into a Simulation

G4beamline is a realistic simulation program, and just like a real beamline, one must provide appropriate shielding. While obviously there are no radiation issues in a simulation, it is necessary to provide shielding that is sufficient to prevent particles from traveling in unexpected places. This is particularly troublesome for secondary particles from decays and interactions, as they often have sufficient transverse momentum to quickly leave many beamline apertures, and even get outside the outer dimensions of magnets. Particles that go in unexpected places and directions can confuse plots and histograms, and can waste CPU time on irrelevant particles.

Probably the best and simplest approach is to use the *radiusCut* argument to the *start*, *corner*, and *cornerarc* commands. This puts a virtual cylinder around the centerline of the beamline, killing all particles that exceed the current *radiusCut*. You may need to use an unusually large *radiusCut* inside a bending magnet paired with a *cornerarc*, so be sure to check this visually. If everything within the *radiusCut* is either the beam aperture or elements with *kill=1*, then this will ensure that unusual paths outside the nominal beam aperture only extend between elements, which is usually sufficient. Make sure the elements fill the *radiusCut*, or particles could go around them. Note that a *corner* without object or rotation can be used to change the *radiusCut* at a specified value of *z* (centerline coordinates).

Another common approach is to use the *kill=1* argument to bending magnets, quadrupole magnets, beam pipes, etc. This makes them kill any particles that hit their solid parts, providing shielding for many situations. You can add specific objects just for shielding, such as a *box*, *cylinder*, or *tubs*. If you enclose the entire beamline with elements and pipes having *kill=1*, this is probably sufficient.

In many cases, the beam pipes are not of interest in a simulation, and putting them in is more effort than it is worth. Then you must take care that particles do not take unintended paths. For instance, it is rather common for a particle to take a “shortcut” around a bending magnet, so be sure to check for this. Rings are obviously subject to this. Shielding can be any element with *kill=1*, most often *box* or *tubs* (the latter is particularly convenient as it can be given a hole for the intended beam); it is often convenient to set *color=invisible*, but don't do that until you have looked at it to know it is appropriately sized and placed. A *tubs* of any radius, a length of 0.01 mm or more, and with *kill=1*, is a perfect shield (i.e. kills every particle that hits it).

## 6.10 How to Debug a Simulation

An important debugging aid is the geometry test performed by G4beamline. The results appear in the output just before tracking. In the real world, two objects cannot occupy the same space; the simulated world does not have this restriction, and input-file errors can generate invalid overlaps. In addition, the Geant4 optimization of tracking requires a strict hierarchical arrangement of volumes. Usually any geometry errors listed should be corrected in your input file before believing the simulation results; in

some cases this is difficult or impossible, and some exceptions are listed in section 7.2 on Advanced Topics.

The most common debugging technique is to add *steppingVerbose=1* to the command line (or the Parameters field of the GUI). This causes G4beamline to print (to stdout) the track variables at every step. That usually lets you figure out what is going wrong. Note that by setting *steppingFormat* you can control what track variables are printed (see the help for details) – this can be very useful when debugging E and B fields. In most cases it is best to widen the window before running, so lines are not wrapped – 140 columns is usually sufficient.

Sometimes the problems are subtle, and only rare events look crazy. If you can select those “crazy” events with sliders in *histroot*, then you can set its *EventID* field to cause it to write the *histo\_event.txt* file. You can then check the *HistoRootEvents* checkbox in the GUI, or put an *eventcuts* command into your *input.file*. Running with a viewer will then permit you to visualize just the “crazy” events – seeing them will often let you figure out what’s wrong.

Note that G4beamline simulations are quite realistic. This means that pions and muons will decay, particles will interact in material objects, and tracks will propagate wherever they can go (even if you don’t expect it). Decay neutrinos can look “crazy” if you’re not expecting them (so cut on *PDGid* in the plots, or eliminate them at the source with a *trackcuts* in your *input.file*). You may be surprised at the delta-rays (low energy electrons) produced in vacuum windows and other materials (eliminate them with a *trackcuts* command with *kineticEnergyCut=1* or higher, or perhaps *kill=e-*). Tracks can occasionally go in the most amazing places, and you need to install shielding just as in a real accelerator (use the *radiusCut* as described above, or add a *box* or *tubs* with *kill=1* and place it appropriately; when complete you can use *color=invisible* to avoid cluttering your visualizations). It is often appropriate to surround the beam line with beam pipes having *kill=1* – this avoids spending CPU time on unwanted tracks, and prevents them from taking “shortcuts” and re-appearing as crazy events in plots; add *kill=1* to quads and bends, etc.

In my experience, the most common errors in G4beamline simulations and interpreting results are:

1. Failure to cut on *PDGid* in plots and histograms, and thus confusing secondary particles for the desired (primary) ones.
2. Failure to put shielding in appropriate places and thus having particles go in unexpected places, causing “crazy” events in plots and other confusion.
3. Mistakes in the input file that cause invalid overlaps of objects.
4. Mistakes in the input file that unintentionally omit objects or put them in the wrong place.
5. Inappropriate values of tracking parameters (see section 3) that cause Geant4 to optimize tracking in an unsuitable or insufficiently accurate manner.

## 6.11 Geant4 Commands

Geant4 has an internal command processor with a large number of commands. For the most part, G4beamline users don’t need to use these commands, as G4beamline controls all aspects of the simulation. Nevertheless, there are situations for which a user might want to issue a Geant4 command. There are two rather different ways to do this:



1. Simply put the Geant4 command into the *input.file*, putting its initial “/” in column 1. Such commands are issued when they are read – that happens before the system is constructed, and for many commands that is too early.
2. Use the *g4ui* command.  
The *when* argument controls when the command is issued, and all values are after the system is constructed.

The Geant4 command interpreter is quirky, but there is a way to obtain a list of all its commands: */control/manual*. This command can use either method above.

The most common reason to issue a Geant4 command is to set some verbose level, for debugging or investigating some aspect of Geant4 (most especially its physics processes). G4beamline sets all verbose levels to 0 initially. Here is the list of commands that G4beamline runs to do that:

```
/control/verbose 0
/run/verbose 0
/event/verbose 0
/tracking/verbose 0
/hits/verbose 0
/material/verbose 0
/process/setVerbose 0 all
/process/verbose 0
/process/eLoss/verbose 0
```

Another reason to use a Geant4 command is to control a viewer. Use “*g4ui when=4*” for that. The selected viewer’s initialization commands (from *viewer.def*) will be executed before such commands.

## 6.12 Obtaining Plots and Histograms

There are a number of different ways to generate plots and histograms from G4beamline output files. I generally find *HistoRoot* to be most convenient, but each user should use the method they are most comfortable with. Both *HistoRoot* and PAW can fit functions to histograms or plots; excel and some other spreadsheets can do so, perhaps with more overhead.

### General Remarks

In most cases, you must cut on *PDGid* when generating a plot or histogram (*PDGid* is the Particle Data Group’s ID for the particle of a track, so this is selecting the type of particle to plot). G4beamline simulations are realistic, and particles will decay and interact, generating secondary particles. Without such a cut, secondary particles can greatly confuse the interpretation of a plot. *HistoRoot* has a specific feature to display the particle types: put “*PDGid*” into the “Particle Type” field, and whenever the *NTuple* is scanned to generate the plot, a list of the *PDGid*-s contained within the slider cuts will be printed, with names for common particles.

To display a bundle of tracks, put “*trace nTrace=100 format=ascii oneNTuple=1*” into your *input.file*, and then use *gnuplot* to plot the *AllTracks.txt* file that G4beamline wrote. *gnuplot* omits the back-trace line between tracks because the *trace* command puts a blank line between tracks, specifically for this.

*gnuplot* is available for Linux as part of the distribution, for Mac OS via Fink, and for Windows via <http://www.gnuplot.info/> .

### **HistoRoot**

First, install Root [5]. *HistoRoot* is included in the G4beamline distribution; it is installed as an icon on Windows, and is available via the command line on Linux and Mac OS X (just type “*hisoroot [filename.root]*”). *HistoRoot* requires *Root* to be installed. By default, all NTuples generated by G4beamline are placed into a single Root file. Note, however, that *HistoRoot* can also read the ASCII NTuple files written by G4beamline. Generating plots and histograms is straightforward, and the help for *HistoRoot* should permit you to get started right away. You can quickly and easily plot arbitrary expressions of the NTuple’s fields, with cuts applied based on expressions and sliders that affect the plot in real time. For more complicated analyses (e.g. computing masses of multi-particle states), Root can be used as an analysis platform; this is advanced usage and is beyond the scope of this tip.

### **Gnuplot**

Gnuplot can directly read the ASCII NTuples written by G4beamline (add *format=ascii* to the command). Note that Gnuplot does not generate histograms; you’ll have to use another program to do that. Gnuplot is especially good at displaying multiple trajectories from “*trace format=ascii oneNtuple=I*”. *gnuplot* is available for Linux as part of the distribution, for Mac OS via Fink, and for Windows via <http://www.gnuplot.info/> .

### **Excel and other Spreadsheet Programs**

Excel and most other spreadsheet programs can read the ASCII NTuples written by G4beamline (add *format=ascii* to the command). Each line is a row of the NTuple with tabs separating the columns; the first 2-3 lines give comments, column names, and column units (optional).

### **PAW**

PAW can read the ASCII NTuples written by G4beamline (add *format=ascii* to the command), possibly after a format conversion.

## **6.13 Obtaining Pictures of the System and Events**

G4beamline is a complicated and flexible program, and like all such programs it is subject to “garbage in, garbage out”. So it is important to check and verify that your input file actually represents the simulation you want, and not some other (perhaps unphysical) system. An important tool for this is the visualization implemented by G4beamline – many errors can be found simply by looking at the system to be simulated.

In the command-line environment, you need to have an active X-Windows environment (i.e. the `DISPLAY` variable must be set to a valid display server). On Windows this is automatic; on Linux it is automatic as long as you run X windows (i.e. bring up a GUI); on a Mac you need to run the X11 application and use an xterm window (in Leopard you can also manually set `DISPLAY` in a normal Terminal window). Then all you need do is append “*viewer=best*” to your *g4bl* command, and the OpenInventor viewer will be displayed. Other viewers can be used; get their names by using *viewer=best* and looking near the end of the output for a list of supported viewers. In the command-line

environment, you need to type the Geant4 command “/run/beamOn 10” to run 10 events and display them and the system.

In the GUI environment, simply select Viewer:best. Each run will be displayed in the viewer as a single image, so setting events/run determines how many events are shown, and selecting #runs is how many different runs (pictures) will be made. In the OpenInventor viewer, select File/Escape to quit this image, simulate the next run, and display its image. Other viewers can be selected by selecting and setting *Other*.

To save the image into a file, some viewers have a File menu item that can save in various formats (e.g. OpenInventor can save as PostScript). In any viewer, you can take a screenshot of the viewer window and save it to a file:

- Windows: Ctrl-PrtScrn followed by running a program to save the Clipboard in a graphics format (e.g. Paint)
- Linux: a program like ksnapshot
- Mac OS X: the Grab utility (menu: Capture), the Preview utility (menu: File/Grab), or type shift-command-4 and select the desired region of the screen

Note that screenshots all save a bitmap, but for some viewers the File/Save menu item generates a vector file that can be smaller and scales better.

## 6.14 Warning and Error messages – Which Ones can be ignored

Errors in the input file generate an error message immediately while reading and listing the input file. They begin with “\*\*\*” and must be fixed before the simulation will run. These are such things as syntax errors, invalid parameter names, invalid arguments to commands, etc.

Errors and warnings generated during execution are handled by the *G4Exception* function; they are printed as a 6-line message starting and ending with a row of asterisks – that makes them stand out visually in a long printout. Those that are issued by a routine beginning with “G4” came from Geant4 code, while those issued by a routine beginning with “BL” came from G4beamline code; those that are issued by a command are also from G4beamline code. It is important to distinguish these two cases, as how you obtain help on them may differ.

The *severity* of the message is a strong indicator of whether it can be ignored, or indicates a serious problem. Note that a Warning issued by many events probably means the simulation cannot be trusted. Warnings on a tiny fraction of the events can probably be safely ignored (unless they are related to specific rare events of interest). Even Errors that abort the track or event might well be ignorable if they occur only rarely. Note that G4beamline suppresses many similar exception printouts, so look at the Exception Summary at the end of the output to see how many actually occurred.

Errors issued by G4beamline code can be discussed in our user’s forum, [http://www.muonsinc.com/tiki-view\\_forum.php?forumId=1](http://www.muonsinc.com/tiki-view_forum.php?forumId=1). You can also send email to <mailto:inquiries@muonsinc.com>, or to Tom Roberts, the primary author of G4beamline <mailto:tjrob@muonsinc.com>.

Errors issued by Geant4 code can be discussed in the Geant4 forums (linked to the Geant4 home page, <http://geant4.cern.ch>). You can also discuss them as in the previous paragraph (choose one method, not both).

See also section 2.8.4 on troubleshooting visualization problems. A reasonably complete list of G4beamline error messages is given in Appendix 7. Here are some notes on specific exceptions:

### Stuck Track

If you track very low-energy tracks ( $< 100$  eV), and have materials in your simulated world, then you will probably see a number of “Stuck Track” exceptions that kill the track. This occurs because very low energy tracks can get stuck on the surface, taking many extremely small steps ( $< 1$  micron). Such tracks would really get absorbed into the material, so killing the track is a reasonable thing to do. Such error messages can usually be ignored, unless they dominate your simulation.

### Large Primary TrackID

This exception has a specific cause and cure. Remember that tracking in Geant4 (and thus G4beamline) will often generate secondary tracks, and these must each be assigned a TrackID. To minimize the collision of multiple tracks within an event having identical TrackID-s, secondary tracks by default have TrackIDs starting with 1001 and incrementing thereafter. If the input beam file has a TrackID  $\geq 1001$ , then confusion can result, so this exception is issued. You could edit your beam file to not have such large TrackID-s, or you can add the following to the beam command that reads the file:

*secondaryTrackID=2001*. This avoids the overlap, and thus the exception; larger values can be used if necessary.

## 6.15 Secondary Tracks and Particles

Unlike most accelerator physics programs, G4beamline includes particle decays and interactions of particles with matter. This means that during a simulation new particle tracks can, and usually will, be created. For instance, whenever the beam goes through a vacuum window, delta-rays (low-energy  $e^-$ ) will be produced. In some simulations such secondaries are essential (e.g. for a muon beam produced by pion decay), but in others these secondary particles are uninteresting and are merely a nuisance (as, perhaps, are the neutrinos associated with that muon beam). G4beamline has several mechanisms to let you deal with secondaries:

- *physics* – *doStochastics=0* will turn off all stochastic processes, which has major implications, but this implicitly inhibits the creation of secondaries
- *physics* – *disable=process* will turn off specific physics processes
- *trackcuts* – *killSecondaries=1* will kill all secondaries; *keep=list* will keep only those particles, killing all others; *kill=list* will kill those particles
- *particlecolor* – assigns colors to different particles for the viewers

Note that when generating histograms and plots, you usually need to cut on PDGid (the Particle Data Group’s assigned ID for the particle of the track). It is all too easy to look at a histogram, see an outlier, and wonder what is happening – in many cases the outlier is merely a secondary track from a decay or interaction, and is unrelated to the phenomenon of interest. So be warned.

*HistoRoot* has a specific feature to display the particle types: Put “PDGid” into the “Particle Type” field, and whenever the NTuple is scanned to generate the plot, a list of the PDGid-s contained within the slider cuts will be printed, with names for common particles.

Here is a list of common (stable) particle PDGid-s (negative for anti-particle):

PDGid	Particle		PDGid	Particle		PDGid	Particle
11	$e^-$		12	$\nu_e$		13	$\mu^-$
14	$\nu_\mu$		16	$\nu_\tau$		22	$\gamma$
111	$\pi^0$		211	$\pi^+$		311	$K^0$
321	$K^+$		2112	n		2212	p

A much more complete list of particle IDs is in Appendix 6.

