X SEMINAR ON SOFTWARE FOR NUCLEAR, SUBNUCLEAR AND APPLIED PHISICS

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How to install Geant 4 and build an application

Geant 4 tutorial course

Outline

- Supported platforms & compilers
- Required software
- Where to download the packages
- Geant4 toolkit installation *(release 9.6)*
  - Configuring the environment manually
  - Using *CMake*
- CLHEP full version installation *(optional)*
- Building a Geant4 application with Cmake
- Example of a Geant4 application

Supported platforms & compilers

- Linux systems
  - Scientific Linux CERN SLC5, with gcc 4.1.2 or 4.3.X, 32/64bit
  - Scientific Linux CERN 6 with gcc 4.6.X, 64bit

    Geant4 has also been successfully compiled on other Linux distributions, including Debian, Ubuntu and openSUSE (not officially supported)

- MacOSX systems
  - Mac OS X 10.7 (Lion) and 10.8 (Mountain Lion) with gcc 4.2.1 (Apple), 64bit

    Geant4 has also been successfully compiled on Mac OS X 10.6.8 (Snow Leopard) with gcc 4.2.1 (Apple), (not officially supported)

- Windows systems
  - Windows 7 with Visual Studio 10 (VS2010).

Check current Geant4 supported platforms in http://cern.ch/geant4

Required software

- A UNIX shell and related basic UNIX commands
- C++ compiler
  - It is usually installed on your Linux. If not, you need to install it (*not shown here*)
- Cmake 2.6.4 or higher
- The Geant4 toolkit source code
- CLHEP library
  - an internal version is now supplied with the geant4 source (since 9.5 version)
- The Geant4 data files
  - an automatic procedure can retrieve them (with cmake)

External software packages I

Visualization/GUI tools (optional):

- X11 OpenGL Visualization (Linux and Mac OS X)
  - Requires: X11, OpenGL or MesaGL (headers and libraries).
- Qt4 User Interface and Visualization (All Platforms)
  - Requires: Qt4, OpenGL or MesaGL (headers and libraries).
- Motif User Interface and Visualization (Linux and Mac)
  - Requires: Motif and X11, OpenGL or MesaGL headers and libraries.
- Open Inventor Visualization (All Platforms)
- X11 RayTracer Visualization (Linux and Mac OS X)
- GDML Support (All Platforms)
- DAWN postscript renderer
- HepRApp Browser
- VRML browser
- WIRED4 JAS Plug-In

External software packages II

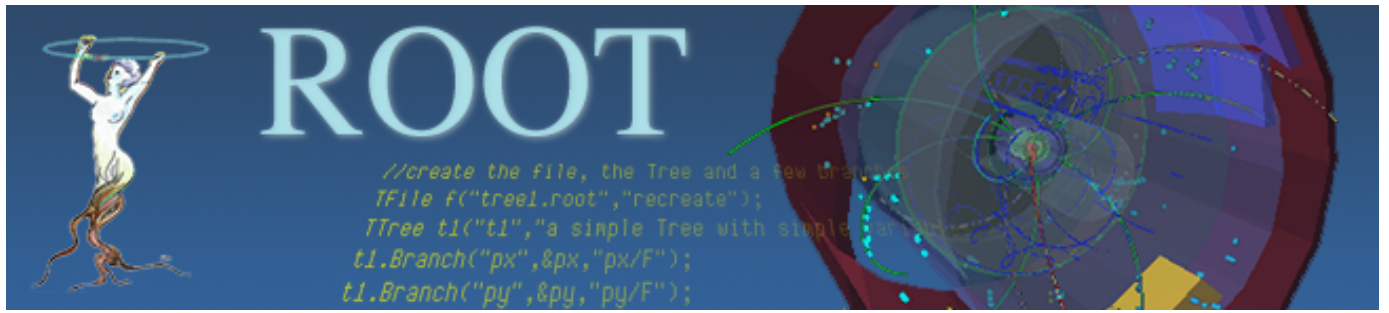
Software for analysis and histogramming (optional):

- AIDA (Abstract Interfaces for Data Analysis)
  - iAIDA (an implementation of AIDA in C++)
  - JAS3 (Java Analysis Studio)
  - Open Scientist (Interactive Analysis Environment)
  - rAIDA (a Root implementation of AIDA)

http://aida.freehep.org/

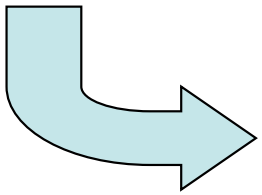
- ROOT (a data analysis framework)

