#/vis/open OGLSX

#/vis/viewer/set/viewpointThetaPhi 90 0

#/vis/viewer/zoom 1.

#/vis/viewer/set/projection perspective

#/vis/viewer/set/lightsMove camera

#/vis/drawVolume

#/tracking/storeTrajectory 1

#/vis/scene/add/trajectories

#/vis/scene/endOfEventAction accumulate -1

/vis/disable

/tracking/verbose 1

/tracking/storeTrajectory 1

/gate/geometry/setMaterialDatabase data/GateMaterialsDSTE.db

# W O R L D

#/gate/world/geometry/setXLength 120 cm

#/gate/world/geometry/setYLength 120 cm

#/gate/world/geometry/setZLength 100 cm

/control/execute mac/camera.mac #{CAMERA}

/control/execute mac/Voxel\_Phantom.mac #{PHANTOM}

/control/execute mac/physics.mac #{PHYSICS}

# I N I T I A L I Z E

/gate/run/initialize

/control/execute mac/digitizer.mac #{DIGITIZER}

#/gate/stepping/SetMode Tracker

/gate/stepping/SetPolicy StopOnPhantomBoundary

/gate/stepping/SetPolicy KeepOnlyPhotons

/gate/stepping/SetEnergyThreshold 425 keV

/gate/stepping/SetTextOutput status ON

/gate/stepping/SetMode Detector

/gate/stepping/SetNumberOfTrackerDataFiles 1

# S O U R C E

/control/execute mac/Voxel\_Source.mac #{SOURCE}

/gate/output/verbose 1

/run/verbose 1

/event/verbose 1

/tracking/verbose 1

# Global stats

/gate/actor/addActor SimulationStatisticActor stat

/gate/actor/stat/saveEveryNSeconds 5

/gate/actor/stat/save output/stat.txt

# O U T P U T

/gate/output/ascii/enable

/gate/output/ascii/setOutFileHitsFlag 1

/gate/output/ascii/setOutFileSinglesFlag 1

/gate/output/ascii/setOutFileCoincidencesFlag 1

/gate/output/ascii/setFileName output2/Cylinders

/gate/output/root/enable

/gate/output/root/setFileName output/Long\_total\_OnBoundary1

/gate/output/root/setRootHitFlag 0

/gate/output/root/setRootSinglesFlag 1

/gate/output/root/setRootCoincidencesFlag 1

#/gate/output/root/setRootdelayFlag 1

/gate/output/root/setRootNtupleFlag 0

# R A N D O M

# JamesRandom Ranlux64 MersenneTwister

/gate/random/setEngineName MersenneTwister

/gate/random/setEngineSeed auto

#/gate/random/resetEngineFrom fileName

/gate/random/verbose 0

# V E R B O S I T Y

/gate/verbose Physic 1

/gate/verbose Cuts 1

/gate/verbose Actor 1

/gate/verbose SD 1

/gate/verbose Actions 1

/gate/verbose Step 1

/gate/verbose Error 1

/gate/verbose Warning 1

/gate/verbose Output 1

/gate/verbose Core 1

/run/verbose 0

/event/verbose 0

/tracking/verbose 0

# S T A R T

#/gate/application/setTotalNumberOfPrimaries 1000000000

/gate/application/setTimeSlice 0.3 s

/gate/application/setTimeStart 0 s

/gate/application/setTimeStop 0.3 s

/gate/application/startDAQ