## 6.16 Finding Example Input Files using the XXX command

There is at least one test for every G4beamline command. Look in the *test* directory under the G4beamline installation directory. You can also send an inquiry our user’s forum, [http://www.muonsinc.com/tiki-view\\_forum.php?forumId=1](http://www.muonsinc.com/tiki-view_forum.php?forumId=1). You can also send email to <mailto:inquiries@muonsinc.com>, or to Tom Roberts, the primary author of G4beamline <mailto:tjrob@muonsinc.com>.

## 6.17 Parameterizing the Input File

This is a general technique applicable to many different situations.

Parameters in G4beamline are names that represent strings. Whenever *\$name* appears in an argument to a command, the current value of the parameter *name* will be substituted. Note this is not a general macro substitution, and it only occurs in the values of command arguments. In addition, for all real-valued arguments and in the *param* command, argument values that are numerical expressions are evaluated after *\$name* substitution; the standard C math functions can be used. See section 4.3.

Parameters can be defined by the *param* command, on the command line, and in the *Parameters:* field of the GUI. These last two methods permit different runs using the same input.file to be different. In all cases a parameter is set with the syntax *name=value*, without spaces; the value can be enclosed in single- or double-quotes to include whitespace. These examples will use the command-line interface, but the *Parameters* field of the GUI can be used in the same way.

The basic idea is to use a parameter rather than hard-coding a specific value into the input.file. Usually one wants to provide a default value for the parameter, so it is never undefined. As an example, imagine you want to compare the effects of several different target materials, all with the same size. The input.file could look like this:

```
param -unset MATERIAL=Cu
...
box Target material=$MATERIAL ...
...
```

Note the initial “`param -unset`” command – this provides a default value for the parameter. Commands to run this simulation for several materials would be:

```
g4bl input.file MATERIAL=Cu
g4bl input.file MATERIAL=W
g4bl input.file MATERIAL=Be
```

Note that in the previous example the Root output file will be overwritten each time, so one must be careful to obtain all desired output from one run before starting the next. A better input file will use different output files for each run:

```
param -unset MATERIAL=Cu
param histoFile=$MATERIAL
...
box Target material=$MATERIAL ...
...
```

The second *param* command sets the name of the Root output file to include the material (this command cannot be combined with the first *param* command and must not have *-unset*).

This can obviously be extended to as many different parameters as desired. It is useful to put them all into the *histoFile* value, perhaps separated by commas.

## 6.18 Tuning Bending Magnets

G4beamline is a realistic simulation program, and like a real beamline, the bending magnets in a simulated beamline must be tuned for position, orientation, and field (current). To model a real beamline that has the corners of the beam centerline marked on the floor, a *corner* or *cornerarc* command will be used to model each corner. This implies that the corners are fixed and the bending magnet must be positioned and tuned appropriately. The standard criterion is that a reference particle coming into the magnet along the centerline of the beam should exit the magnet along the centerline, both measured outside the fringe fields of the magnet. If there are solenoids or other magnets near the bending magnet such that their fringe fields overlap, then the tuning of the bending magnet may depend on their settings. Note that if quadrupoles are used to steer the beam, these remarks apply to them, too.

See also section 2.11 (Tuning the Beamline).

To begin, make sure you have a *reference* command that puts a reference particle down the centerline into the bending magnet. This implies that if you have multiple bends in your beamline, you should start tuning with the first bend, and proceed downstream.

The usual orientation for a rectangular bending magnet is with its front and rear faces angled at half the total bending angle to the centerlines. It must be placed a short distance behind the corner in order that its fringe fields are accounted for, and must be placed a bit to the outside of the bend so the two centerlines are equidistant from the left and right sides of the aperture.

The usual orientation for a sector bending magnet is with its front and rear faces perpendicular to their centerlines.

Other orientations are possible, and can be used to affect the vertical focusing of the bending magnet. The beamline designer will specify the appropriate angle of the magnet relative to the centerlines.

G4beamline can automatically tune the field of a bending magnet, but cannot tune its position. So the best approach is to put the field tuning into the input file and then tune the position manually – this reduces a 3-parameter problem to two parameters, which goes much faster. Once the position is correct for one reference momentum, other reference momenta can be handled by simply re-tuning the field (or manually adjusting it). Here is an example for a 60-degree left bend:

```
Param -unset Zoffset=0 Xoffset=0
tune B1Field z0=1000 z1=3000 initial=-2.000 step=0.05 \
    expr=Px1/Pz1 tolerance=0.000001
place B1 z=2000+$Zoffset x=$Xoffset rotation=Y30 By=B1Field
corner z=2000 angle=60
```

The basic idea is that the *tune* command will vary the value of B1Field and re-track the tune particle from  $z_0=1000$  until it is parallel to the centerline at  $z_1=3000$ , within 1 microradian (tolerance). The user will manually vary Zoffset and Xoffset until the magnet is properly placed so that reference particle is on the centerline at  $z_1=3000$  and is equidistant from the horizontal edges of its aperture (these are not independent, due to the rotation of the magnet and the presence of its fringe field; both will be reasonably close to 0, within ~200 mm or so). Note the initial value in the *tune* command must be close enough so the initial tune particle actually reaches  $z_1=3000$  (i.e. does not hit any aperture beforehand).

The idea is to put “Zoffset=0 Xoffset=0 steppingVerbose=1” onto the command line (or Parameters in the GUI), and re-run the simulation while varying their values until the reference particle is on the centerline at  $z_1=3000$ . To speed this up, it is useful to temporarily set the *beam* command(s) to run one event (nEvents=1). To avoid laborious scanning of a long output file with many steps, it is useful to use the command-line program and pipe it into *grep* with an appropriate pattern to select a step near or at  $z=3000$  (because step-lengths can vary, it may help to temporarily place an object at  $z=3000$  and *grep* for it). NOTE: be sure to look at the reference particle, and not any tune or beam particle.

First keep Xoffset=0 and vary Zoffset. You will quickly learn how changes in value relate to distance from the centerline. This usually executes in about 3-5 seconds, and you ought to be able to find the required value of Zoffset in a few minutes. Using the command-line history in your shell greatly speeds this up. To tune Xoffset you must add this command to make the reference particle visible and white: “trackcolor reference=1,1,1” (I put it just after the beam command; you can leave it in). Once you have the value for Zoffset, then add viewer=best to the end of the command and re-run it, typing “/run/beamOn 1” to the Geant4 Idle> prompt (as indicated by the comments preceding it). In OpenInventor, select wireframe mode (right click, DrawStyles/StillDrawStyle/wireframe). Now rotate the image using the mouse until you can see the white reference track inside the bending magnet (ignore the beam track(s) that are other colors); zoom in if necessary, and use a ruler or judge by eye whether or not it is centered left-right. If it is not centered, guess how much change in Xoffset is needed. Then go back to tuning Zoffset with this new value (no viewer).

Once you have values for Zoffset and Xoffset, edit the input.file and put them in.

If you want to handle beams with different momenta, you can parameterize the momentum and B1Field like this (assuming you initially tuned at 200 MeV/c and B1Field for 200 MeV/c was 2.10525 Tesla):

```
param -unset MOMENTUM=200
```

```

beam Gaussian meanMomentum=$MOMENTUM ...
reference referenceMomentum=$MOMENTUM ...
tune B1Field ... initial=2.10525*$MOMENTUM/200 ...
...
```

## 6.19 Setting the Phase of RF Cavities (pillbox)

The phase of an RF cavity (*pillbox*) is determined by its *timeOffset* and *timeIncrement* arguments. If *timeOffset* is not specified it is automatically set to *phaseAcc* by the Tune particle.

The basic method used to set the phase: when the Tune particle enters the volume of the pillbox its track parameters are saved and an initial value of *timeOffset* is estimated (based on its current velocity and the distance to the center of the cavity). Then it is tracked to the center of the cavity and its phase is checked (the volume is split in two to ensure the track takes a step ending in the center of the cavity). If the phase is correct within tolerance, nothing further is done and the Tune particle continues being tracked. If the phase is incorrect, the *timeOffset* value is adjusted via a simple linear solver, the current Tune particle is killed, and a new Tune particle is generated from the saved values. This usually converges in one iteration.

If *timeIncrement* is nonzero, it is added to *timeOffset* after tuning is complete. The Tune particle is not re-tracked, so large values will completely confuse the reference particle. *timeIncrement* is intended for exploring small phase errors of the RF.

See also section 2.11 (Tuning the Beamline).

## 6.20 Tuning the maxGradient of RF Cavities (pillbox)

When RF cavities are used, it is generally necessary to carefully tune their *maxGradient* so the output beam has the desired energy or momentum. The operators of the machine arrange for this (either manually or via an automated feedback system). In G4beamline this requires the *tune* command and is done while tracking the Tune particle, usually in parallel with setting their phases (see previous section).

The *tune* command defines a “tune variable” and will arrange to save the Tune particle at one Z-position (*z0*), track the Tune particle to a second Z-position (*z1*), and then evaluate an expression using track fields. It then varies its tune variable in an attempt to make the expression evaluate to 0.0. This of course requires that some relevant beamline elements between *z0* and *z1* use the tune variable to change their behavior appropriately. In this case we’ll vary the *maxGradient* of all RF cavities between *z0* and *z1*, and use an expression at *z1* that makes the Tune particle have the desired momentum, which we’ll take as 1 GeV/c to within 1 MeV/c:

```

tune Grad z0=990 z1=41010 initial=10.0 step=0.5 \
    expr=Pz1-1000 tolerance=0.001
pillbox Cavity maxGradient=Grad frequency=0.201 \
    innerLength=400 ...
place Cavity z=1000 copies=100
```

Note that *z0* must come before the first Cavity is placed, and *z1* must be after the last Cavity is placed, at the location where the 1 GeV/c beam is desired.



See also section 2.11 (Tuning the Beamline).

## 6.21 Multiple Jobs in Parallel

**\*\*\*NOTE\*\*\*** This needs to be updated, because G4beamline now implements MPI when available. That automates the scripting and combines all worker output NTuple-s together.

G4beamline is a realistic simulation program, and runs considerably slower than some accelerator simulation programs. While simple simulations can run as fast as ~1000 events per second, a moderately complicated system might run ~100 events per second, and complex simulations can run less than 1 event per second. With the advent of Linux clusters and multi-core CPUs, it is now quite common to be able to run multiple jobs in parallel. The key to doing that in G4beamline is that it always seeds the pseudo-random number generator with the event number, just before starting to process the event. The PRNG used comes from CLHEP [2], and has excellent properties for event numbers from 0 to 900,000,000.

These basic capabilities are needed to run multiple jobs in parallel:

1. **The ability to submit multiple jobs.**

This is system dependent. On a multi-core or multi-CPU system, you can simply use multiple terminal windows or multiple GUI windows to run multiple jobs simultaneously. Be sure to keep the jobs separate, including output files. On Linux, Mac OS, and Windows/Cygwin you can use a single terminal window to run several jobs simultaneously “in the background”:

```
g4bl input.file first=1000000 last=1199999 >1000000.out &
g4bl input.file first=1200000 last=1299999 >1200000.out &
g4bl input.file first=1300000 last=1399999 >1300000.out &
```

On a Linux cluster or other multi-system, you will need to learn how to submit multiple “batch” jobs.

2. **The ability to assign a unique range of event numbers to each job.**

Do this with parameters in your input.file. I use *first* and *last*, and the commands are:

```
param -unset first=1 last=1000
beam .... firstEvent=$first lastEvent=$last
```

3. **The ability to assign a unique Root output file to each job.**

Use *first* in the name of *histoFile*:

```
param histoFile=$first
```

4. **The ability to combine all of the Root output files into histograms and plots.**

Use *HistoRoot* to read all the root files, and simply select the same NTuple from each file. *HistoRoot* will combine all selected NTuples into each plot.

Note that this works well up to perhaps 32 parallel jobs; above that it becomes quite cumbersome.

## 6.22 Performing a Scan of Values of Some Parameter

It often happens that one wants to scan over the values of some parameter, looking for maximum transmission, the desired emittance at a given location, or some other aspect of the beamline. The idea is

to parameterize the input.file so the parameter can be specified on the command line, and then either manually scan or write a shell script to do the scan. For example:

```
Param -unset VALUE=1
... rest of input, using $VALUE
```

One can simply do this:

```
g4bl input.file VALUE=1.01
g4bl input.file VALUE=1.02
g4bl input.file VALUE=1.03
g4bl input.file VALUE=1.04
```

and keep track of the desired property. If the desired property is printed to stdout (e.g. it appears normally, or via a *printf* command), one can use *grep* to greatly simplify the search for its value. This method gives a lot of output, and it can be time consuming to scan it all for the desired property of interest. So it is often better to write a short shell script to run G4beamline (with VALUE passed) and then *grep* for the desired property, or otherwise compute it, and just output that one item.

One can also write a simple shell script to run the jobs in the background (see previous tip). On a 4-core system, it is usually best to run four jobs in the background, do a *wait*, run four jobs in the background, etc. In the *bash* shell, *wait* (no arguments) waits until all background jobs have completed, so this does a reasonably good job of keeping four jobs running, but does not overload the system with too many simultaneous jobs.

## 6.23 Visually Scanning Events via the Command Line

The simplest way to scan events visually is to use the *g4blgui* program, but it can be done manually via the command line. The OpenInventor driver (OIX) has the ability to exit the viewer and return to the Geant4 command input (*File/Escape*). This can be used to quickly scan events visually. To do this, first create a text file called beamon.txt containing a large number of identical lines:

```
/run/beamOn 1
/run/beamOn 1
/run/beamOn 1
... many more identical lines
```

Then invoke g4beamline like this:

```
g4bl input.file viewer=best <beamon.txt
```

Once the viewer appears, it will display the first event. To see the next event, select the *File/Escape* menu item. This will suspend the OpenInventor viewer, and the Geant4 input routine will read the next line of *beamon.txt* – that causes it to track one event and refresh the viewer with it. Just keep selecting *File/Escape* to sequence through events one at a time. This is essentially what the *g4blgui* program does when a viewer is selected.

## 6.24 Optimizing the Value of Some Parameter(s)

When designing a new machine or facility, there is frequently the need to optimize some parameters. The program *gminuit* is available for this, and interfaces well to G4beamline (and to other programs). Download it from <http://muonsinc.com> in the Computer Programs link at the left.

The basic idea is to write the input file to have command-line parameters for the parameters to be optimized, and to configure *gminuit* to vary them. A shell script must be written to run G4beamline and then compute a Chi-squared for *gminuit* to minimize. See the *gminuit* documentation for details how to do this. *Gminuit* will optimize any quantity that can be computed in a shell script, and is not limited to G4beamline.

In practice, one finds that program overheads are rather large, so there is a big advantage to requiring fewer iterations. A human can often converge on an optimum faster (fewer iterations) than can *gminuit*'s minimizer. This is especially true if the shell script can present a useful graph to the user rather than just a single value of the Chi-squared. Note also that minimizing an integer-valued expression, such as the # of particles transported to a given location, is difficult; in *gminuit* one should set the granularity of MINUIT to 1.0 or more, and run enough particles so that the statistics are reasonably good (at least 1,000 particles, and 10,000 is better).

The *examples* directory of the G4beamline distribution contains *triplet.sh* which tunes a quad triplet to achieve a focus at  $z=6000$ . Note that it presents the user with a plot of the beam's horizontal and vertical sizes as a function of  $z$  along the beamline – this additional information permits a human to find a solution much faster than the minimizer (the locations of the horizontal and vertical zero-crossings tell you which way to change the quads' values). Even so, using *gminuit* in manual mode is significantly easier than it would be to do this by manually typing each command (*gminuit* presents the user with a simple way to change the values of the variables and to execute the program once).