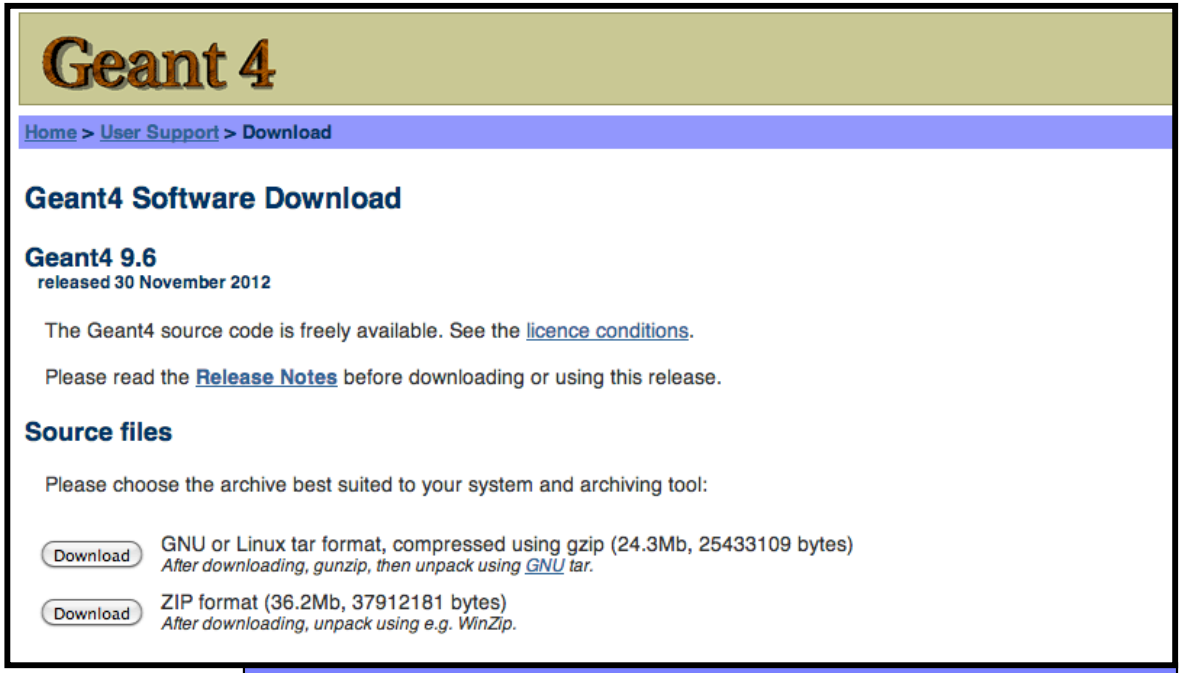
http://root.cern.ch/



Where to download the packages

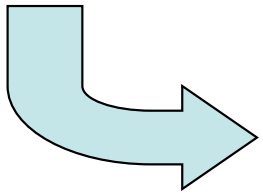
- **Geant4**

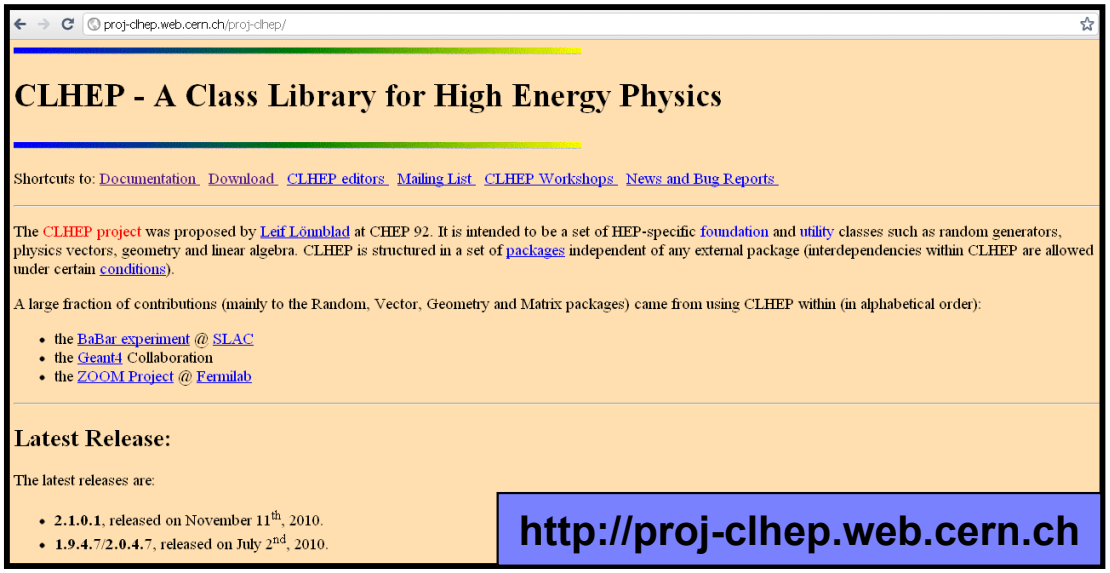




http://geant4.cern.ch/support/download.shtml

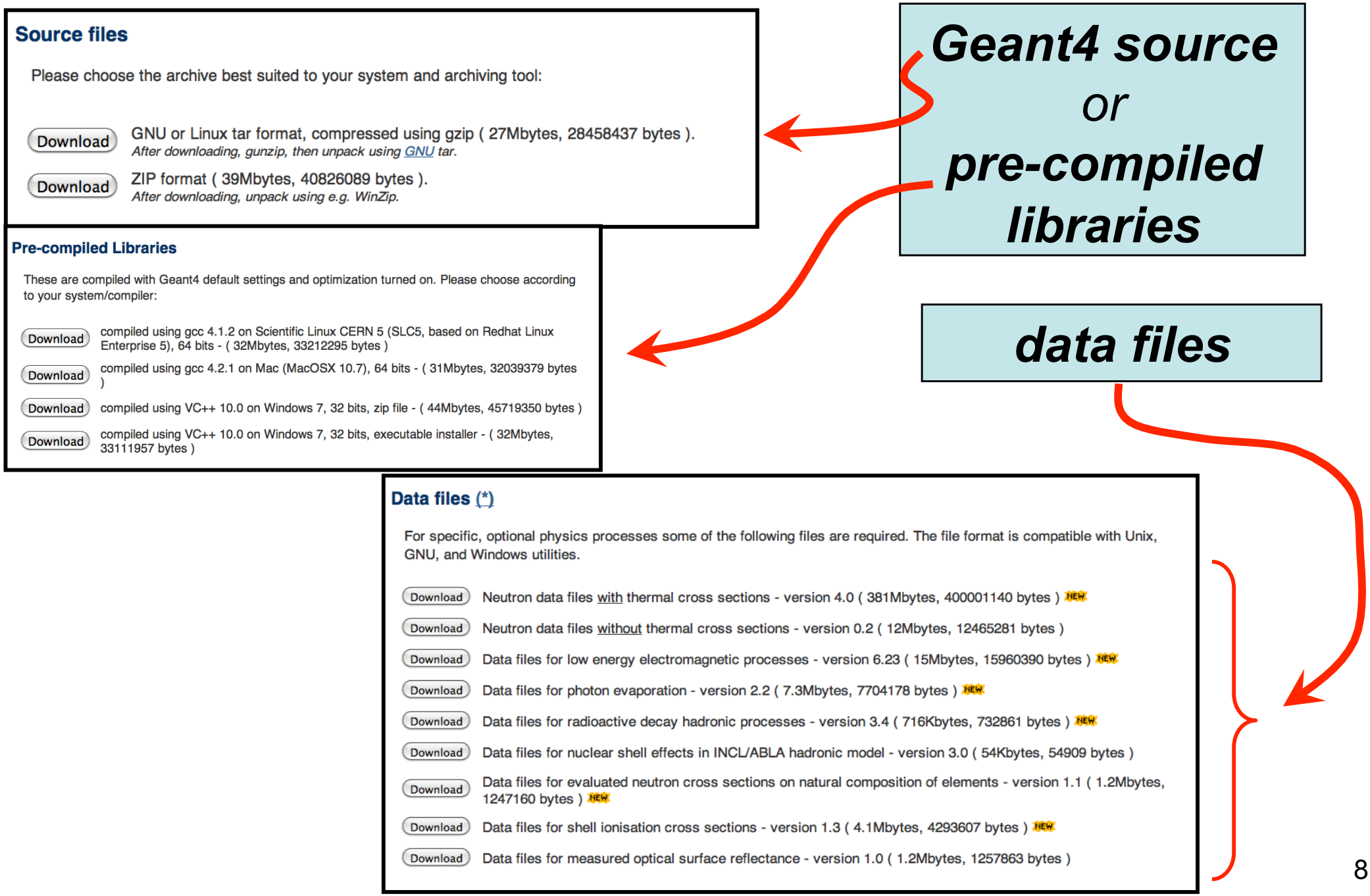
- **CLHEP**





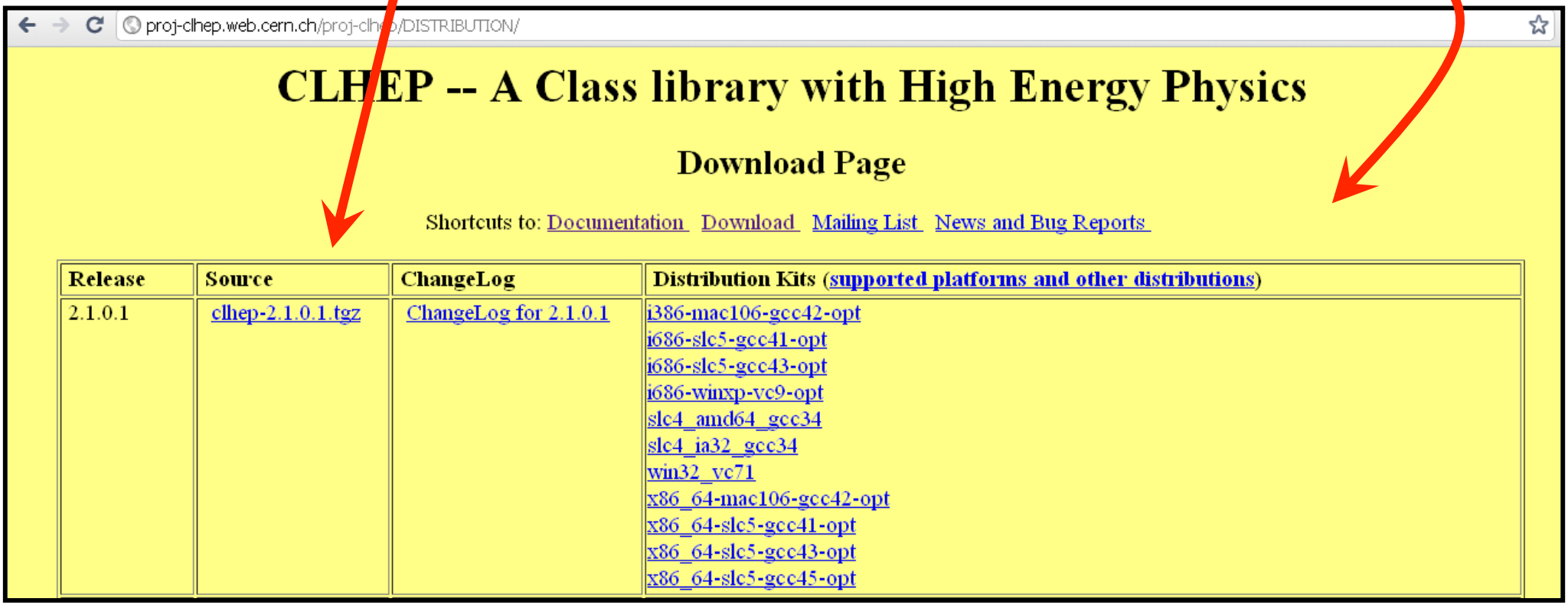
http://proj-clhep.web.cern.ch

Downloading Geant4 and data files



Downloading CLHEP (optionally)

Source code** or **pre-compiled libraries



Geant4 installation (9.6 version)

Working area & installation area

- Why two different areas ?
  - To allow centralized installation of the Geant4 kernel libraries and related sources in a multi-user environment
  - To decouple user-developed code and applications from the kernel
  - To allow an easy integration of the Geant4 software in an existing software framework

Two ways to proceed:

- Manually installing by env variables *(deprecated)*
- Using **CMake** *(recommended and officially supported)*

Installing Geant4 with *CMake*

CMake installation *(if not provided)*

- Depending on the OS installation, CMake may not be installed by default. In that case you have to install it:
  - On Linux: it is recommended to use the CMake provided by the package management system of your distribution.

    In case it does not meet the minimum version requirement:
    1. download the latest version *(http://www.cmake.org/)*
    2. unzip the tar-ball
    3. **`./bootstrap, make, make install`**
  - On Mac: install it using the Darwin64 dmg installerpackage
  - On Windows: install it using the Win32 exe installerpackage

Geant4 installation with CMake

- Unpack the geant4 source package geant4.9.6.tar.gz to a location of your choice:
  - ex.: /path/to/geant4.9.6 → *source directory*