## 6.25 Using Two or More Reference Particles

Unlike most accelerator programs, G4beamline realistically handles particle decays and interactions. This makes it suitable to simulate muon beams from a primary proton beam all the way to a muon experiment or cooling channel. This means that the portion of the beamline just after the production target should be optimized for pions, and the portion at the end should be optimized for muons. The best way to do this is to use two reference particles, one starting at the production target with `particle=pi+`, and one starting at a suitable downstream point with `particle=mu+`. The key point is that no tuning should be done in the region where both reference particles are tracked. In exampleAUG05.in, the pion reference hits an aperture and is killed. If this does not happen naturally, you could use a *particlefilter* to kill the pion reference at an appropriate place. Tuning will probably get confused if multiple reference particles enter the tune region.

## 6.26 Fitting to Plots and Histograms in HistoRoot

A major advantage of using *HistoRoot* is the fact that it is based on Root [5] and has all of the Root features at its disposal. This includes the ability to fit functions to plots and histograms. The Root user interface is quirky, but quite functional.

To fit a function to a histogram, first generate the plot containing the histogram. Right-click on the histogram itself (one of its bins, not the canvas and not any axis or other object – the cursor changes from cross to arrow when clicking will select the histogram; that's what you want), and then select

FitPanel. The FitPanel lets you select from among a number of pre-defined functions and a user-defined function:

Name	Description
gaus	A Gaussian distribution.
gausn	A normalized Gaussian distribution.
expo	An exponential distribution.
landau	A Landau distribution.
landaun	A normalized Landau distribution.
pol0 – pol9	A polynomial of order 0 through 9.
user	A user-defined function: use "[0]", "[1]", ... for the parameters to be fitted, and make it a function of the variable "x" (or "x" and "y"). For instance, here is a 1-d Gaussian: $[0]*\exp(-0.5*(x-[1])*(x-[1])/([2]*[2]))$ (parameters are: constant, mean, sigma). Note that after typing a user expression you MUST do "Set parameters", or you will get an error "Function with name ... does not exist".

There is a button to set the initial values and ranges of the parameters for the selected function. There are a number of options. If you select “Use range”, then the double-slider below becomes active and will set the range of the fit (displayed visually in the plot as you move the slider ends). When fitting, it is useful to check the plot’s menu item Options/FitParameters so the fit results are displayed in the statistics panel of the plot (you can drag its edges to make it larger, and its font will scale). For further details, see the Root documentation.

Note that if you want to play with backgrounds, you can select Options/CanEditHistograms – then with the mouse you can drag any histogram bin’s value up or down as you wish. You can then re-fit to see how your changes affect the results.

## 6.27 Interfacing to Other Programs

Many different file formats are used in physics today, and no program can implement all of them. G4beamline supports ASCII file formats that are suitable for interfacing to other programs, including both track files and field maps. A conversion program in C or Java can easily be written to read an ASCII file and write another in a different format (e.g. new order of items, different units, etc.). Root files can also be converted – Root [5] is quite powerful, and can easily be scripted using C++ macros. It is straightforward to open a root file, select a TTuple from it, loop over its rows, and write a new Root file and TTuple (or ASCII file) in a new format. The Root documentation and examples contain numerous macros of this sort. If you have need for an interface that cannot easily be implemented, you can suggest a new feature for G4beamline to implement it directly (see section 6.3).

## 6.28 EventID and TrackID, and Encoding Information in them

In G4beamline, EventID is an integer between -2 and 2,147,483,647 (0x7FFFFFFF), inclusive. Note, however, that EventID-s greater than 16777215 (0xFFFFF) cannot be precisely represented in a float and their values in any NTuple will be rounded. Values -2 and -1 are reserved for the Tune and Reference particles.

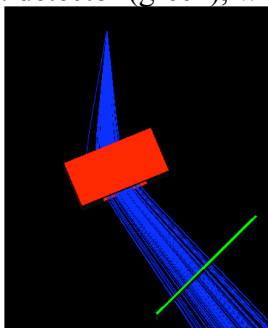
In G4beamline, TrackID is an integer between 1 and 2,147,483,647 (0x7FFFFFFF), inclusive. Similarly, TrackID-s greater than 16777215 (0xFFFFF) cannot be precisely represented in a float and their values in any NTuple will be rounded. In addition, the *beam* command will issue a warning for every primary TrackID greater or equal to the value of *secondaryTrackID* (such a primary TrackID could be confused with a secondary's automatically-generated TrackID).

Note there is no requirement that either EventID or TrackID be unique or sequential. When G4beamline generates events, the EventID-s are assigned sequentially from 1, the primary TrackID-s are assigned sequentially from 1 within each event, and secondary TrackID-s are assigned sequentially from the *secondaryTrackID* argument to the *beam* command.

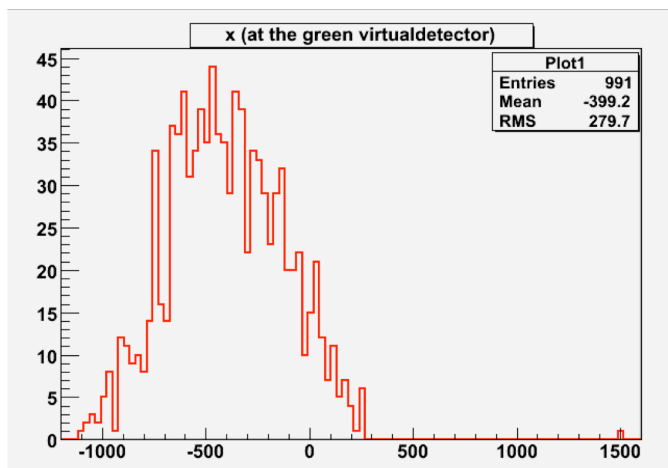
This means that when generating a beam file to be read into G4beamline, you can assign both EventID-s and TrackID-s in whatever manner you like, subject to the above constraints. For instance, you could assign bins to the phase space of a generated beam and set either EventID or TrackID to the bin number of each track in the beam file. After running G4beamline to determine which tracks are accepted by the system, a plot of the acceptance can be made by post-processing the output file with knowledge of how many tracks were generated in each bin.

## 6.29 Examining Outlier Events

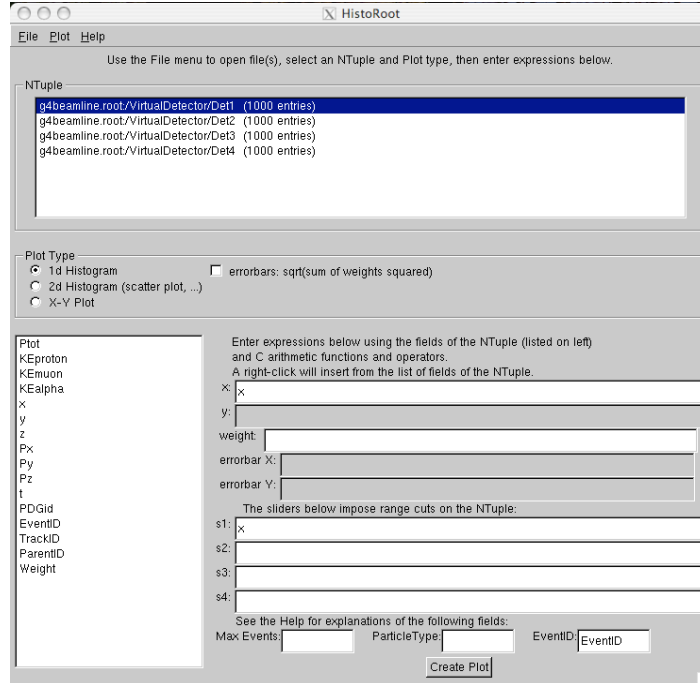
It often happens that some sort of puzzling event occurs, or an outlier entry appears in some histogram. Here is a method to find such events and then visualize them. As a simple example, consider this bending magnet (red) followed by a virtualdetector (green), with 100 beam tracks shown (blue):



This looks fine, until one runs 1,000 events and histograms x in the virtualdetector – clearly there is an outlier track at  $x \sim 1500$ .



The way to find this event is to use a slider and the EventID features in *hisoroot* to select the outlier event and write a *histo\_events.txt* file:

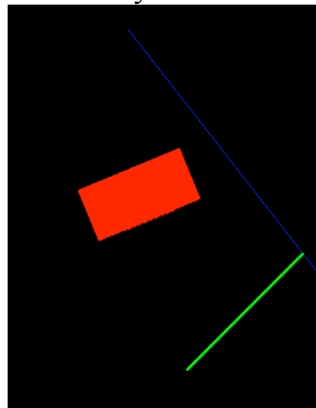


Note that slider S1 has the same expression as the histogram x – this permits you to use S1 to select just the outlier event. As the EventID field contains an expression that evaluates to the event # of the NTuple row, *hisoroot* will write all selected EventID-s to the file *histo\_events.txt* (re-writing it repeatedly as the slider is changed). After selecting just the outlier entry, its EventID will be the only entry in the file.

It is then straightforward to run G4beamline in visualization mode with the *eventcuts* command to select just those events listed in the *histo\_events.txt* file:

```
g4bl file.in 'eventcuts file=histo_events.txt' viewer=best
```

(The *eventcuts* command could be edited into file.in instead of being placed on the command-line; in *g4blgui* the checkbox “HistoRoot Events” puts that *eventcuts* command into the command-line.) The result is clear and obvious -- this simulation clearly needs shielding around the bending magnet:



**Note:** this assumes the default treatment of pseudo-random numbers: the generator is seeded with the event # before each event. This won't work if you use the *randomseed* command to change that.

**Note:** If your input beam is a file, and that file has multiple tracks with the same event number, G4beamline will treat each track as a separate event with that event number (see the description of beams above). That means that if an event selected via *eventcuts* has (say) three beam tracks, only one of them need satisfy the conditions used to select the event. The other two tracks with that event # will be selected by *eventcuts* but may well look puzzling, as they probably don't satisfy the conditions, and will appear as separate images (events) in the visualization. Just ignore them.

## 6.30 Increasing the Number of Events Displayed Visually

By default, the maximum number of events displayed in a viewer is 100. To increase this limit to 1000 events, execute this command:

```
g4ui when=4 "/vis/scene/endOfEventAction accumulate 1000"
```

## 6.31 Building G4beamline, Adding Your Own Code

There are several reasons why you might want to build G4beamline from source:

- You want to run it on an unsupported system or OS.
- You want to optimize it for your system (e.g. a 64-bit build).
- You want to add your own new feature or code.

Before you can add your own code to G4beamline, you must build it from source. Read BUILD.txt and README-\*.txt (in the doc directory of any distribution) for details. Note the required tools and the details of the build procedure differ for different OSs.

Once you have built G4beamline from source, test that *g4blmake* works on your system:

```
cd test
./test72
```

If this says “test-72: compiling user code omitted” then there is an error in your configuration – you probably need to run *setup* again (from the top directory of the source distribution you built). If test72 takes 20-30 seconds and prints nothing but its 1-line synopsis, then it succeeded (all tests succeed silently but print an error on failure).

Now you are ready to add your own code. First, create a directory in which to work; for this example I'll call it testing:

```
cd
mkdir testing
cd testing
... copy or create your new code in a file such as testing.cc
g4blmake
```

By default this compiles \*.cc \*.cpp \*.C into a new build of G4beamline. Add “-v” to display the details.

If you need an additional library, list all of the files you need on the command line:

```
G4blmake [-v] *.cc /some/other/library.a
```

You can put the corresponding “-I/some/other/include/dir” either in the environment variable CPPFLAGS, or directly on the *g4blmake* command line (before the .cc files that use it).

If you have some Fortran source, then you will need a Fortran compiler that is compatible with the C++ compiler on your system. You will also have to write the C++ that calls the Fortran routine(s) correctly (functions are extern “C” in lower-case with an underscore appended, scalar arguments are passed by reference, multiple array indexes are in different order, etc. Google “C++ calling Fortran” for suggestions.). In this case, it is easiest to construct a Makefile to build the pieces (this uses the system .f.o rule to compile the file fortran.f, then link it into G4beamline):

Makefile:

```
# Compile *.cc and fortran.f into G4beamline.
g4beamline: *.cc *.hh fortran.o
    g4blmake *.cc fortran.o /usr/local/lib/libgfortran.a

clean:
    rm -f *.o g4beamline
```

Once your private build of G4beamline succeeds, to run it just follow the directions *g4blmake* printed:

```
export G4BEAMLINE=`pwd`/g4beamline
```

Now the *g4bl* script will run your private version. You can verify this by looking at the heading that *g4beamline* prints out during startup: the version will show both the G4beamline version and your login id. You can also do “*help mycommand*”, or just use *mycommand*.

Some brief suggestions for writing G4beamline code:

- Point your browser to <install>/doc/html/index.html – this will browse the Doxygen documentation for the G4beamline classes.
- Class names beginning “BL” are G4beamline infrastructure classes.
- Class names beginning “BLCMD” are G4beamline commands.
- Filenames are based on the class names by appending .hh or .cc.
- Because commands are modular and independent, your new feature should be packaged in a command. That is, your code should not do anything until and unless the input file uses your command. As a bonus, arguments to that command can pass user-specified values to your code.
- There are many commands in the source. Base your command on an appropriate one.
- Multiple features should be in multiple commands. Note that even such complex features as a space charge computation are contained in a command.
- In general, G4beamline commands are contained in a single file not referenced by any other code (BLCMDphysics and BLCMDcoil are exceptions). In particular, there are no .hh files for command classes; the declarations are at the top of the .cc file.
- All classes that implement a command are derived from BLCommand; they register themselves as commands via a static initializer and their default constructor. When properly written, simply compiling your *MyCommand.cc* via *g4blmake* will enable its command to be used in any *input file*.
- Because commands are so modular, multiple developers can be working on multiple commands in parallel, without conflicts. Only modifications to infrastructure classes require coordination.
- Contributing a command to the G4beamline distribution is very simple, and consists merely of having the development team test it, and then copy its source file into the build directory.



- An exception to using a command is *usertrackfilter*. This command was specifically designed to use simplified user-supplied code. See section 7.4.

## 7 Advanced Topics

### 7.1 Writing Scripts Using G4Beamline

By using parameters in your *input.file* you can automate running G4beamline programs, without having to script the editing of your *input.file*.

#### 7.1.1 Using a Linux Cluster or Multi-CPU System

Because the pseudo-random number generator is seeded with the Event number before the start of each event, all that is necessary to run jobs in parallel is to ensure that they do not run the same events and that they write to different output files. The arguments *firstEvent* and *lastEvent* to the *beam* command facilitate this. The basic idea is to use parameters for *firstEvent* and *lastEvent* and pass them in on the command-line, and write a shell script to submit multiple jobs to the cluster with disjoint ranges for each job. Here the output file corresponds to the first event number. The *input.file* looks like this:

```
# give defaults for ease in testing
param -unset first=0 last=1000
# use $first for the Root file (.root will be appended)
param histoFile=$first
beam Gaussian firstEvent=$first lastEvent=$last ...
```

Any other output files (e.g. format=ascii for *virtualdetector*, *zntuple*, *timentuple*, etc.) should be set to *\$first* as well, so multiple instances of the program won't overwrite output files.

The simulation is run like this on a 4-CPU system (*bash* shell):

```
g4bl input.file first=0 last=999999 >0.out &
g4bl input.file first=1000000 last=1999999 >1000000.out &
g4bl input.file first=2000000 last=2999999 >2000000.out &
g4bl input.file first=3000000 last=3999999 >3000000.out &
tail -f 0.out # watches the output from the first instance
```

The output files will be *0.root*, *1000000.root*, *2000000.root*, and *3000000.root*. The *historoot* program can be used to generate histograms:

```
historoot *.root
```

You can select the 4 instances of a given NTuple and *historoot* will generate histograms and plots containing results from all 4 million events.

The ExampleAUG05 is a real-world example using this technique.