- Create a directory in which to configure and run the build and store the build products (not inside the source dir!)
  - ex.: /path/to/geant4.9.6-build → *build directory*

```
$ cd /path/to
$ mkdir geant4.9.6-build
$ ls
geant4.9.6  geant4.9.6-build
```

- To configure, change into the build directory and run CMake:

```
$ cd /path/to/geant4.9.6-build
$ cmake -DCMAKE_INSTALL_PREFIX=/path/to/geant4.9.6-install /path/to/geant4.9.6
```

  - CMAKE_INSTALL_PREFIX option is used to set the *install directory*
  - The second argument to CMake is the path to the source directory.

Geant4 installation with CMake

- CMake configures the build and generates Unix Makefiles to perform the actual build:

```
$ cmake -DCMAKE_INSTALL_PREFIX=/path/to/geant4.9.6-install /path/to/geant4.9.6
-- The C compiler identification is GNU
-- The CXX compiler identification is GNU
-- Check for working C compiler: /usr/bin/gcc
-- Check for working C compiler: /usr/bin/gcc -- works
-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- setting default compiler flags for CXX
-- Check for working CXX compiler: /usr/bin/c++
-- Check for working CXX compiler: /usr/bin/c++ -- works
-- Detecting CXX compiler ABI info
-- Detecting CXX compiler ABI info - done
-- Found EXPAT: /usr/lib64/libexpat.so
-- Pre-configuring dataset G4NDL (4.2)
-- Pre-configuring dataset G4EMLOW (6.32)
-- Pre-configuring data
-- Pre-configuring data
-- Pre-configuring data
-- Pre-configuring data
-- Pre-configuring data
-- Pre-configuring data
-- The following Geant4 features are enabled:
GEANT4_BUILD_CXXSTD: Compiling against C++ Standard 'c++98'
GEANT4_USE_SYSTEM_EXPAT: Using system install of EXPAT

-- Configuring done
-- Generating done
-- Build files have been written to: /path/to/geant4.9.6-build
```

If you see that, you are successful !!!