#### 7.1.2 Using the gminuit Program to Tune Values

The gminuit program (<http://www.muonsinc.com> [ComputerPrograms/Gminuit]) was specifically designed to permit the easy tuning of values in an *input.file* for G4beamline. Because any argument to any G4beamline command can be set from a parameter, and any parameter can be set on the G4beamline command line, gminuit can be used to tune any value in your *input.file* based on any criterion you can script. It is possible to determine the gminuit value to minimize by either reading the output from G4beamline with steppingVerbose=1 (tailor steppingFormat to suit), or by reading the file

generated by *virtualdetector format=ascii* or *trace format=ascii*. Remember that most shells only do integer arithmetic, so it is appropriate to use a tcl or perl script to interpret the G4beamline output and return a value for *gminuit* to minimize. See the *gminuit* documentation for details. The file *examples/triplet.sh* is an example that uses *gminuit* to tune a quad triplet.

## 7.2 Violating the Rules on Geometrical Intersections

Geant4 tracks particles through the geometry hierarchy by looking for the next geometrical boundary along the track's path, and arranging so there is a step that ends at each boundary crossed by the track. To keep the search for boundaries efficient, Geant4 only looks for the outer boundary of the current volume and for boundaries of all daughter volumes of the current volume. So if sibling volumes A and B overlap, if the track enters A first, then it will be tracked in A through the region of intersection; but if it enters B first then it will be tracked in B through the region of intersection. Similarly, if a daughter A1 of A extends outside volume A, then if the track is in A1 it can be tracked in A1 even outside of A; but if it comes in from the sibling or parent of A it won't enter A1 until it enters A.

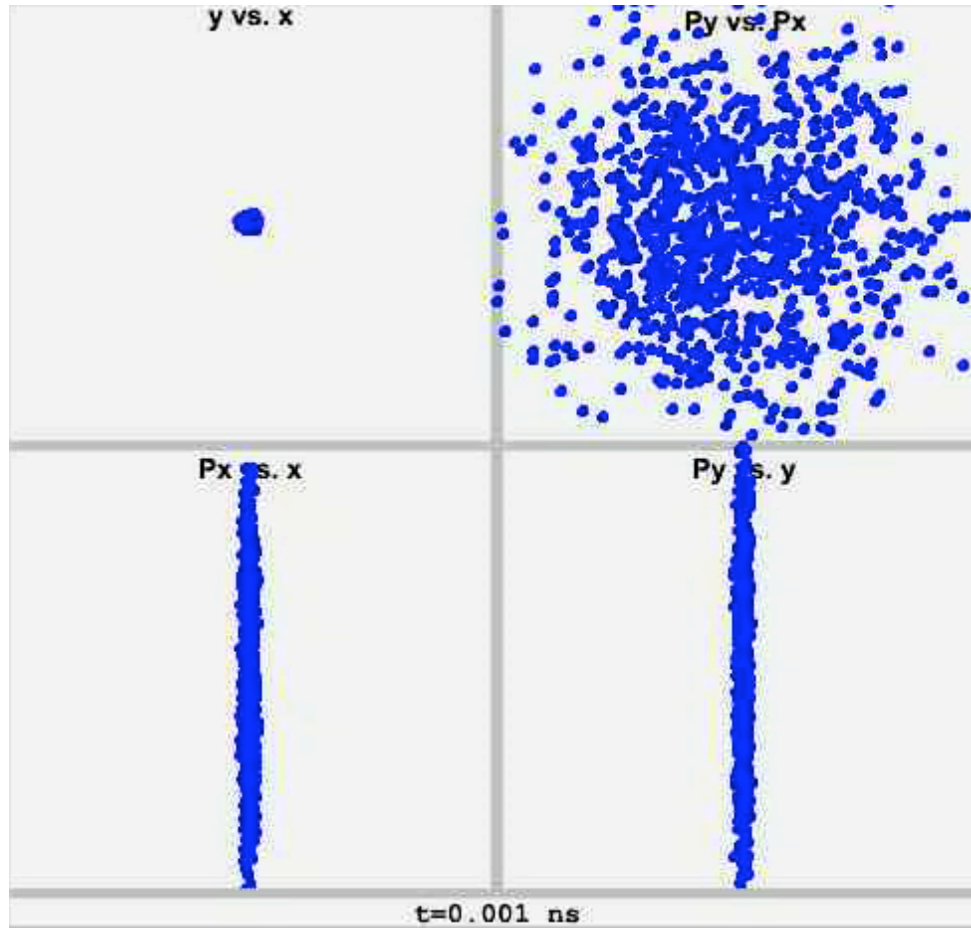
While violating the rules is risky and discouraged, if you are careful they can be violated when necessary (e.g. it is not possible or too difficult to describe the geometry correctly). If the invalid intersections don't matter, then they won't affect the result of the simulation. They won't matter if all volumes involved have the same material and none of them is "active" (in G4Beamline that means they aren't a *virtualdetector*). They also won't matter if the regions of intersection are in places where no particles are tracked (e.g. far from the beamline aperture). And they won't matter if either of the intersecting volumes has *kill=1*.

The automatic geometry test in G4Beamline verifies the geometry hierarchy by testing points on the surface of each element's volume, verifying that each point is inside the parent volume of the element, and is outside every sibling volume. The points are selected to test "corners" first, and then points are randomly distributed over the faces of the surface of the volume. This is not perfect, but it does catch nearly all of the invalid intersections.

Geant4 also has other methods of verifying the geometry hierarchy. See the Geant4 user's manual [1]. They involve shooting geantinos through the detector and verifying that the boundaries each one crosses are ordered properly. They can be executed using the *g4ui* command.

## 7.3 Making a Movie

G4beamline now supports the ability to make a movie of the beam, with the camera sitting on the reference particle watching the other beam particles "dance" around nearby. The implementation is quite flexible, and permits the user to specify multiple simultaneous panes, each displaying an arbitrary pair of expressions using the track variables. An example movie is viewable at <http://g4beamline.muonsinc.com>. Here is its first frame:



This movie is of *example1.in*, in which a Gaussian muon beam propagates through free space into four virtual detector-s (which are invisible in the movie). The movie is 10 seconds long, during which the “y vs. x” pane’s particles grow considerably, and the two lower panes’ ellipses rotate in the usual manner. A handful of decay electrons and neutrinos become visible.

Making a movie requires the following prerequisites:

**1. Installation/configuration requirements:**

- a. G4beamline version 1.16 (or later).
- b. Root version 5.20 (or later).
- c. A C++ compiler that Root can use in ACLiC mode.
- d. You must use the command-line to run `g4blmovie`; on Windows this requires Cygwin [7].
- e. The `ffmpeg` program [8] must be installed (it converts a series of frame images into a movie).

**2. G4beamline simulation requirements:**

- a. There must be a reference particle.
- b. The `movie` command must be included. Note that once you have a working simulation, this can be given on the command line:  
`g4bl input.file movie ...`

**3. g4blmovie command-line program**

- a. It is included in the G4beamline distribution (1.16 and later).

- b. Note that so far this has been used only on Mac OS X; it is expected to work on other platforms but has not yet been tested.

The basic approach is to first run a G4beamline simulation, with the *input.file* containing the *movie* command, and with a Root output file. The *movie* command arranges to generate several NTuples in the Root file that will be plotted to make the movie. This is quite similar to the *trace* command that traces all tracks into a single NTuple, so the output file can grow quite large. Note that a movie containing more than a few hundred particles tends to be so crowded that details are not visible. Once the simulation is complete, the *g4blmovie* command is run, which has its own input file to describe the movie. This program uses Root to read the movie NTuples and generate a series of image files; it then runs *ffmpeg* to convert them into the desired movie, and then deletes the image files. Note that movies can get large, and the production process requires about triple the disk space of the final movie; a 10-second movie at 24 frames/second is typically about a megabyte long (these rather un-natural images don't compress very well).

The new *g4blmovie* command has one argument, an input file to describe the movie. This gives great flexibility in organizing the picture as a number of panes, each displaying a pair of expressions using the track variables. The panes are laid out in rows, with no inherent limit on either the number of panes in a row or on the number of rows, but too many of either will probably make the movie unwatchable. The input file is quite similar to that of G4beamline, except that quoted arguments are not allowed, spaces are not permitted (or needed) in any argument, and there are no parameters.

g4blmovie input file commands		
Command	Argument	Description
setup		This command must be first. It sets basic parameters for the movie.
	outputFile	The output movie file. Its extension determines the format – any format supported by ffmpeg can be used. The following extensions are known to work: .mov, .swf, .avi. <b>Beware:</b> spaces are not allowed.
	windowWidth	The movie window width, <u>in pixels</u> . All panes scale to this value.
	windowHeight	The movie window height, <u>in pixels</u> . All panes scale to this value.
	tMin	The simulation's start time of the movie (ns).
	tMax	The simulation's end time of the movie (ns).
	duration	The real time duration of the movie in seconds (10).
	frameRate	The frame rate of the movie, frames/sec (24).
	textHeight	The default height of text, <u>in pixels</u> (15). Changeable in other commands.
	background	The background color (#F3F3F3 – light gray). Changeable in other commands.
	borderColor	The color of the borders between panes (#C0C0C0).
	borderSize	The size of the borders, <u>in pixels</u> (5).
	marker	The marker to use (21 – the square marker). This marker is used for all particles (but see the particle command below to color them). Note that other markers, such as 20 (filled circle), can greatly slow down the movie production.
	markerSize	The relative size of the marker (1.0).

	pictureType	The extension of the pictures used to generate the movie (jpg). Other types known to both Root and ffmpeg can be used, but jpg has given the best performance.
particle		Sets the color for each particle type.
	*	Arguments are of the form: 13=#0000FF, where 13 is the PDGid of the particle, and #0000FF is the color (6 hex digits, 2 each for red, green, and blue; #000000 is black, #FFFFFF is white, and #0000FF is bright blue). The '#' is required. PDGid 0 applies to all unset particles (defaults to black).
plot		Displays a plot of two expressions.
	filename	The name of the Root file to use. If omitted, uses the most recently opened Root file (i.e. from the previous command). Note the NTuple names to use are fixed: Movie/Reference and Movie/Tracks.
	title	Title of the plot (defaults to "y vs. x", where x and y are the expressions).
	x	Expression involving the track variables to plot horizontally. Variables: x, y, z, Px, Py, Pz, t, PDGid, EventID, TrackID, ParentID, Weight. The standard C functions and operators can be used.
	y	Expression involving the track variables to plot vertically.
	xMin	Left limit of the plot, in whatever coordinates are used by x.
	xMax	Right limit of the plot, in whatever coordinates are used by x.
	yMin	Bottom limit of the plot, in whatever coordinates are used by y.
	yMax	Top limit of the plot, in whatever coordinates are used by y.
	background	Color of the background ( <i>setup</i> value)
	textHeight	Height of text <u>in pixels</u> . If omitted, the value from the <i>setup</i> command is used.
sideview		Displays a side view of the apparatus using Reference Coordinates, with a moving marker that indicates where the reference particle is located at the current time.
	markerSize	The relative size of the marker (1.0).
	filename	The name of the Root file to use. If omitted, uses the most recently opened Root file (i.e. from the previous command). Note the NTuple names to use are fixed: Movie/Reference and Movie/Elements.
	zMin	Left limit of the plot, in Reference Coordinates (synonym is xMin).
	zMax	Right limit of the plot, in Reference Coordinates (synonym is xMax).
	yMin	Bottom limit of the plot, in Reference Coordinates.
	yMax	Top limit of the plot, in Reference Coordinates.
	title	Title of the view ("").
	textHeight	Height of text <u>in pixels</u> ( <i>setup</i> value).
	background	Color of the background ( <i>setup</i> value)
row		Initiates a new row of plots.
	height	The relative height of this row. The first row has a height of 1.0, which sets the scale.
space	(none)	Displays like a plot, but is empty.
	title	Title of the pad ("").

	textHeight	Height of text <u>in pixels</u> ( <i>setup</i> value).
	background	Color of the background ( <i>setup</i> value)
time	(none)	Displays like a plot, but contains the current time (in ns).
	title	Title of the pad (“”).
	textHeight	Height of text <u>in pixels</u> ( <i>setup</i> value).
	background	Color of the background ( <i>setup</i> value)
Position	(none)	Displays like a plot, but contains the current Z position of the reference particle (mm).
	title	Title of the pad (“”).
	textHeight	Height of text <u>in pixels</u> ( <i>setup</i> value).
	background	Color of the background ( <i>setup</i> value)

Within a row, all plots share equally the total width of the window. The rows are laid out to use the entire height of the window, but the fraction of each row is determined by its *height/totalHeight* (totalHeight is the sum of *height* for all rows). There can be a different number of plots in each row. You can use *windowWidth*, *windowHeight*, the row *height*-s, and the number of panes per row to have both large and small panes in one movie. Usually each pane should be approximately square. To play with the layout, it is helpful to temporarily set *tMax* and *duration* to small values to speed up the production until the layout is what you want. Many simulations start at  $t=0$ , and for them it is best to set *tMin* to a small value (e.g. 0.001) so the initial tracks show up in the viewer when the file is opened but not playing.

Here is the *examples/movie.in* file that generated the example1 movie referenced above:

```
# Movie from example1.in with movie command -- outputs a Flash
setup outputFile=example1.swf tMin=0.001 tMax=18 duration=10
# e+=red, mu+=blue, others=gray (neutrinos)
particle -11=#FF0000 -13=#0000FF 0=#808080
plot filename=g4beamline.root xMin=-800 xMax=800 yMin=-800 \
    yMax=800 x=x y=y
plot xMin=-50 xMax=50 yMin=-50 yMax=50 x=Px y=Py
row
plot xMin=-800 xMax=800 yMin=-50 yMax=50 x=x y=Px
plot xMin=-800 xMax=800 yMin=-50 yMax=50 x=y y=Py
row height=0.1
time
```

Here are the commands used to generate and display that movie:

```
cd g4beamline-1.16-Darwin-g++/examples
g4bl example1.in movie
g4blmovie movie.in
open example1.swf
```

## 7.4 User Code for the usertrackfilter Command

The usertrackfilter command requires that the user compile code for use with G4beamline. The usertrackfilter element permits the user to supply code that applies to every track that enters the physical volume of the element; this code can:

- Kill tracks, based on arbitrary criteria.
- Modify the momentum, time, and/or weight of tracks.
- Create secondary tracks.

Doing this requires:

- G4beamline built from source on your system.
- A basic understanding of how to write and compile C++ code.
- On Windows, the Cygwin system must be installed.
- On all OSs, a command-line window is used.

The basic idea is to compile your code directly into G4beamline. An example is provided in the directory UserCode in the G4beamline installation directory (if you don't know where that is, type the command "g4bl -dir"). It contains the following files:

Filename	Description
ExampleFilter.cc	Code for the example filter.
test.in	Input file to test the example filter.

These instructions are for the bash shell; modify them appropriately for other shells. These are all basic UNIX commands, and if you don't understand them you probably need the assistance of someone more experienced in UNIX and C++ code development. After installing and building G4beamline from source (see the appendices, BUILD.txt, and the README files), you should first try running the example:

```
cd directory-for-your-simulation
mkdir UserTrackFilter
cp `g4bl -dir`/UserCode/* .
g4blmake
export G4BEAMLINE=$PWD/g4beamline
g4bl test.in
```

This last command should end by printing:

```
Run complete 10 Events 0 seconds
ExampleFilter::complete killed 6 tracks, created 51 tracks
ExampleFilter::complete killed 6 tracks, created 51 tracks
```

Once the example works, you can modify it to suit your needs (the example is quite silly and unphysical; it is intended only to show what can be done). Things to remember:

- The source files to be compiled are arguments to g4blmake; they default to \*.cc \*.cpp \*.C (i.e. the common extensions for C++ source files).
- Any additional libraries your code requires can be passed in the environment variable EXTRALIBS, or can be simply appended to the g4blmake command line.
- Any additional compiler flags (e.g. -I/some/dir) can be passed in the environment variable CPPFLAGS.
- Your filter code must implement a class derived from UserTrackFilter, and must have a static instance (to register it with G4beamline).