If you see errors at this point, carefully check the messages output by CMake

Geant4 installation with CMake

- After the configuration has run, CMake have generated Unix Makefiles for building Geant4. To run the build, simply execute make in the build directory:

```
$ make -jN
```

  - where N is the number of parallel jobs you require. The build will now run, and will output information on the progress of the build and current operations

- When build has completed, you can install Geant4 to the directory you specified earlier in CMAKE_INSTALL_PREFIX by running:

```
$ make install
```

Geant4 installation with CMake

- Additional arguments can be passed to CMake to activate optional components of Geant4 (*standard* and *advanced* options):
  - **-DGEANT4_INSTALL_DATA=ON** *(recommended)*
    the additional external data libraries are automatically downloaded
  - **-DGEANT4_INSTALL_EXAMPLES=ON** *(recommended)*
    examples are installed
  - **-DGEANT4_USE_OPENGL_X11=ON** *(recommended)*
    build the X11 OpenGL visualization driver
  - -DGEANT4_USE_QT=ON *(optional, but nice!!!)*
    build the Qt visualization driver
  - -DGEANT4_USE_SYSTEM_CLHEP=ON *(optional)*
    external CLHEP are required

You can directly include the options since the beginning:

```
cmake -DCMAKE_INSTALL_PREFIX=/path/to/geant4.9.6-install  -DGEANT4_INSTALL_DATA=ON
-DGEANT4_USE_OPENGL_X11=ON -DGEANT4_INSTALL_EXAMPLES=ON /path/to/geant4.9.6
```

Geant4 installation with CMake

- The install of Geant4 is contained under the directory chosen (CMAKE_INSTALL_PATH), with the following structure:

```
+- CMAKE_INSTALL_PREFIX
   +- bin/
   |  +- geant4-config    (UNIX ONLY)
   |  +- geant4.csh       (UNIX ONLY)
   |  +- geant4.sh        (UNIX ONLY)
   |  +- G4global.dll     (WINDOWS ONLY)
   |  +- ...
   +- include/
   |  +- Geant4/
   |     +- G4global.hh
   |     +- ...
   |     +- CLHEP/        (WITH INTERNAL CLHEP ONLY)
   |     +- tools/
```

- To make the Geant4 binaries and libraries available on your PATH and library path and to set the variables for external data libraries:

```
$ . geant4.sh
```

N.B.: each time you close the shell remember to source the `geant4.sh` *script before executing an application !!!*

- Alternatively, you may use the *geant4make.sh* (*.csh*) script to compile applications with GNUmakefile (*deprecated → G4.10*)

Installing CLHEP full version

(not mandatory)

- Create a directory for the installation procedure (ex.:clhep)

```
[geant4-tutorial] ~ >
[geant4-tutorial] ~ >
[geant4-tutorial] ~ >
[geant4-tutorial] ~ >
[geant4-tutorial] ~ > mkdir clhep
[geant4-tutorial] ~ > cd clhep
[geant4-tutorial] ~/clhep >
```

- Move the downloaded tar-ball into this directory

```
[geant4-tutorial] ~/clhep >
[geant4-tutorial] ~/clhep >
[geant4-tutorial] ~/clhep >
[geant4-tutorial] ~/clhep > mv ~/Desktop/clhep-2.0.3.2-src.tgz .
[geant4-tutorial] ~/clhep > ls
clhep-2.0.3.2-src.tgz
[geant4-tutorial] ~/clhep >
```

- Unzip the extract tar-ball into this directory

```
[geant4-tutorial] ~/clhep >
[geant4-tutorial] ~/clhep >
[geant4-tutorial] ~/clhep >
[geant4-tutorial] ~/clhep > tar xzvf clhep-2.0.3.2-src.tgz
2.0.3.2/
2.0.3.2/CLHEP/
2.0.3.2/CLHEP/CVS/
2.0.3.2/CLHEP/CVS/Root
2.0.3.2/CLHEP/CVS/Repository
2.0.3.2/CLHEP/CVS/Entries
2.0.3.2/CLHEP/CVS/Template
2.0.3.2/CLHEP/CVS/Tag
```

- The extracted CLHEP package can be found in the subdirectory 2.0.3.2/CLHEP". Have a look at the content:

```
[geant4-tutorial] ~/clhep >
[geant4-tutorial] ~/clhep >
[geant4-tutorial] ~/clhep > ls
2.0.3.2  clhep-2.0.3.2-src.tgz
[geant4-tutorial] ~/clhep > ls 2.0.3.2/CLHEP
aclocal.m4          Evaluator           Matrix
autom4te.cache      Exceptions          missing
bootstrap           GenericFunctions    Random
build-clheplib.in   Geometry            RandomObjects
Cast                getObjectList.in    README
ChangeLog           HepMC               ReadMe.cygwin-VC71
clhep-config.in     HepPDT              RefCount
compilers.txt       INSTALL             setup.cygwin-VC71
config.guess        install-sh          StdHep
config.sub          makeBinaryTar.in    Units
configure           Makefile.am         Utilities
configure.in        Makefile.in         Vector
CVS                 makeSourceDist.in
[geant4-tutorial] ~/clhep >
```

Have a look in the "INSTALL" file: It contains more details on the installation procedure

- Create two directories (inside our "clhep" directory), which are used for building and installing the package:

```
[geant4-tutorial] ~/clhep >
[geant4-tutorial] ~/clhep > mkdir build
[geant4-tutorial] ~/clhep > mkdir install
[geant4-tutorial] ~/clhep > ls
2.0.3.2  build  clhep-2.0.3.2-src.tgz  install
[geant4-tutorial] ~/clhep > cd build
[geant4-tutorial] ~/clhep/build >
```

NOTE: The package will be finally installed in the directory "~/clhep/install"

- Inside the “build” directory, call the CLHEP configure script (which is contained in the “2.0.3.2/CLHEP” directory).
  NOTE: As argument you need to specify the directory, where CLHEP should be installed. Thus the full command to be called is: ../2.0.3.2/CLHEP/configure --prefix=/home/geant4-tutorial/clhep/install

```
[geant4-tutorial] ~/clhep/build >
[geant4-tutorial] ~/clhep/build > ../2.0.3.2/CLHEP/configure --prefi
x=/home/geant4-tutorial/clhep/install
checking build system type... i686-pc-linux-gnu
checking host system type... i686-pc-linux-gnu
checking target system type... i686-pc-linux-gnu
checking for a BSD-compatible install... /usr/bin/install -c
checking whether build environment is sane... yes
checking for gawk... gawk
checking whether make sets $(MAKE)... yes
checking for a BSD-compatible install... /usr/bin/install -c
checking whether ln -s works... yes
checking for ranlib... ranlib
```

Adapt prefix path according to your own installation directory!