- Read the comments in UserTrackFilter.hh to understand the interface to G4beamline, and to see what types of things your code can do.
- More than one derived class can be defined in the source files, either in a single .cc file or in separate .cc files. They must have different filterName()-s.
- You can add other libraries if you wish. For example, your class could query an external database indexed by eventID and trackID, and kill unwanted tracks as indicated by the database. (To do that your class would connect to the database in setup(), query it in filter(), and disconnect in complete().)
- It's best to keep your code simple, as it is rather difficult to debug large programs like G4beamline.

## 8 File Formats

Note that ASCII file formats begin with comments ('#' in column 1) that give both the field names and their units. The *historoot* program is able to use these comments to give names to the fields of such files (it ignores the units, which are intended for humans).

### 8.1 BLTrackFile (generated by *virtualdetector*, read by *beam*)

```
* The file format is ASCII:
* Lines beginning with # are comments
* First line is a structured comment (if not present the input
* routine issues a warning):
*     #BLTrackFile ... user comment...
* Second line is a comment giving the column names:
*     #x y z Px Py Pz t PDGid EvNum TrkId Parent weight
* Third line is a comment giving the units:
*     #cm cm cm MeV/c MeV/c MeV/c ns - - - -
*
* OR:
*     #mm mm mm MeV/c MeV/c MeV/c ns - - - -
* (When writing, mm are used; on reading, mm are assumed, but a
* comment line containing "cm cm cm" switches to cm.)
* Thereafter follow the tracks, one per line. While the input
* routine can handle initial spaces in the first column, it is
* STRONGLY suggested you not put any there (so cut/grep will
* work). Any fixed or floating-point format will do; PDGid,
* EV#, TrkId, and Parent are integers (but .00 can be appended).
* Common PDGid-s:
*
*     e-      11          e+      -11
*     mu-     13          mu+     -13
*     pi+     211         pi-     -211
*     proton  2212        anti_proton -2212
*     neutron 2112        anti_neutron -2112
*     gamma   22
```

### 8.2 Trace File

When writing track traces with *format=ascii* in the *trace* command, the output is as follows:

The first 12 columns are identical to those of BLTrackFile

Columns 13,14,15 give Bx,By,Bz in Tesla

Columns 16,17,18 give Ex,Ey,Ez in MegaVolts/meter

The first 3 comment lines are similar to those of BLTrackFile, giving a comment, the column names, and their units. All values are in the selected coordinates from the *trace* command (centerline, global, or reference).

### 8.3 HistoScope (generated by NTuples, read by *beam*)

**NOTE:** HistoScope I/O is deprecated, and will disappear from the next major release. The HistoScope program is no longer supported, and the old versions do not run on modern versions of Linux.

The HistoScope file format is handled by the HistoScope library [3] and the companion *histo* program. G4Beamline makes no changes to this format.

Each NTuple in HistoScope has a specified set of variables (fields), and in the *histo* program they are presented by name. The names and units used for G4Beamline *virtualdetector* NTuples are:

X,Y,Z (mm)  
Px,Py,Pz (MeV/c)  
T (ns)  
PDGid (11=e-, 13=mu-, 22=gamma, 211=pi+, 2212=proton, ...)  
EventNum (inexact above 16,777,215)  
TrackID  
ParentID (0 => primary particle)  
Weight (default = 1.0)

## 8.4 FOR009.DAT

```
* NOTE: Because the FOR009.DAT format requires the particles be sorted
* by region (JSRG), all tracks are stored in memory until close() is
* called; the file is written at that time. The ICOOL region is
* determined from the Z position of the track, and is simply
* sequentially assigned as tracks at different Z positions are written.
* The region is +-REGION_SIZE in Z from the first track of each region.
*
* XP[], PP[], BFLD[], and EFLD[] should all be converted to
* Centerline coordinates before calling write().
*
* This data format comes from ICOOL v 2.77, User's Guide section 4.2.3.
* The first line of the file is the title.
* The second and third lines are comments, supposedly units and column
* labels.
* There follow the tracks, one per line, sorted by "region". The first
* track of each region should be the "reference" particle in ICOOL
* parlance; in g4beamline it is the reference particle -- if multiple
* reference particles intersect the region, the first will be
* "reference", and the following ones will be considered "beam".
* The variables for each track are:
*      IEVT          (I) event #
*      IPNUM         (I) track # for this event
*      IPTYP         (I) particle type: >0 for positive charge,
*                      <0 for negative
*                      1=e, 2=mu, 3=pi, 4=K, 5=proton
*      IPFLG         (I) "flag", always 0
*      JSRG          (I) region number (see above)
*      TP            (F) time (sec)
*      XP[3]         (F) position (meters)
*      PP[3]         (F) momentum (GeV/c)
*      BFLD[3]       (F) Magnetic field (Tesla)
*      EVTWT         (F) weight
*      EFLD[3]       (F) Electric field (V/meter)
*      SARC          (F) arclength (meter) -- set to 0.0
*      POL[3]        (F) spin -- set to 0.0
*
* Note that event 0 will be ignored, as that value of IEVT is
```

\* reserved for the reference particle.

## 8.5 BLFieldMap

\* Blank lines, and lines beginning with # or \* are comments. Lines  
\* beginning with \* are printed to stdout. Units are mm for coordinates,  
\* Tesla for B, and MegaVolts/meter for E; use normB and normE if the  
\* data points use different units.

\*  
\* The input file starts with a set of commands to define the parameters  
\* of the map, followed by blocks of lines containing the values of the  
\* field components. The field component names depend on the type of map  
\* (grid: Bx,By,Bz,Ex,Ey,Ez; cylinder: Br,Bz,Er,Ez).  
\* Each command has a specific list of arguments to define parameters  
\* of the map.

\*  
\* BEWARE: the parsing is not exhaustive. For instance, invalid arguments  
\* are silently ignored (which means you must verify the spelling and  
\* capitalization of argument names). Correct inputs will yield correct  
\* results, but invalid inputs may not be detected and may yield  
\* seemingly-correct but unintended results.

\*  
\* The first command is usually a param command, which has the following  
\* arguments:

\*     maxline       The maximum number of characters per line (default=1023)  
\*     current       The current corresponding to this map (default=1.0)  
\*     gradient      The gradient corresponding to the map (default=1.0)  
\*     normE         A normalization factor for E components (default=1.0)  
\*     normB         A normalization factor for B components (default=1.0)

\*  
\* Two types of maps are implemented: grid and cylinder.

\*  
\* grid maps are a 3-D grid, with each block of data being a single  
\* X-Y plane; within a block the lines are Y and the columns of each line  
\* are values along X.

\* The grid command has the following arguments:

\*     X0       The X value for the first value in each line  
\*     Y0       The Y value for the first line in each block  
\*     Z0       The Z value for the first block of each field component  
\*     nX       The number of columns per line  
\*     nY       The number of lines per block  
\*     nZ       The number of blocks per field component  
\*     dX       The X increment between values in each line  
\*     dY       The Y increment between lines  
\*     dZ       The Z increment between blocks  
\*     tolerance    The tolerance for pointwise data (default=0.01 mm)

\* After the grid command, the following optional commands can be given:

\*     extendX flip=...  
\*     extendY flip=...  
\*     extendZ flip=...

\* These commands permit a half-map to be extended to the full map  
\* around X=0, Y=0, or Z=0 respectively. The optional flip argument is a  
\* comma-separated list of field components whose signs will be inverted  
\* for negative values of the coordinate. For example, "extendZ flip=Bx,Ex"  
\* means the map from Z=0 to Z=(nZ-1)\*dZ is extended symmetrically around  
\* Z=0 to negative Z values, flipping the signs of Bx and Ex when Z<0.

```

* This could be followed by "extendX flip=Bx,Ex", and the field flips
* will be the products of both commands.
*
* cylinder maps are a 2-D map with rotational symmetry around the Z axis.
* Each field component has a single block with lines being Z and the
* columns being R.
* The cylinder command has the following arguments:
*     Z0      The Z value for the first line in each block
*     nR      The number of columns per line
*     nZ      The number of lines per block
*     dR      The R increment between columns
*     dZ      The Z increment between lines
*     tolerance The tolerance for pointwise data (default=0.01 mm)
* After the cylinder command, the following optional commands can be
* given:
*     extendZ flip=...
* This command behaves the same as for the grid map.
*
* After the commands, each block consists of a line containing the
* name of the field component, followed by the lines of the block.
* The values within a line can be separated by whitespace or a ','
* followed by optional whitespace.
* Field components that are not given are set to 0.0 everywhere.
* Missing values will be considered to be 0.0.
* For grid maps the first block is for Z=Z0, and successive blocks
* increment Z by dZ; the first line in a block is for Y=Y0 and the
* first column in each line is for X=X0.
* For cylinder maps, the first line in each block is for Z=Z0 and the
* first column in each line is for R=0.
*
* Instead of the blocked input format, a pointwise data format can be
* used. This is introduced by a line containing the command "data",
* followed by the individual points of the map, one per line.
* for a grid field, each line contains values for
* X,Y,Z,Bx,By,Bz,Ex,Ey,Ez separated by either a comma and optional
* whitespace or by whitespace. for a cylinder field each line contains
* values for R,Z,Br,Bz,Er,Ez. The order of the points does not matter;
* omitted grid points will be 0.0, and for duplicates the last entry
* wins. If there is no E field, the Ex,Ey,Ez or Er,Ez entries should
* be omitted on every line. NOTE: every line's X,Y,Z or R,Z must be
* on a grid point as specified by the arguments to the grid or cylinder
* commands, to within the tolerance specified; if not, an error message
* is printed and the input line is ignored.
*
* For time=dependent fields, the "time" command is used:
*     time [period=12]
* period, if given, is in nanoseconds, and causes the interval [0,period)
* to be extended forever (before and after the values given). Because of
* the interpolation used, at least two points beyond the interval
* boundaries should be provided; there need not be a point at either
* boundary (but usually there are).
* Following the time command are lines containing 2 or 3 doubles:
*     t B E
* where t is the time (nanoseconds), and B and E are factors for the
* fields. If E is omitted, the value for B is used. These values will
* be interpolated in time with a cubic spline that can handle either
* uniform or non-uniform spacing of points along t.

```

```

* The time command can come either before or after the cylinder or grid
* commands, but not within either of their sequences.
* Note a cubic spline is used to interpolate between points, and that
* can cause over/under-shoot near an abrupt change. Combined with period=
* this gives an excellent representation of sinewave/cosinewave.
*
* Note that time dependence can currently only be specified via the
* time command in an input file (i.e. not programmable method exists).
*
*
* Example block input file:
* * this is an example BLFieldMap input file, suitable for a solenoid
* # grid interval is 1 cm.
* # The region of validity is -390<=Z<=390 and 0<=R<=90
* param normB=1.0 current=1.0
* cylinder Z0=0.0 nR=10 nZ=40 dR=10.0 dZ=10.0
* extendZ flip=Br
* Bz
* ... 40 lines of 10 values, Z=0 thru Z=390
* Br
* ... 40 lines of 10 values, Z=0 thru Z=390
* --EOF--
*
* Example pointwise input file:
* * this is an example BLFieldMap input file, suitable for a solenoid
* # grid interval is 1 cm.
* # The region of validity is -390<=Z<=390 and 0<=R<=90
* param normB=1.0 current=1.0
* cylinder Z0=0.0 nR=10 nZ=40 dR=10.0 dZ=10.0
* extendZ flip=Br
* data
* ... 400 lines of 4 values, giving R,Z,Br,Bz
* --EOF--

```

## 8.6 Window Files

Used by the *absorber* command.

```

* The file format is a series of lines:
*   First character # means comment, * means printed comment.
*   Comment and blank lines are ignored. Units are mm.
*   The first line contains the 4 flange variables:
*       innerR outerR insideZ outsideZ
*   The remaining lines contain 3 values for a given radius:
*       r z t
*   The first line must have r=0.0 and have the largest z value
*   and the largest z+t value. z is the inside of the window,
*   z+t is the outside of the window. All values must be positive.
*   Successive r values must increase by at least 0.010 mm.
*   Successive z values and z+t values must decrease by at least
*   0.010 mm.

```

- \* flangeInnerRadius should equal the last r value.
- \* Any z origin may be used (it will be subtracted away).
- \* This is intended to be easy to interface to window design
- \* spreadsheets (export a list of 3 columns delimited by spaces, then
- \* add the appropriate comments and flange values at the top).

## 8.7 Root Files

The standard Root file format is used. All G4beamline outputs are TNtuple-s combined into a single Root file whose name is given by the parameter *histoFile*. The TNtuple fields are the same as for BLTrackFile and the Trace file above.

## 9 Acknowledgments

The genesis of G4beamline was my desire to learn modern physics tracking codes, and Geant4 seemed to be the best choice. Parts of G4beamline's design were inspired by the Beam Tools developed at Fermilab [6] by Daniel Elvira, Paul Lebrun, Panagiotis Spentzouris, and others, even though almost none of their code remains. The LISAPhysicsList came from the Geant4 collaboration, and the MICEPhysicsList came from G4MICE developed by the MICE collaboration. The source files from these external sources retain the original authors' comments and disclaimers; they total less than 1% of the G4beamline source code.

Geant4 [1] is a flexible and versatile toolkit for simulating the passage of particles through matter and electromagnetic fields. This program literally would not have been possible without it. Thanks to the entire Geant4 collaboration. This product includes software developed by Members of the Geant4 Collaboration (<http://cern.ch/geant4>).

CLHEP [2] is a comprehensive class library for High Energy Physics, and G4beamline literally would not have been possible without it. Thanks to all of the CLHEP editors and authors.

The HistoScope program [3] is a marvelous program for generating and manipulating histograms. It has a fine graphical user interface and can do just about everything one might want to do with histograms, X-Y plots, scatter plots, 2-d histograms, and NTuples. Much thanks to the authors: Mark Edel, Konstantine Iourha, Joy Kyriakopoulos, Paul Lebrun, Jeff Kallenbach, and Baolin Ren; thanks also to Fermilab for making it available. Unfortunately, it is no longer supported. It was the inspiration for HistoRoot.

Root [5] is a programming environment intended for data analysis. It supports data files with a tree structure, 1-D and 2-D histograms, X-Y plots, and NTuples. Accompanying G4beamline is *historoot*, a root program that provides a graphical user interface to the histogram capabilities of Root – it was inspired by the capabilities of HistoScope, with a completely different user interface. Of course, the native Root tools can be used as well. Thanks to all of the Root developers.

The Coin 3-D graphics library [9] is licensed under the Gnu Public License, maintained by Kongsberg SIM AS. This implements *by far* the best visualization driver for simulated systems and events.

The X-windows graphics libraries and the basic gcc libraries and compiler are also released under the GPL and/or LGPL. Thanks to the entire open source community for making such a comprehensive software development environment freely available.



# Appendix 1 – README.txt

G4beamline  
by Tom Roberts  
Copyright (C) 2003–2010 by Tom Roberts.  
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<http://g4beamline.muonsinc.com>

## LICENSE

-----

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## GENERAL

-----

The general reference for G4beamline is the user's guide, located in the doc directory named G4beamlineUsersGuide.pdf.

It is also available on the web: <http://g4beamline.muonsinc.com>

## INSTALLATION

-----

There is a "Quick Start" section in the user's guide.  
For details, see the README-\*.txt file for your OS (appendices of the user's guide).

## INITIAL TESTING

-----

Be sure you have added the G4beamline programs to your PATH (see README-\*.txt).

Execute the following commands (in a Cygwin shell on Windows):

```
cd g4beamline-VERSION/test
./loop
```

This will run a series of tests, with 1 line of description for each, hopefully ending with "All Tests Passed" and starting over. If this fails, see README-\*.txt for a description of what is required to run G4beamline.

For further assistance, you can join the G4beamline forum at  
<http://g4beamline.muonsinc.com> .

NOTE: On Windows you will need to setup the Cygwin environment, and put g4beamline-VERSION/bin into your PATH (see README-Windows.txt). The Cygwin environment is not needed to run G4beamline itself, it is needed just for building the program and running the tests.

#### RUNNING THE PROGRAM -- GUI

-----

Simply double-click the G4beamline icon. On Windows it is placed on your desktop and in the Start/G4beamline menu. On Mac OS X it is placed where you dragged (copied) it when you installed it. On Linux the setup script puts it onto your desktop. Historoot is the same.

To run the GUI program via the command line, be sure you have added G4beamline's

bin directory to your PATH (see README-\*.txt) and execute:

g4blgui

This requires Java and a display (X-Windows on Linux and Mac OS X, nothing special on Windows). Its opening screen describes how to use it.

To run the examples, simply push the Browse button, navigate to the install directory / examples, and select example1.in (or other \*.in file). Then select the desired viewer (if any), and push the Run button. On Windows, a copy of "G4beamline Examples" is put into "My Documents" (Windows Xp) or "Documents" (Windows Vista).

#### RUNNING THE PROGRAM -- COMMAND-LINE

-----

For command-line use (Linux, Mac OS X, and Windows with Cygwin), be sure you have added G4beamline's bin directory to your PATH (see README-\*.txt). Then cd to whatever directory you plan to use for developing your simulation(s), and execute:

g4bl -

After a few seconds it should type (with obvious variations):

```
G4BL_DIR=/Users/g4bl/G4beamline
G4LEDATA=/Users/g4bl/G4beamline/data/G4EMLOW6.2
G4NDL=/Users/g4bl/G4beamline/data/G4NDL3.13
G4LEVELGAMMADATA=/Users/g4bl/G4beamline/data/PhotonEvaporation2.0
DYLD_LIBRARY_PATH=/Users/g4bl/G4beamline/LibraryBinaries/Darwin-g++:
```

```
*****
g4beamline version: 2.0                      (06-Jan-2010 09:51)
      Copyright : Tom Roberts, Muons, Inc.
      License : Gnu Public License
      WWW : http://g4beamline.muonsinc.com
*****
Geant4 version Name: geant4-09-02-patch-01    (13-March-2009)
```

Copyright : Geant4 Collaboration  
Reference : NIM A 506 (2003), 250-303  
WWW : <http://cern.ch/geant4>

\*\*\*\*\*

```
geometry                      nPoints=100 printGeometry=0 visual=0
                              tolerance=0.002
```

cmd:

The program is now ready for input. Type "help" to get a short list of the input-file commands, or "help \*" for a detailed description of the commands. This is a useful way to get help on commands when editing your input file(s). Type ^C to exit back to a shell prompt.

#### EXAMPLE 1

-----

The first example input file is example1.in. It is a simple file to track muons through 1-meter drift spaces into 4 detectors. To visualize its geometry using OpenInventor, execute:

```
cd g4beamline-VERSION/examples
g4bl example1.in viewer=best
```

To run the beam through the geometry, execute:

```
cd g4beamline-VERSION/examples
g4bl example1.in
```

This will generate a Root file named g4beamline.root. To view it do:

```
cd g4beamline-VERSION/examples
historoot g4beamline.root
```

#### EXAMPLE 2

-----

The second example input file is a 4-cell cooling channel based on the beginning of the Study 2 SFoFo channel. Use it just like example1 above.

#### OTHER EXAMPLES

-----

There are other examples in the examples directory. All are executed as above.

## Appendix 2 – README-Linux.txt

G4beamline on Linux (Intel)  
G4beamline 2.02 April 2010 TJR

Before installing G4beamline, you should first install:

openmotif -- should be available in your Linux distribution. Some distributions install this automatically, some don't. It provides libXm.so.

You may need to install these:

x11-deprecated-libs -- should be available in your Linux distribution, but the name may be different. Some distributions install this automatically, some don't. It provides libXp.so.

compat-libstdc++.i386 -- should be available in your Linux distribution, but the name may be different. Provides an older version of /usr/lib/libstdc++.so.

You probably want to install the following:

Root - <http://root.cern.ch>  
Select "Download Binaries, and download their production version. Any recent version of Root should work; 5.20, 5.22, and 5.24 have been tested.  
Be sure the ROOTSYS variable is set in the environment (best done in your .profile or .bash\_profile). Root is only necessary to run historoot, G4beamline itself does not need Root installed.  
Root can be installed after G4beamline, if desired.

You may want to install the following:

tcl - should be available in your Linux distribution. Required by most of the tests, but g4beamline itself will run without it.  
tcl can be installed after G4beamline, if desired.  
Many distributions install this automatically.

java - <http://java.sun.com>  
Required only for g4blgui. Select "Java SE", and all you need is the Java Runtime Environment (JRE); get the latest. If you have installed the development kit (JDK) that includes the JRE.  
Java can be installed after G4beamline, if desired.  
Most distributions install this automatically.

To install G4beamline, download the tarball and un-tar it in your HOME directory:

```
tar -xzf g4beamline-2.02-Linux-g++.tgz
this will create a directory $HOME/g4beamline-2.02-Linux-g++ .
```

You need to put the G4beamline programs into your PATH. The simplest way to do this is:

```
cd g4beamline-2.02-Linux-g++
```

`./setup`

The setup script will guide you through the process; it puts 2-line programs into the directory you specify. It also creates .desktop files for the G4beamline and Historoot applications, and copies them to your Desktop (if any).

After running setup, you can double-click on the G4beamline icon to run it via the GUI, and you can run the command-line version.

Once g4beamline has been put into your PATH, to run G4beamline simply do:  
`g4bl input.file [name=value [...]]`

The default format for NTuples is now Root. To create histograms from NTuples you can use Root in the usual way. That is rather complicated and un-obvious, so a new root-based program is included to assist you: historoot. Just double-click the Historoot icon. With g4beamline in your PATH, just type:

`historoot [file.root] [...]`

this will permit you to open Root files, select an NTuple, and create plots using expressions involving the NTuple variables and C functions and operators. Four sliders are available to impose cuts on arbitrary expressions. Plots can be saved in many formats, including PS, PDF, GIF, and JPEG. HistoRoot can also handle ASCII and .csv files in the proper format (as are all ASCII files written by G4beamline).

For visualization, the OpenInventor viewer works fine, use `viewer=best` or `viewer=OIX`. Other viewers are available.

## TROUBLESHOOTING

-----

This is g4beamline-2.02-Linux-g++.

Here is the output of `ldd` on Scientific Linux Fermi 4.5, showing which shared libraries are used, and where they come from.

```
$ pwd
```

```
/home/tjrob/g4bl/G4beamline/bin/Linux-g++
```

```
$ ldd g4beamline
```

```
libpthread.so.0 => /lib/i686/libpthread.so.0
```

```
libdl.so.2 => /lib/libdl.so.2
```

```
libGLU.so.1 => /usr/lib/libGLU.so.1
```

```
libGL.so.1 => /usr/lib/libGL.so.1
```

```
libXm.so.3 => /usr/X11R6/lib/libXm.so.3
```

```
libXpm.so.4 => /usr/X11R6/lib/libXpm.so.4
```

```
libXmu.so.6 => /usr/X11R6/lib/libXmu.so.6
```

```
libXt.so.6 => /usr/X11R6/lib/libXt.so.6
```

```
libXext.so.6 => /usr/X11R6/lib/libXext.so.6
```

```
libX11.so.6 => /usr/X11R6/lib/libX11.so.6
```

```
libXi.so.6 => /usr/X11R6/lib/libXi.so.6
```

```
libSM.so.6 => /usr/X11R6/lib/libSM.so.6
```

```
libICE.so.6 => /usr/X11R6/lib/libICE.so.6
```

```
libm.so.6 => /lib/i686/libm.so.6
```

```
libc.so.6 => /lib/i686/libc.so.6
```

```
libstdc++-libc6.2-2.so.3 => /usr/lib/libstdc++-libc6.2-2.so.3
```

```
libXp.so.6 => /usr/X11R6/lib/libXp.so.6
```

`/lib/ld-linux.so.2 => /lib/ld-linux.so.2`

Note that some motif/X11 shared libraries are included in the G4beamline distribution (and remain local to it). This reduces the need for users to install precisely the same version of these libraries as was used to build g4beamline.

Here are the RPMs that provide these libraries in Scientific Linux Fermi 4.5:

```
++ rpm -qf /lib/tls/libpthread.so.0
glibc-2.3.4-2.36
++ rpm -qf /lib/libdl.so.2
glibc-2.3.4-2.36
++ rpm -qf /usr/X11R6/lib/libGLU.so.1
xorg-x11-Mesa-libGLU-6.8.2-1.EL.19
++ rpm -qf /usr/X11R6/lib/libGL.so.1
xorg-x11-Mesa-libGL-6.8.2-1.EL.19
++ rpm -qf /usr/X11R6/lib/libXm.so.3
openmotif-2.2.3-10.1.el4
++ rpm -qf /usr/X11R6/lib/libXpm.so.4
xorg-x11-libs-6.8.2-1.EL.19
++ rpm -qf /usr/X11R6/lib/libXmu.so.6
xorg-x11-libs-6.8.2-1.EL.19
++ rpm -qf /usr/X11R6/lib/libXt.so.6
xorg-x11-libs-6.8.2-1.EL.19
++ rpm -qf /usr/X11R6/lib/libXext.so.6
xorg-x11-libs-6.8.2-1.EL.19
++ rpm -qf /usr/X11R6/lib/libX11.so.6
xorg-x11-libs-6.8.2-1.EL.19
++ rpm -qf /usr/X11R6/lib/libXi.so.6
xorg-x11-libs-6.8.2-1.EL.19
++ rpm -qf /usr/X11R6/lib/libSM.so.6
xorg-x11-libs-6.8.2-1.EL.19
++ rpm -qf /usr/X11R6/lib/libICE.so.6
xorg-x11-libs-6.8.2-1.EL.19
++ rpm -qf /lib/tls/libm.so.6
glibc-2.3.4-2.36
++ rpm -qf /lib/tls/libc.so.6
glibc-2.3.4-2.36
++ rpm -qf /lib/ld-linux.so.2
glibc-2.3.4-2.36
++ rpm -qf /usr/lib/libstdc++.so.6
libstdc++-3.4.6-8
++ rpm -qf /lib/libgcc_s.so.1
libgcc-3.4.6-8
++ rpm -qf /usr/X11R6/lib/libXxf86vm.so.1
xorg-x11-libs-6.8.2-1.EL.19
++ rpm -qf /usr/X11R6/lib/libXp.so.6
xorg-x11-deprecated-libs-6.8.2-1.EL.19
```

## Appendix 3 – README-Windows.txt

G4beamline on Windows XP and Windows Vista  
G4beamline 2.02 April 2010 TJR

Before installing G4beamline, you must first install:

Java - <http://java.sun.com>  
Select "Java SE", and all you need is the Java Runtime Environment (JRE); get the latest. If you have installed the development kit (JDK), that includes the JRE.

You may want to install:

Root - <http://root.cern.ch>  
Select "Download Binaries", and download their production version. Any recent version of Root should work; 5.20 and 5.24 have been tested. Install it into the default directory, C:\Root . Really only needed to run historoot, G4beamline itself does not need Root installed.

Cygwin - <http://cygwin.com>  
This is a UNIX-like command-line environment for Windows. Select "Install Cygwin now". This will download Cygwin's setup.exe. Run it, select a mirror site, and you will have the opportunity to select packages. You should select at least one editor of your choice (vi, emacs, or ...). You must also select tcltk, which is in the Libs category. You can add or remove packages at any time by re-running the Cygwin setup.exe. Install it into the default directory, C:\cygwin

To install G4beamline, download G4beamline-2.02.msi and run it. Follow the usual directions for installing packages into Windows. The installer will install shortcuts for G4beamline and Historoot onto your desktop and into the Start menu.

If you have installed Cygwin, then if you want to run G4beamline from its command line, do this in a Cygwin shell:

```
cd "C:/Program Files/MuonsInc/G4beamline/bin"
./setup
```

The setup script will guide you through adding the G4beamline programs into directories in your Cygwin PATH. When prompted for a directory, be sure to respond with a full path that begins with a drive, and use forward-slashes (e.g. C:/cygwin/usr/bin) -- this is Cygwin "mixed" format, and is required so both Cygwin tools and Windows tools can find the directories and files.

The default format for NTuples is now Root. To create histograms from NTuples you can use Root in the usual way. That is rather complicated and un-obvious, so a new root-based program is included to assist you: historoot. It will permit you to open Root files, select an NTuple, and create plots using expressions involving the NTuple variables and C functions and operators. Four sliders are available to impose cuts on arbitrary expressions. Plots can be saved in many formats, including PS, PDF, GIF, and JPEG. HistoRoot can also handle ASCII and .csv files in the proper format (as are

all ASCII files written by G4beamline).

For visualization, the OpenInventor viewer works fine, simply select "best" from the viewer panel of the G4beamline window. Other viewers are available.



## Appendix 4 – README-MacOSX.txt

G4beamline on Mac OS X (Intel)  
G4beamline 2.02 April 2010 TJR

This version of G4beamline was built and tested on Leopard (Mac OS X 10.5.8); it runs on Snow Leopard (Mac OS X 10.6.2). G4beamline has been used in the past on Tiger (10.4.x), but now must be built from source to run there (see BUILD.txt).

Note: PowerPC binaries are not available. It is expected that installing G4beamline from source should work on older Macs running Tiger or later, and at least one user has had success doing this.

Before installing G4beamline, you should first install:

- X11 - part of the OS, available on the installation DVD. G4beamline will not run without it. Installed by default on Leopard and Snow Leopard, but on Tiger you must install it manually.

You probably want to install this:

- Root - <http://root.cern.ch>  
Select "Download Binaries, and download their production version. Any recent version of Root should work; 5.20, 5.22, and 5.24 have been tested.  
Be sure the ROOTSYS variable is set in the environment (best done in your .profile or .bash\_profile). Really only needed to run historoot, G4beamline itself does not need Root installed.

You may want to install these:

- tcl - available as part of Mac OS X. Required by most of the tests, but g4beamline itself will run without it.

To install G4beamline, download the installer .dmg from  
<http://g4beamline.muonsinc.com>

Open it, and drag the application icons into /Applications (requires administrator privileges; if you can't do that, drag them into your Home). You can then drag them into the Dock, if desired.

You can run them in the usual way by double-clicking on their icons.

If you want to run these programs from the command line, you need to put the G4beamline programs into your PATH. The simplest way to do this is:

```
cd /Applications/G4beamline.app/Contents/Resources
./setup
```

The setup script will guide you through the process; it places 2-line shell scripts into the directory you specify (e.g. /Users/\$USER/bin). You can also add the /Applications/G4beamline.app/Contents/Resources/bin directory into your PATH manually (e.g. in \$HOME/.bash\_profile).

Once g4beamline has been put into your PATH, to run G4beamline simply do:

```
g4bl input.file [name=value [...]]
```

You can also run the Graphical User Interface:

```
g4blgui [input.file]
```

NOTE: On Tiger you may need to do this from an X11 xterm window (this distribution does not run on Tiger, but this applies if you build it from source).

The default format for NTuples is now Root. To create histograms from NTuples you can use Root in the usual way. That is rather complicated and un-obvious, so a new root-based program is included to assist you: historoot. Double-click on the Historoot icon, or with g4beamline in your PATH, type:

```
historoot [file.root] [...]
```

this will permit you to open Root files, select an NTuple, and create plots using expressions involving the NTuple variables and C functions and operators. Four sliders are available to impose cuts on arbitrary expressions. Plots can be saved in many formats, including PS, PDF, GIF, and JPEG. HistoRoot can also handle ASCII and .csv files in the proper format (as are all ASCII files written by G4beamline).

For visualization, the OpenInventor viewer works fine, use viewer=best or viewer=OIX. Other viewers are available and work quite similar to Linux. Note that all viewers use X11, so on Tiger you must run G4beamline from an X11 xterm window, or must have X11 running and supply the DISPLAY manually. This is also true of historoot.