- The configure script checks for required programs and libraries,and creates some files, e.g. makefiles, and directories:

```
[geant4-tutorial] ~/clhep/build >
[geant4-tutorial] ~/clhep/build >
[geant4-tutorial] ~/clhep/build >
[geant4-tutorial] ~/clhep/build > ls
build-clheplib  Evaluator          makeBinaryTar   RandomObjects
Cast            Exceptions         Makefile        RefCount
clhep-config    GenericFunctions   makeSourceDist  Units
config.log      Geometry           Matrix          Vector
config.status   getObjectList      Random
[geant4-tutorial] ~/clhep/build >
```

- If no error occured in the configure process, one can start to build the CLHEP package using the “make” command:

```
[geant4-tutorial] ~/clhep/build >
[geant4-tutorial] ~/clhep/build >
[geant4-tutorial] ~/clhep/build >
[geant4-tutorial] ~/clhep/build >
[geant4-tutorial] ~/clhep/build >
[geant4-tutorial] ~/clhep/build > make
Making all in Units
make[1]: Entering directory `/home/geant4-tutorial/clhep/build/Units'
Making all in Units
make[2]: Entering directory `/home/geant4-tutorial/clhep/build/Units/Units'
make  all-am
make[3]: Entering directory `/home/geant4-tutorial/clhep/build/Units/Units'
make[3]: Für das Ziel »all-am« ist nichts zu tun.
make[3]: Leaving directory `/home/geant4-tutorial/clhep/build/Units/Units'
make[2]: Leaving directory `/home/geant4-tutorial/clhep/build/Units/Units'
Making all in .
make[2]: Entering directory `/home/geant4-tutorial/clhep/build/Units'
/home/geant4-tutorial/clhep/2.0.3.2/CLHEP/Units/autotools/install-sh -d /home/
geant4-tutorial/clhep/build/Units/CLHEP;
make[3]: Entering directory `/home/geant4-tutorial/clhep/build/Units/Units'
 install headers in /home/geant4-tutorial/clhep/build/Units/CLHEP/Units
make[3]: Leaving directory `/home/geant4-tutorial/clhep/build/Units/Units'
make[2]: Leaving directory `/home/geant4-tutorial/clhep/build/Units'
```

This may take a while...

Only the initial and last output messages of the make command are shown

```
liblist=`./getObjectList -static Units Vector Evaluator GenericFunct
ions Geometry Random Matrix RandomObjects RefCount Cast Exceptions`;
 \
ar cru libCLHEP-2.0.3.2.a $liblist; ranlib libCLHEP-2.0.3.2.a
rm -f libCLHEP-2.0.3.2.so
liblist=`./getObjectList -shared Units Vector Evaluator Ge
ions Geometry Random Matrix RandomObjects RefCount Cast Ex
 \
g++ -O -ansi -pedantic -Wall -D_GNU_SOURCE -g -O2   -o lib
3.2.so -shared -Wl,-soname,libCLHEP-2.0.3.2.so $liblist -o libCLHEP-
2.0.3.2.so
make[1]: Leaving directory `/home/geant4-tutorial/clhep/build'
[geant4-tutorial] ~/clhep/build >
```

Compiling was successful if “make” does not exit with error messages...

- Once the package was compiled successfully, CLHEP can be installed using the “make install” command:

```
[geant4-tutorial] ~/clhep/build >
[geant4-tutorial] ~/clhep/build > make install
Making install in Units
make[1]: Entering directory `/home/geant4-tutorial/clhep/build/Units'
Making install in Units
make[2]: Entering directory `/home/geant4-tutorial/clhep/build/Units/Units'
make[3]: Entering directory `/home/geant4-tutorial/clhep/build/Units/Units'
make[3]: Für das Ziel »install-exec-am« ist nichts zu tun.
test -z "/home/geant4-tutorial/clhep/install/include/CLHEP/Units" || mkdir -p -- "/hom
e/geant4-tutorial/clhep/install/include/CLHEP/Units"
 /usr/bin/install -c -m 644 '../../../2.0.3.2/CLHEP/Units/Units/GlobalPhysicalConstant
s.h' '/home/geant4-tutorial/clhep/install/include/CLHEP/Units/GlobalPhysicalConstants.
h'
 /usr/bin/install -c -m 644 '../../../2.0.3.2/CLHEP/Units/Units/GlobalSystemOfUnits.h'
 '/home/geant4-tutorial/clhep/install/include/CLHEP/Units/GlobalSystemOfUnits.h'
 /usr/bin/install -c -m 644 '../../../2.0.3.2/CLHEP/Units/Units/PhysicalConstants.h' '
/home/geant4-tutorial/clhep/install/include/CLHEP/Units/PhysicalConstants.h'
```

- The CLHEP libraries are now installed in the directory “~/clhep/install”

(NOTE: We specified the installation directory in the configure process; see the previous slides)

```
[geant4-tutorial] ~/clhep/install >
[geant4-tutorial] ~/clhep/install >
[geant4-tutorial] ~/clhep/install >
[geant4-tutorial] ~/clhep/install >
[geant4-tutorial] ~/clhep/install > ls
bin  include  lib
[geant4-tutorial] ~/clhep/install >
```

Congratulations!

- What do the subdirectories in “~/clhep/install” contain?
  - include: Contains (in a defined directory tree structure) the C++ header files of CLHEP
  - lib: Contains the (static and shared) CLHEP libraries
  - bin: Contains configure scripts and the very useful “clhep- config” script

- Finally, to save some disk space, you can remove the “build” directory, as well as the tar-ball and the source package

```
[geant4-tutorial] ~/clhep > du -sh *
27M     2.0.3.2
93M     build
4,9M    clhep-2.0.3.2-src.tgz
53M     install
[geant4-tutorial] ~/clhep > rm -r 2.0.3.2 build clhep-2.0.3.2-src.tgz
[geant4-tutorial] ~/clhep >
```

Building an application with CMake

Building an application with cmake

- To build an application that uses the Geant4 toolkit, it is necessary to include Geant4 headers in the application sources and link the application to the Geant4 libraries:
  - using CMake → Geant4Config.cmake → writing a **`CMakeLists.txt`** script

  to locate Geant4 and describe the build of your application against it

- For istance: examples/basic/B1:

```
+- B1/
   +- CMakeLists.txt
   +- exampleB1.cc
   +- include/
   |  ... headers.hh ...
   +- src/
      ... sources.cc ...
```

Here, exampleB1.cc contains main() for the application, with include/ and src/ containing the implementation class headers and sources respectively.

CMakeLists.txt file has to be located in the root directory of the application.

Building an application with cmake

```
# (1)
cmake_minimum_required(VERSION 2.6 FATAL_ERROR)
project(B1)

# (2)
option(WITH_GEANT4_UIVIS "Build example with Geant4 UI and Vis drivers" ON)
if(WITH_GEANT4_UIVIS)
  find_package(Geant4 REQUIRED ui_all vis_all)
else()
  find_package(Geant4 REQUIRED)
endif()

# (3)
include(${Geant4_USE_FILE})
include_directories(${PROJECT_SOURCE_DIR}/include)

# (4)
file(GLOB sources ${PROJECT_SOURCE_DIR}/src/*.cc)
file(GLOB headers ${PROJECT_SOURCE_DIR}/include/*.hh)

# (5)
add_executable(exampleB1 exampleB1.cc ${sources} ${headers})
target_link_libraries(exampleB1 ${Geant4_LIBRARIES})

# (6)
set(EXAMPLEB1_SCRIPTS
  exampleB1.in
  exampleB1.out
  init.mac
  init_vis.mac
  run1.mac
  run2.mac
  vis.mac
  )

foreach(_script ${EXAMPLEB1_SCRIPTS})
  configure_file(
    ${PROJECT_SOURCE_DIR}/${_script}
    ${PROJECT_BINARY_DIR}/${_script}
    COPYONLY
    )
endforeach()

# (7)
install(TARGETS exampleB1 DESTINATION bin)
```

- The text file CMakeLists.txt is the CMake script containing commands which describe how to build the exampleB1 application
- Example of structure:
  1. Cmake minimum version and set the project name
  2. Find and configure G4
  3. Configure the project to use G4 and B1 headers
  4. List the sources
  5. Define and link the executable
  6. Copy any runtime script to the build directory
  7. Install the executable

Building an application with cmake

- First step: create a build directory for the specific application (suggestion: build that alongside the application source directory):

```
$ cd $HOME
$ mkdir B1-build
```

- Change to this build directory and run CMake to generate the Makefiles needed to build the B1 application. Pass CMake two arguments:

```
$ cd $HOME/B1-build
$ cmake -DGeant4_DIR=/home/you/geant4-install/lib64/Geant4-9.6.0 $HOME/B1
```

- CMake will now run to configure the build and generate Makefiles.:

```
$ cmake -DGeant4_DIR=/home/you/geant4-install/lib64/Geant4-9.6.0 $HOME/B1
-- The C compiler identification is GNU
-- The CXX compiler identification is GNU
-- Check for working C compiler: /usr/bin/gcc
-- Check for working C compiler: /usr/bin/gcc -- works
-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- Check for working CXX compiler: /usr/bin/c++
-- Check for working CXX compiler: /usr/bin/c++ -- works
-- Detecting CXX compiler ABI info
-- Detecting CXX compiler ABI info - done
-- Configuring done
-- Generating done
-- Build files have been written to: /home/you/B1-build
```

Building an application with cmake

- The following files have been generated:

```
$ ls
CMakeCache.txt       exampleB1.in   init_vis.mac  run2.mac
CMakeFiles           exampleB1.out  Makefile      vis.mac
cmake_install.cmake  init.mac       run1.mac
```

- Once the Makefile is available we can do:

```
$ make -jN
```

- The following output should be displayed:

```
$ make
Scanning dependencies of target exampleB1
[ 16%] Building CXX object CMakeFiles/exampleB1.dir/exampleB1.cc.o
[ 33%] Building CXX object CMakeFiles/exampleB1.dir/src/B1PrimaryGeneratorA
ction.cc.o
[ 50%] Building CXX object CMakeFiles/exampleB1.dir/src/B1EventAction.cc.o
[ 66%] Building CXX object CMakeFiles/exampleB1.dir/src/B1RunAction.cc.o
[ 83%] Building CXX object CMakeFiles/exampleB1.dir/src/B1DetectorConstruct
ion.cc.o
[100%] Building CXX object CMakeFiles/exampleB1.dir/src/B1SteppingAction.cc
.o
Linking CXX executable exampleB1
[100%] Built target exampleB1
```

Building an application with cmake

- List again the content of the build directory, you see the executable:

```
$ ls
CMakeCache.txt       exampleB1      init.mac      run1.mac
CMakeFiles           exampleB1.in   init_vis.mac  run2.mac
cmake_install.cmake  exampleB1.out  Makefile      vis.mac
```

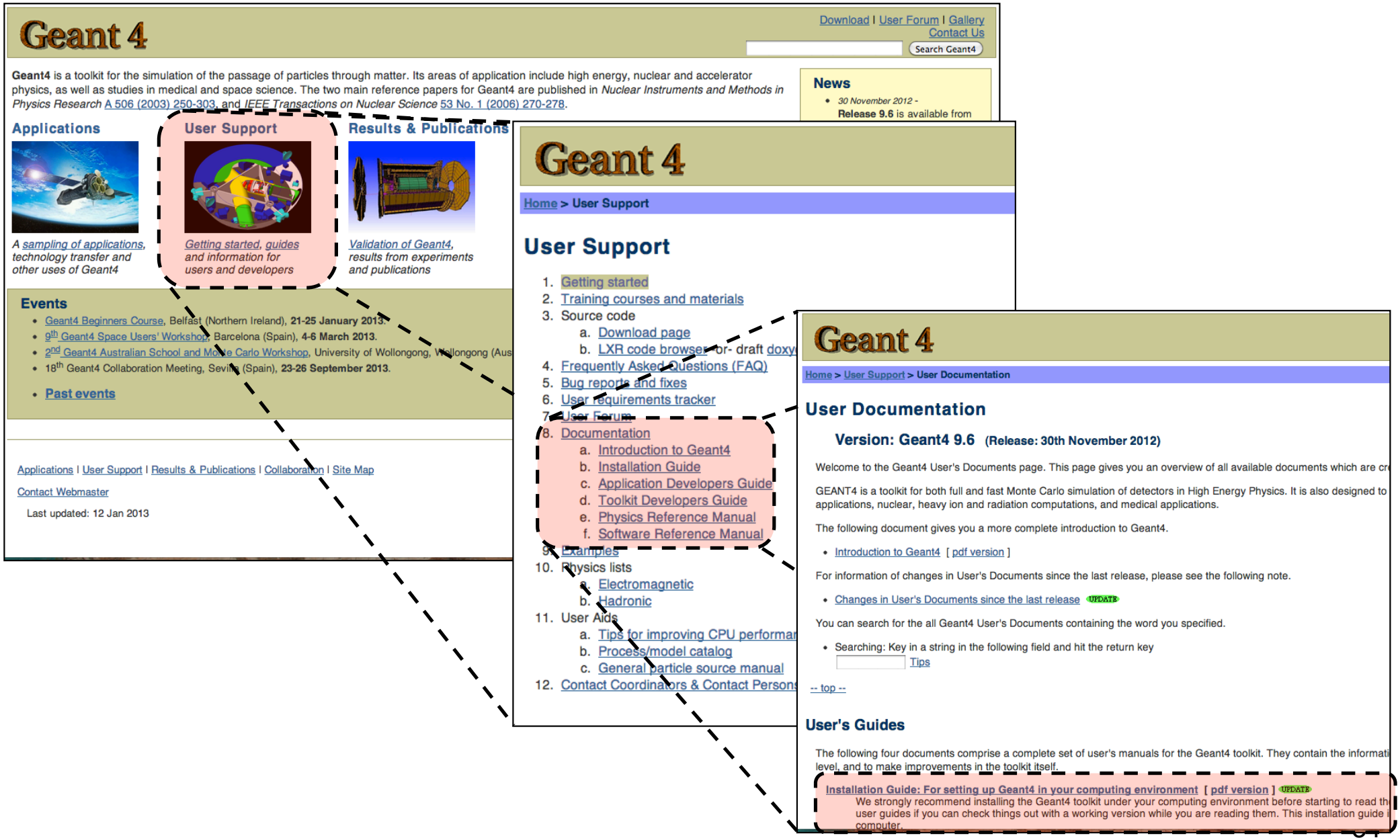
- Run the application, simply with `./exampleB1`, the following output should be displayed:

```
$ ./exampleB1
+++ G4StackManager uses G4SmartTrackStack. +++

************************************************************
Geant4 version Name: geant4-09-06-ref-00    (30-November-2012)
                     Copyright : Geant4 Collaboration
                     Reference : NIM A 506 (2003), 250-303
                     WWW : http://cern.ch/geant4
************************************************************

<<< Reference Physics List QBBC
Checking overlaps for volume Envelope ... OK!
Checking overlaps for volume Shape1 ... OK!
Checking overlaps for volume Shape2 ... OK!
WARNING: G4QInelastic is deprecated and will be removed in GEANT4 version 10.0.
### Adding tracking cuts for neutron  TimeCut(ns)= 10000  KinEnergyCut(MeV)= 0
Visualization Manager instantiating with verbosity "warnings (3)"...
Visualization Manager initialising...
Registering graphics systems...
```