## TROUBLESHOOTING

-----

Here is the result of "otool -L" on Mac OS X 10.5.8 (Intel). This shows what shared libraries are used. Libraries in /usr are from the OS; those in /sw are from Fink.

```
$ otool -L g4beamline
```

```
g4beamline:
```

```
    /usr//lib/libmpi_cxx.0.dylib (compatibility version 1.0.0, current version 1.0.0)
    /usr//lib/libmpi.0.dylib (compatibility version 1.0.0, current version 1.0.0)
    /usr/X11/lib/libGLU.1.dylib (compatibility version 1.3.0, current version 1.3.0)
    /usr/X11/lib/libGL.1.dylib (compatibility version 1.2.0, current version 1.2.0)
    /sw/lib/libXm.2.dylib (compatibility version 3.0.0, current version 3.1.0)
    /usr/X11/lib/libXpm.4.dylib (compatibility version 16.0.0, current version 16.0.0)
    /usr/X11/lib/libXmu.6.dylib (compatibility version 9.0.0, current version 9.0.0)
    /usr/X11/lib/libXt.6.dylib (compatibility version 7.0.0, current version 7.0.0)
    /usr/X11/lib/libXext.6.dylib (compatibility version 11.0.0, current version 11.0.0)
```

/usr/X11/lib/libX11.6.dylib (compatibility version 9.0.0, current version 9.0.0)  
/usr/X11/lib/libXi.6.dylib (compatibility version 7.0.0, current version 7.0.0)  
/usr/X11/lib/libSM.6.dylib (compatibility version 7.0.0, current version 7.0.0)  
/usr/X11/lib/libICE.6.dylib (compatibility version 10.0.0, current version 10.0.0)  
/usr/lib/libSystem.B.dylib (compatibility version 1.0.0, current version 111.1.4)  
/usr/lib/libstdc++.6.dylib (compatibility version 7.0.0, current version 7.4.0)  
/usr/lib/libgcc\_s.1.dylib (compatibility version 1.0.0, current version 1.0.0)

Note that libXm.2.dylib is included in the G4beamline distribution and should not be a problem. If it is a problem, it comes from Fink in lesstif.

## Appendix 5 – Annotated Output from Example1

Note that Geant4 outputs considerable detail to stdout. Annotations below are headings inserted into the output text.

### ***g4bl outputs initial configuration data:***

```
G4LEDDATA=/home/tjrob/g4mice/g4beamline/data/G4EMLow2.3
G4LEVELGAMMADATA=/home/tjrob/g4mice/g4beamline/data/PhotonEvaporation
```

### ***g4beamline outputs initial configuration data:***

```
g4beamline ver 1.0,  built February 04, 2006
      G4INSTALL=geant4.7.1-gcc3.2.1-Coin
      OIVLIBS=-L Coin-2.4.1-gcc3.2.1/lib -lSoXt -lCoin

*****
Geant4 version Name: geant4-07-01-patch-01      (25-October-2005)
      Copyright : Geant4 Collaboration
      Reference : NIM A 506 (2003), 250-303
      WWW : http://cern.ch/geant4
*****

@(#)Histo-Scope API      Version 5.0      May 22 2001 - Initialized -
```

### ***g4beamline outputs data derived from input.file:***

```
*      example1.in  4/2/03 TJR
*
* Simple example g4beamline input file:
*      a 200 MeV mu+ Gaussian beam is tracked through 1-meter drift
*      spaces into four detectors
```

### ***Geant4 physics processes identify themselves:***

```
You are using the simulation engine reuse library: PACK 2.4
```

```
You are using the simulation engine: QGSP 2.8
```

### ***g4beamline continues outputting data from input.file:***

```
physics QGSP  doStochastics=1 minRangeCut=1 disable=''
beam  GAUSSIAN particle=mu+ nEvents=1000 firstEvent=0 lastEvent=2147483647
beamX=0.0 beamY=0.0 beamZ=0.0 maxR=1000000.0
      meanMomentum=200.0
      sigmaX=10.0 sigmaY=10.0 sigmaXp=0.10000 sigmaYp=0.10000
      sigmaP=4.0 sigmaT=0.000 meanXp=0.00000 meanYp=0.00000 meanT=0.000
box    BeamVis height=100.0 width=100.0 length=0.1
      material=Vacuum kill=0
place  BeamVis copies=1 x=0.0 y=0.0 z=0.0
virtualdetector Det      radius=1000.0 length=1.0 material=
      maxStep=100.0 color=0,1,0
```

```

place   Det      copies=1 x=0.0 y=0.0 z=1000.0 rename='Det#'
place   Det      copies=1 x=0.0 y=0.0 z=2000.0 rename='Det#'
place   Det      copies=1 x=0.0 y=0.0 z=3000.0 rename='Det#'
place   Det      copies=1 x=0.0 y=0.0 z=4000.0 rename='Det#'

```

***At the end of the input file, g4beamline summarizes the values of all defined parameters :***

```

PARAMETERS:
    deltaChord=3.0
deltaIntersection=0.1
    deltaOneStep=0.01
        epsMax=0.05
        epsMin=2.5e-7
eventTimeLimit=30
    histoFile=g4beamline.hst
    histoUpdate=0
        maxStep=100.0
        minStep=0.01
steppingFormat=N GLOBAL CL KE STEP VOL PROCESS
steppingVerbose=0
    viewer=none
worldMaterial=Vacuum
Accuracy Parameters: MinStep=0.01 DeltaChord=3 DeltaOneStep=0.01
                    DeltaIntersection=0.1 EpsMin=2.5e-07 EpsMax=0.05

```

***g4beamline outputs data related to element construction:***

```

BLGroup::Construct World parent= relZ=0.0 globZ=0.0 length=8201.0
    zmin=-4100.5 zmax=4100.5 width=2200.0 Height=2200.0
    Parent pos=0.0,0.0,0.0 Relative pos=0.0,0.0,0.0 Global pos=0.0,0.0,0.0
BLCMDbox::Construct BeamVis parent= relZ=0.0 globZ=0.0
    zmin=-0.1 zmax=0.1
BLCMDvirtualdetector::Construct Det1 parent= relZ=1000.0 globZ=1000.0
BLCMDvirtualdetector::Construct Det2 parent= relZ=2000.0 globZ=2000.0
BLCMDvirtualdetector::Construct Det3 parent= relZ=3000.0 globZ=3000.0
BLCMDvirtualdetector::Construct Det4 parent= relZ=4000.0 globZ=4000.0

```

***g4beamline performs its geometry test:***

```

Geometry test nPoints=100 tolerance=0.002 mm:
Testing geometry for children of group 'World':
Total geometry errors = 0 0 seconds

```

***g4beamline indicates its status:***

```

===== Prepare Tracking Beam =====
Stochastic processes are enabled.
===== Begin Tracking Beam =====

```

***g4beamline outputs a summary of events completed:***

```

Event 0 Completed 1 events realTime=1 sec 1.0 ev/sec
Event 1 Completed 2 events realTime=1 sec 2.0 ev/sec

```

```

Event 2 Completed 3 events  realTime=1 sec  3.0 ev/sec
Event 3 Completed 4 events  realTime=1 sec  4.0 ev/sec
Event 4 Completed 5 events  realTime=1 sec  5.0 ev/sec
Event 5 Completed 6 events  realTime=1 sec  6.0 ev/sec
Event 6 Completed 7 events  realTime=1 sec  7.0 ev/sec
Event 7 Completed 8 events  realTime=1 sec  8.0 ev/sec
Event 8 Completed 9 events  realTime=1 sec  9.0 ev/sec
Event 9 Completed 10 events realTime=1 sec 10.0 ev/sec
Event 19 Completed 20 events realTime=1 sec 20.0 ev/sec
Event 29 Completed 30 events realTime=1 sec 30.0 ev/sec
Event 39 Completed 40 events realTime=1 sec 40.0 ev/sec
Event 49 Completed 50 events realTime=1 sec 50.0 ev/sec
Event 59 Completed 60 events realTime=1 sec 60.0 ev/sec
Event 69 Completed 70 events realTime=1 sec 70.0 ev/sec
Event 79 Completed 80 events realTime=1 sec 80.0 ev/sec
Event 89 Completed 90 events realTime=1 sec 90.0 ev/sec
Event 99 Completed 100 events realTime=1 sec 100.0 ev/sec
Event 199 Completed 200 events realTime=1 sec 200.0 ev/sec
Event 299 Completed 300 events realTime=1 sec 300.0 ev/sec
Event 399 Completed 400 events realTime=1 sec 400.0 ev/sec
Event 499 Completed 500 events realTime=1 sec 500.0 ev/sec
Event 599 Completed 600 events realTime=1 sec 600.0 ev/sec
Event 699 Completed 700 events realTime=1 sec 700.0 ev/sec
Event 799 Completed 800 events realTime=1 sec 800.0 ev/sec
Event 899 Completed 900 events realTime=1 sec 900.0 ev/sec
Event 999 Completed 1000 events realTime=2 sec 500.0 ev/sec

```

***g4beamline outputs a summary of the run:***

```

Run complete 1000 Events 2 seconds
NTuple Det1          1002 entries
NTuple Det2          1003 entries
NTuple Det3           998 entries
NTuple Det4           950 entries
NTuple wrote Root File 'g4beamline.root'
g4beamline: simulation complete -- exiting

```

## Appendix 6 — Particle IDs

```
B+ PDGid=521
B- PDGid=-521
B0 PDGid=511
Bs0 PDGid=531
D+ PDGid=411
D- PDGid=-411
D0 PDGid=421
Ds+ PDGid=431
Ds- PDGid=-431
GenericIon PDGid=0
He3 PDGid=1000020030
J/psi PDGid=443
N(1440)+ PDGid=12212
N(1440)0 PDGid=12112
N(1520)+ PDGid=2124
N(1520)0 PDGid=1214
N(1535)+ PDGid=22212
N(1535)0 PDGid=22112
N(1650)+ PDGid=32212
N(1650)0 PDGid=32112
N(1675)+ PDGid=2216
N(1675)0 PDGid=2116
N(1680)+ PDGid=12216
N(1680)0 PDGid=12116
N(1700)+ PDGid=22124
N(1700)0 PDGid=21214
N(1710)+ PDGid=42212
N(1710)0 PDGid=42112
N(1720)+ PDGid=32124
N(1720)0 PDGid=31214
N(1900)+ PDGid=42124
N(1900)0 PDGid=41214
N(1990)+ PDGid=12218
N(1990)0 PDGid=12118
N(2090)+ PDGid=52214
N(2090)0 PDGid=52114
N(2190)+ PDGid=2128
N(2190)0 PDGid=1218
N(2220)+ PDGid=100002210
N(2220)0 PDGid=100002110
N(2250)+ PDGid=100012210
N(2250)0 PDGid=100012110
a0(1450)+ PDGid=10211
a0(1450)- PDGid=-10211
a0(1450)0 PDGid=10111
a0(980)+ PDGid=9000211
a0(980)- PDGid=-9000211
a0(980)0 PDGid=9000111
a1(1260)+ PDGid=20213
a1(1260)- PDGid=-20213
a1(1260)0 PDGid=20113
a2(1320)+ PDGid=215
```

```

a2(1320)- PDGid=-215
a2(1320)0 PDGid=115
  alpha PDGid=1000020040
  anti_B0 PDGid=-511
  anti_Bs0 PDGid=-531
  anti_D0 PDGid=-421
anti_N(1440)+ PDGid=-12212
anti_N(1440)0 PDGid=-12112
anti_N(1520)+ PDGid=-2124
anti_N(1520)0 PDGid=-1214
anti_N(1535)+ PDGid=-22212
anti_N(1535)0 PDGid=-22112
anti_N(1650)+ PDGid=-32212
anti_N(1650)0 PDGid=-32112
anti_N(1675)+ PDGid=-2216
anti_N(1675)0 PDGid=-2116
anti_N(1680)+ PDGid=-12216
anti_N(1680)0 PDGid=-12116
anti_N(1700)+ PDGid=-22124
anti_N(1700)0 PDGid=-21214
anti_N(1710)+ PDGid=-42212
anti_N(1710)0 PDGid=-42112
anti_N(1720)+ PDGid=-32124
anti_N(1720)0 PDGid=-31214
anti_N(1900)+ PDGid=-42124
anti_N(1900)0 PDGid=-41214
anti_N(1990)+ PDGid=-12218
anti_N(1990)0 PDGid=-12118
anti_N(2090)+ PDGid=-52214
anti_N(2090)0 PDGid=-52114
anti_N(2190)+ PDGid=-2128
anti_N(2190)0 PDGid=-1218
anti_N(2220)+ PDGid=-100002210
anti_N(2220)0 PDGid=-100002110
anti_N(2250)+ PDGid=-100012210
anti_N(2250)0 PDGid=-100012110
  anti_b_quark PDGid=-5
  anti_c_quark PDGid=-4
  anti_d_quark PDGid=-1
anti_dd1_diquark PDGid=-1103
anti_delta(1600)+ PDGid=-32214
anti_delta(1600)++ PDGid=-32224
anti_delta(1600)- PDGid=-31114
anti_delta(1600)0 PDGid=-32114
anti_delta(1620)+ PDGid=-2122
anti_delta(1620)++ PDGid=-2222
anti_delta(1620)- PDGid=-1112
anti_delta(1620)0 PDGid=-1212
anti_delta(1700)+ PDGid=-12214
anti_delta(1700)++ PDGid=-12224
anti_delta(1700)- PDGid=-11114
anti_delta(1700)0 PDGid=-12114
anti_delta(1900)+ PDGid=-12122
anti_delta(1900)++ PDGid=-12222
anti_delta(1900)- PDGid=-11112

```



```

anti_delta(1900)0 PDGid=-11212
anti_delta(1905)+ PDGid=-2126
anti_delta(1905)++ PDGid=-2226
anti_delta(1905)- PDGid=-1116
anti_delta(1905)0 PDGid=-1216
anti_delta(1910)+ PDGid=-22122
anti_delta(1910)++ PDGid=-22222
anti_delta(1910)- PDGid=-21112
anti_delta(1910)0 PDGid=-21212
anti_delta(1920)+ PDGid=-22214
anti_delta(1920)++ PDGid=-22224
anti_delta(1920)- PDGid=-21114
anti_delta(1920)0 PDGid=-22114
anti_delta(1930)+ PDGid=-12126
anti_delta(1930)++ PDGid=-12226
anti_delta(1930)- PDGid=-11116
anti_delta(1930)0 PDGid=-11216
anti_delta(1950)+ PDGid=-2218
anti_delta(1950)++ PDGid=-2228
anti_delta(1950)- PDGid=-1118
anti_delta(1950)0 PDGid=-2118
    anti_delta+ PDGid=-2214
    anti_delta++ PDGid=-2224
    anti_delta- PDGid=-1114
    anti_delta0 PDGid=-2114
    anti_k(1460)0 PDGid=-100311
anti_k0_star(1430)0 PDGid=-10311
    anti_k1(1270)0 PDGid=-10313
    anti_k1(1400)0 PDGid=-20313
    anti_k2(1770)0 PDGid=-10315
anti_k2_star(1430)0 PDGid=-315
anti_k2_star(1980)0 PDGid=-100315
anti_k3_star(1780)0 PDGid=-317
anti_k_star(1410)0 PDGid=-100313
anti_k_star(1680)0 PDGid=-30313
    anti_k_star0 PDGid=-313
    anti_kaon0 PDGid=-311
    anti_lambda PDGid=-3122
anti_lambda(1405) PDGid=-13122
anti_lambda(1520) PDGid=-3124
anti_lambda(1600) PDGid=-23122
anti_lambda(1670) PDGid=-33122
anti_lambda(1690) PDGid=-13124
anti_lambda(1800) PDGid=-43122
anti_lambda(1810) PDGid=-53122
anti_lambda(1820) PDGid=-3126
anti_lambda(1830) PDGid=-13126
anti_lambda(1890) PDGid=-23124
anti_lambda(2100) PDGid=-3128
anti_lambda(2110) PDGid=-23126
    anti_lambda_c+ PDGid=-4122
    anti_neutron PDGid=-2112
        anti_nu_e PDGid=-12
        anti_nu_mu PDGid=-14
        anti_nu_tau PDGid=-16