- And that's all !!!

Building an application with cmake

- For further details have a look at the Installation guide:



A Geant4 application

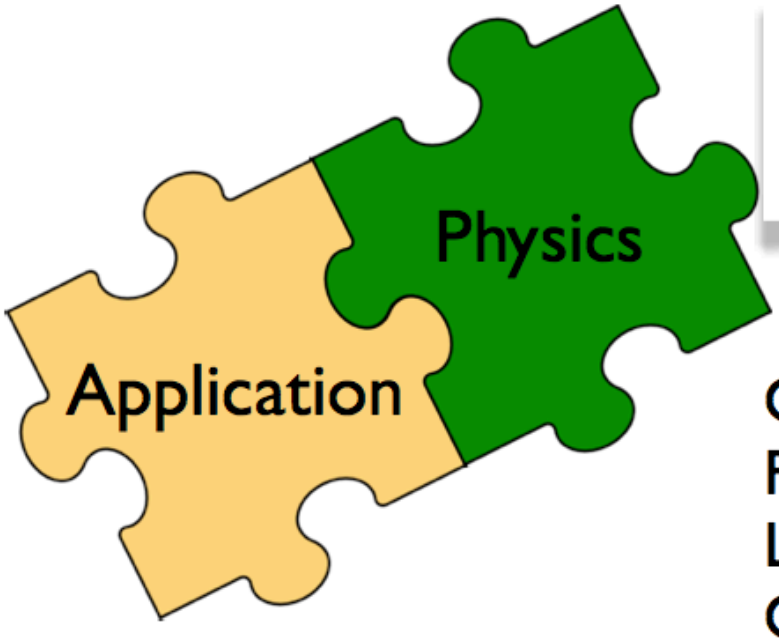
A Geant4 application

- Geant4 is a **toolkit**: no “main” program
- User is responsible of building an application
- Increased flexibility, but...

... more work to be done

A Geant4 application

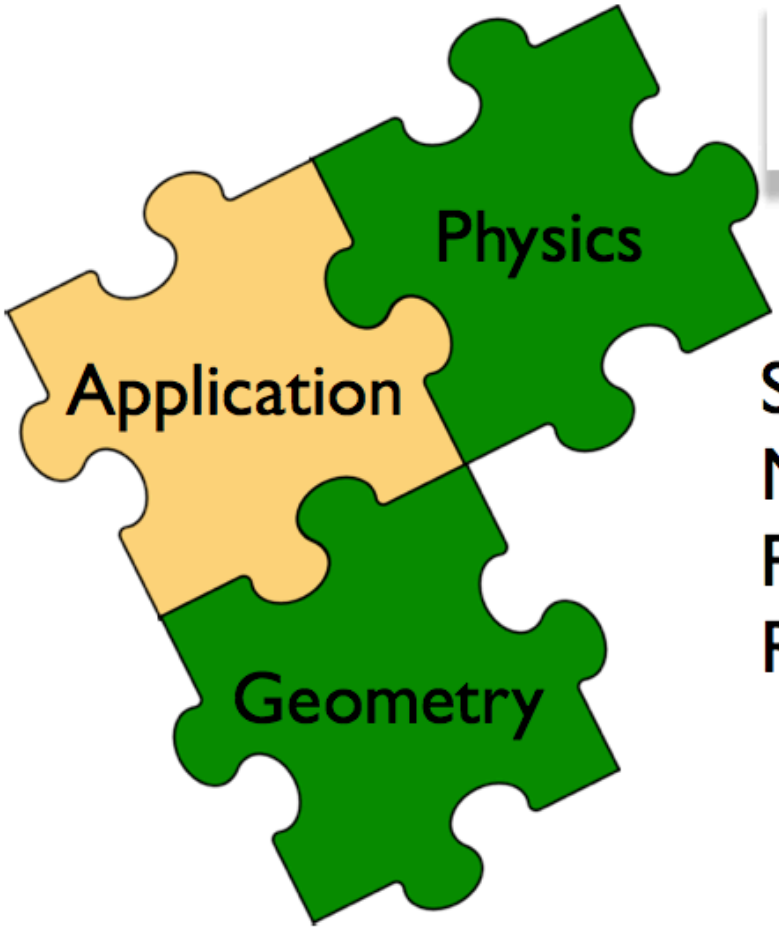
A Geant4 application



From Geant4:
One of the provided Physics lists or build/tailor your own

QGSP_BERT
FTFP_BERT
LHEP
QGSP_BIC
CHIPS
....

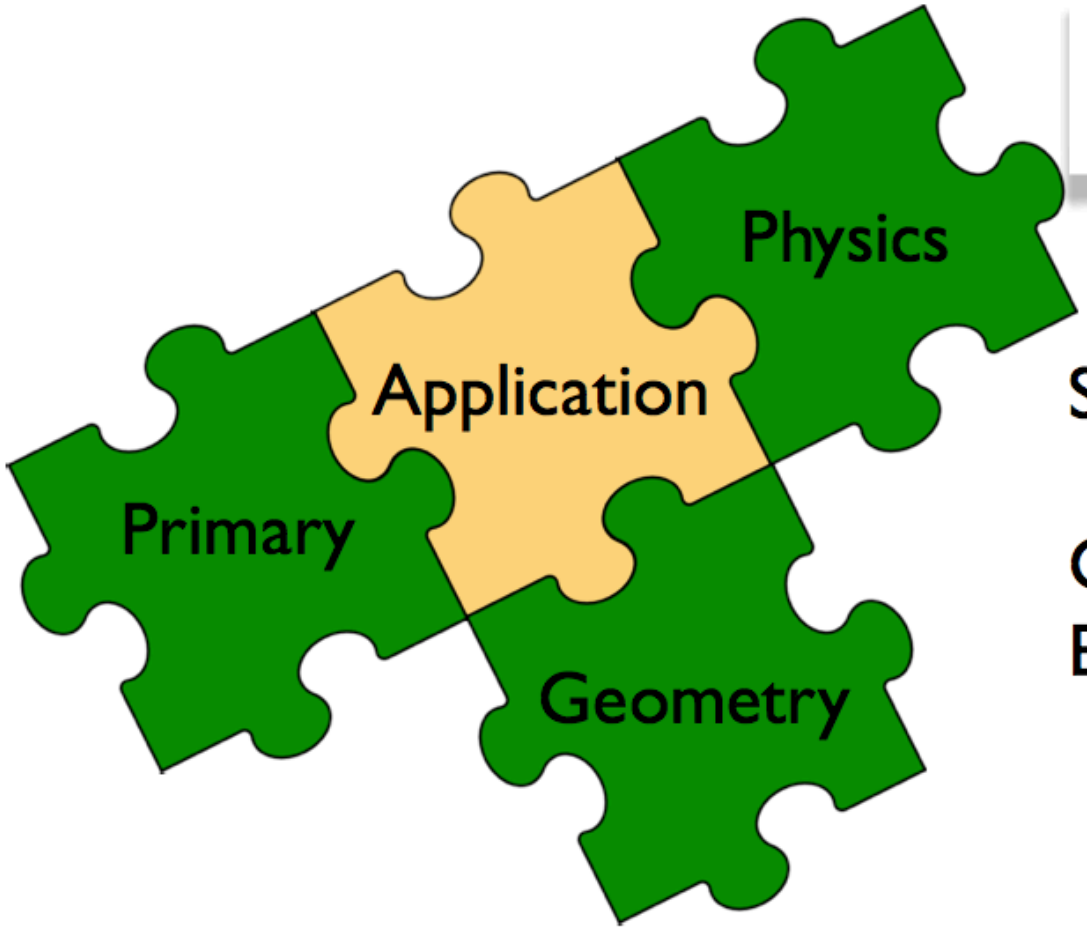
A Geant4 application



Describe your detector using G4 geometry

Shapes,
Materials,
Placements,
Read-out geo

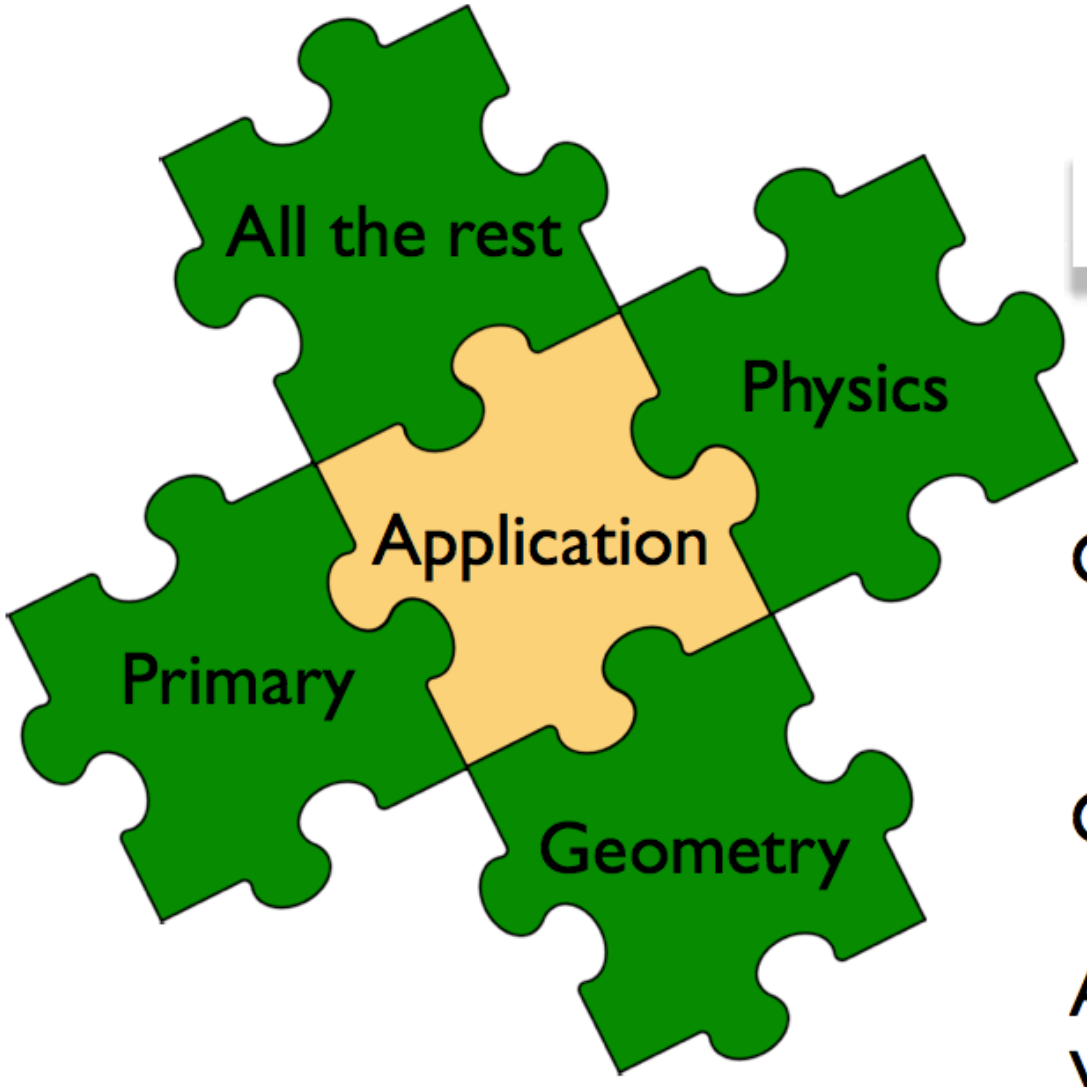
A Geant4 application



Describe the source of radiation

Simple Gun
test-beam like
Generic source
External input
HepMC files

A Geant4 application



Add all the rest

G4UserActions
interact with simulation
G4Hits/Digits
read-out
Analysis
Visualization

Thanks for your attention