```

```

    anti_omega- PDGid=-3334
    anti_omega_c0 PDGid=-4332
    anti_proton PDGid=-2212
    anti_s_quark PDGid=-3
    anti_sd0_diquark PDGid=-3101
    anti_sdl_diquark PDGid=-3103
    anti_sigma(1385)+ PDGid=-3224
    anti_sigma(1385)- PDGid=-3114
    anti_sigma(1385)0 PDGid=-3214
    anti_sigma(1660)+ PDGid=-13222
    anti_sigma(1660)- PDGid=-13112
    anti_sigma(1660)0 PDGid=-13212
    anti_sigma(1670)+ PDGid=-13224
    anti_sigma(1670)- PDGid=-13114
    anti_sigma(1670)0 PDGid=-13214
    anti_sigma(1750)+ PDGid=-23222
    anti_sigma(1750)- PDGid=-23112
    anti_sigma(1750)0 PDGid=-23212
    anti_sigma(1775)+ PDGid=-3226
    anti_sigma(1775)- PDGid=-3116
    anti_sigma(1775)0 PDGid=-3216
    anti_sigma(1915)+ PDGid=-13226
    anti_sigma(1915)- PDGid=-13116
    anti_sigma(1915)0 PDGid=-13216
    anti_sigma(1940)+ PDGid=-23224
    anti_sigma(1940)- PDGid=-23114
    anti_sigma(1940)0 PDGid=-23214
    anti_sigma(2030)+ PDGid=-3228
    anti_sigma(2030)- PDGid=-3118
    anti_sigma(2030)0 PDGid=-3218
    anti_sigma+ PDGid=-3222
    anti_sigma- PDGid=-3112
    anti_sigma0 PDGid=-3212
    anti_sigma_c+ PDGid=-4212
    anti_sigma_c++ PDGid=-4222
    anti_sigma_c0 PDGid=-4112
    anti_ssl_diquark PDGid=-3303
    anti_su0_diquark PDGid=-3201
    anti_sul_diquark PDGid=-3203
    anti_t_quark PDGid=-6
    anti_u_quark PDGid=-2
    anti_ud0_diquark PDGid=-2101
    anti_udl_diquark PDGid=-2103
    anti_uul_diquark PDGid=-2203
    anti_xi(1530)- PDGid=-3314
    anti_xi(1530)0 PDGid=-3324
    anti_xi(1690)- PDGid=-23314
    anti_xi(1690)0 PDGid=-23324
    anti_xi(1820)- PDGid=-13314
    anti_xi(1820)0 PDGid=-13324
    anti_xi(1950)- PDGid=-33314
    anti_xi(1950)0 PDGid=-33324
    anti_xi(2030)- PDGid=-13316
    anti_xi(2030)0 PDGid=-13326
    anti_xi- PDGid=-3312

```

```

    anti_xi0 PDGid=-3322
    anti_xi_c+ PDGid=-4232
    anti_xi_c0 PDGid=-4132
    b1(1235)+ PDGid=10213
    b1(1235)- PDGid=-10213
    b1(1235)0 PDGid=10113
    b_quark PDGid=5
    c_quark PDGid=4
chargedgeantino PDGid=0
    d_quark PDGid=1
    ddl_diquark PDGid=1103
    delta(1600)+ PDGid=32214
    delta(1600)++ PDGid=32224
    delta(1600)- PDGid=31114
    delta(1600)0 PDGid=32114
    delta(1620)+ PDGid=2122
    delta(1620)++ PDGid=2222
    delta(1620)- PDGid=1112
    delta(1620)0 PDGid=1212
    delta(1700)+ PDGid=12214
    delta(1700)++ PDGid=12224
    delta(1700)- PDGid=11114
    delta(1700)0 PDGid=12114
    delta(1900)+ PDGid=12122
    delta(1900)++ PDGid=12222
    delta(1900)- PDGid=11112
    delta(1900)0 PDGid=11212
    delta(1905)+ PDGid=2126
    delta(1905)++ PDGid=2226
    delta(1905)- PDGid=1116
    delta(1905)0 PDGid=1216
    delta(1910)+ PDGid=22122
    delta(1910)++ PDGid=22222
    delta(1910)- PDGid=21112
    delta(1910)0 PDGid=21212
    delta(1920)+ PDGid=22214
    delta(1920)++ PDGid=22224
    delta(1920)- PDGid=21114
    delta(1920)0 PDGid=22114
    delta(1930)+ PDGid=12126
    delta(1930)++ PDGid=12226
    delta(1930)- PDGid=11116
    delta(1930)0 PDGid=11216
    delta(1950)+ PDGid=2218
    delta(1950)++ PDGid=2228
    delta(1950)- PDGid=1118
    delta(1950)0 PDGid=2118
    delta+ PDGid=2214
    delta++ PDGid=2224
    delta- PDGid=1114
    delta0 PDGid=2114
    deuteron PDGid=1000010020
    e+ PDGid=-11
    e- PDGid=11
    eta PDGid=221

```

```

    eta(1295) PDGid=100221
    eta(1405) PDGid=9020221
    eta(1475) PDGid=100331
    eta2(1645) PDGid=10225
    eta2(1870) PDGid=10335
    eta_prime PDGid=331
    f0(1370) PDGid=10221
    f0(1500) PDGid=9030221
    f0(1710) PDGid=10331
    f0(600) PDGid=9000221
    f0(980) PDGid=9010221
    f1(1285) PDGid=20223
    f1(1420) PDGid=20333
    f2(1270) PDGid=225
    f2(1810) PDGid=9030225
    f2(2010) PDGid=9060225
f2_prime(1525) PDGid=335
    gamma PDGid=22
    geantino PDGid=0
    gluon PDGid=21
    h1(1170) PDGid=10223
    h1(1380) PDGid=10333
    k(1460)+ PDGid=100321
    k(1460)- PDGid=-100321
    k(1460)0 PDGid=100311
k0_star(1430)+ PDGid=10321
k0_star(1430)- PDGid=-10321
k0_star(1430)0 PDGid=10311
    k1(1270)+ PDGid=10323
    k1(1270)- PDGid=-10323
    k1(1270)0 PDGid=10313
    k1(1400)+ PDGid=20323
    k1(1400)- PDGid=-20323
    k1(1400)0 PDGid=20313
    k2(1770)+ PDGid=10325
    k2(1770)- PDGid=-10325
    k2(1770)0 PDGid=10315
k2_star(1430)+ PDGid=325
k2_star(1430)- PDGid=-325
k2_star(1430)0 PDGid=315
k2_star(1980)+ PDGid=100325
k2_star(1980)- PDGid=-100325
k2_star(1980)0 PDGid=100315
k3_star(1780)+ PDGid=327
k3_star(1780)- PDGid=-327
k3_star(1780)0 PDGid=317
    k_star(1410)+ PDGid=100323
    k_star(1410)- PDGid=-100323
    k_star(1410)0 PDGid=100313
    k_star(1680)+ PDGid=30323
    k_star(1680)- PDGid=-30323
    k_star(1680)0 PDGid=30313
        k_star+ PDGid=323
        k_star- PDGid=-323
        k_star0 PDGid=313

```

```

    kaon+ PDGid=321
    kaon- PDGid=-321
    kaon0 PDGid=311
    kaon0L PDGid=130
    kaon0S PDGid=310
    lambda PDGid=3122
lambda(1405) PDGid=13122
lambda(1520) PDGid=3124
lambda(1600) PDGid=23122
lambda(1670) PDGid=33122
lambda(1690) PDGid=13124
lambda(1800) PDGid=43122
lambda(1810) PDGid=53122
lambda(1820) PDGid=3126
lambda(1830) PDGid=13126
lambda(1890) PDGid=23124
lambda(2100) PDGid=3128
lambda(2110) PDGid=23126
    lambda_c+ PDGid=4122
        mu+ PDGid=-13
        mu- PDGid=13
    neutron PDGid=2112
        nu_e PDGid=12
        nu_mu PDGid=14
        nu_tau PDGid=16
        omega PDGid=223
omega(1420) PDGid=100223
omega(1650) PDGid=30223
    omega- PDGid=3334
omega3(1670) PDGid=227
    omega_c0 PDGid=4332
opticalphoton PDGid=0
    phi PDGid=333
    phi(1680) PDGid=100333
phi3(1850) PDGid=337
    pi(1300)+ PDGid=100211
    pi(1300)- PDGid=-100211
    pi(1300)0 PDGid=100111
        pi+ PDGid=211
        pi- PDGid=-211
        pi0 PDGid=111
    pi2(1670)+ PDGid=10215
    pi2(1670)- PDGid=-10215
    pi2(1670)0 PDGid=10115
    proton PDGid=2212
    rho(1450)+ PDGid=100213
    rho(1450)- PDGid=-100213
    rho(1450)0 PDGid=100113
    rho(1700)+ PDGid=30213
    rho(1700)- PDGid=-30213
    rho(1700)0 PDGid=30113
        rho+ PDGid=213
        rho- PDGid=-213
        rho0 PDGid=113
rho3(1690)+ PDGid=217

```

```

rho3(1690)- PDGid=-217
rho3(1690)0 PDGid=117
  s_quark PDGid=3
sd0_diquark PDGid=3101
sd1_diquark PDGid=3103
sigma(1385)+ PDGid=3224
sigma(1385)- PDGid=3114
sigma(1385)0 PDGid=3214
sigma(1660)+ PDGid=13222
sigma(1660)- PDGid=13112
sigma(1660)0 PDGid=13212
sigma(1670)+ PDGid=13224
sigma(1670)- PDGid=13114
sigma(1670)0 PDGid=13214
sigma(1750)+ PDGid=23222
sigma(1750)- PDGid=23112
sigma(1750)0 PDGid=23212
sigma(1775)+ PDGid=3226
sigma(1775)- PDGid=3116
sigma(1775)0 PDGid=3216
sigma(1915)+ PDGid=13226
sigma(1915)- PDGid=13116
sigma(1915)0 PDGid=13216
sigma(1940)+ PDGid=23224
sigma(1940)- PDGid=23114
sigma(1940)0 PDGid=23214
sigma(2030)+ PDGid=3228
sigma(2030)- PDGid=3118
sigma(2030)0 PDGid=3218
  sigma+ PDGid=3222
  sigma- PDGid=3112
  sigma0 PDGid=3212
  sigma_c+ PDGid=4212
  sigma_c++ PDGid=4222
  sigma_c0 PDGid=4112
ssl_diquark PDGid=3303
su0_diquark PDGid=3201
sul_diquark PDGid=3203
  t_quark PDGid=6
  tau+ PDGid=-15
  tau- PDGid=15
  triton PDGid=1000010030
  u_quark PDGid=2
ud0_diquark PDGid=2101
ud1_diquark PDGid=2103
uul_diquark PDGid=2203
xi(1530)- PDGid=3314
xi(1530)0 PDGid=3324
xi(1690)- PDGid=23314
xi(1690)0 PDGid=23324
xi(1820)- PDGid=13314
xi(1820)0 PDGid=13324
xi(1950)- PDGid=33314
xi(1950)0 PDGid=33324
xi(2030)- PDGid=13316

```

```
xi(2030)0 PDGid=13326
  xi- PDGid=3312
  xi0 PDGid=3322
  xi_c+ PDGid=4232
  xi_c0 PDGid=4132
```

## Appendix 7 — Error Messages

Errors and warnings generated during execution are handled by the *G4Exception* function; they are printed as a 7-line message starting and ending with a row of asterisks – that makes them stand out visually in a long printout. Those that are issued by a routine beginning with “G4” came from Geant4 code, while those issued by a routine beginning with “BL” came from G4beamline code; those that are issued by a command name are also from G4beamline code. This list may not be complete; it does not attempt to list all error messages from libraries such as Geant4, CLHEP, GSL, OpenInventor, OpenGL, Xwindows, etc.

Exception	Severity	Discussion
001	Warning	G4HadronicProcess – this is a coding error and is being investigated by the Geant4 team. It is rare and can be ignored unless a large number of tracks are affected
Alarm Signal	Fatal	The alarm timer fired. This timer is set 2 seconds longer than the eventTimeLimit, and will only fire if no steps were taken during those extra 2 seconds. Usually indicates an infinite loop somewhere in the program.
Missing material	Fatal	The specified material cannot be found.
UnknownParticle	Fatal	The specified particle does not exist.
Cannot Tune	Fatal	The pillbox cannot be tuned properly.
Tune Iteration Limit	Fatal	The pillbox tuning did not converge.
Invalid Step	Fatal	The pillbox tuning made an invalid step.
Tuning failed to converge	Fatal	Tuning did not converge.
Duplicate trackerplane-s	Fatal	Two or more trackerplane-s have the same name.
No Trackers	Fatal	The trackermode command has no trackers to control.
Invalid Start Expr	Fatal	The tune command has an invalid argument.
Iteration Limit	Fatal	The tune command did not converge within the limit.
Invalid Tune Expr	Fatal	The tune command has an invalid argument.
Failed to Converge	Fatal	The tune command did not converge.
Out of Memory	Fatal	Not enough memory.
Failed to achieve required accuracy	Fatal	The coil command could not achieve the required accuracy in constructing the field map, given the limits on its size.
Material not found	Fatal	The named material does not exist.
Invalid Coordinate Type	Fatal	Invalid coordinate argument
Invalid init during tracking	Event	Internal coding error.
Invalid start	Fatal	The start command is not valid.
Cannot determine reference coordinate segment	Event	The reference coordinates are not unique at the start of this track. Probably means that radiusCut is omitted or too large in some <i>corner</i> or <i>cornerarc</i> command.
Coordinate Object Missing	Event	Internal coding error.
Reference Coordinates not available	Fatal	Reference coordinates specified, but no applicable reference particle was tracked.



Output File Exists	Fatal	To prevent confusion BLFieldMap will not overwrite an existing file.
Nesting > 64	Fatal	Groups can only be nested to 64 levels.
Object Already Exists	Fatal	The name of an object is not unique.
Already Initialized	Fatal	Internal coding error.
No Physics Registered	Fatal	No <i>physics</i> command in the input file.
No beam Registered	Fatal	No <i>beam</i> command (or other beam).
G4VIS_USE not defined	Fatal	Attempt to use visualization, but the program has no visualization compiled into it.
Coordinates got lost	Event	Internal coding error.
Stuck Track	Track	A track has taken >100 steps without moving significantly. This is usually a very low energy track on a boundary.
Event time limit	Event	Simulating the event has taken more real time than the parameter eventTimeLimit.
Erroneous call to ...	Fatal	Internal coding error.
Cannot find NTuple	Fatal	NTuple name not found in Root file.
Cannot run beam	Fatal	Internal coding error.
Geometry not closed	Fatal	Internal coding error.
Cannot read viewers.def	Fatal	Visualization requested, but cannot find the file <i>viewers.def</i> that defines the viewers (it is normally in the G4beamline install directory).
Viewer not defined	Fatal	A viewer was requested that does not exist.
Large Primary TrackID	Warning	A beam track was read with TrackID > 1000, which can be confused with new secondary tracks having such TrackID-s. See section 7.14.

# References

- [1] Geant4 – <http://geant4.cern.ch>
- [2] CLHEP – <http://proj-clhep.web.cern.ch/proj-clhep/>
- [3] HistoScope – <http://fermitools.fnal.gov/abstracts/histoscope/abstract.html>
- [4] The MICE Collaboration – <http://mice.iit.edu/>
- [5] Root – <http://root.cern.ch>
- [6] “Beam simulation tools for GEANT4 (and neutrino source applications)”, hep-ex/0210057
- [7] Cygwin – <http://www.cygwin.com>
- [8] ffmpeg – <http://www.ffmpeg.org>
- [9] Coin – The Coin 3D graphics library – <http://coin3d.org>