

First collimation results with SIXTRACK

R. Assmann

BCSG 19/6/02

SIXTRACK tracking with collimators

Collimators remain defined in MAD-SIXTRACK conversion (HG, MH)

Inside SIXTRACK: Load any case with errors
Collimation input: N, M, N1, N2, Halo, ...
Generate primary beam halo

Loop over N times 64 particles

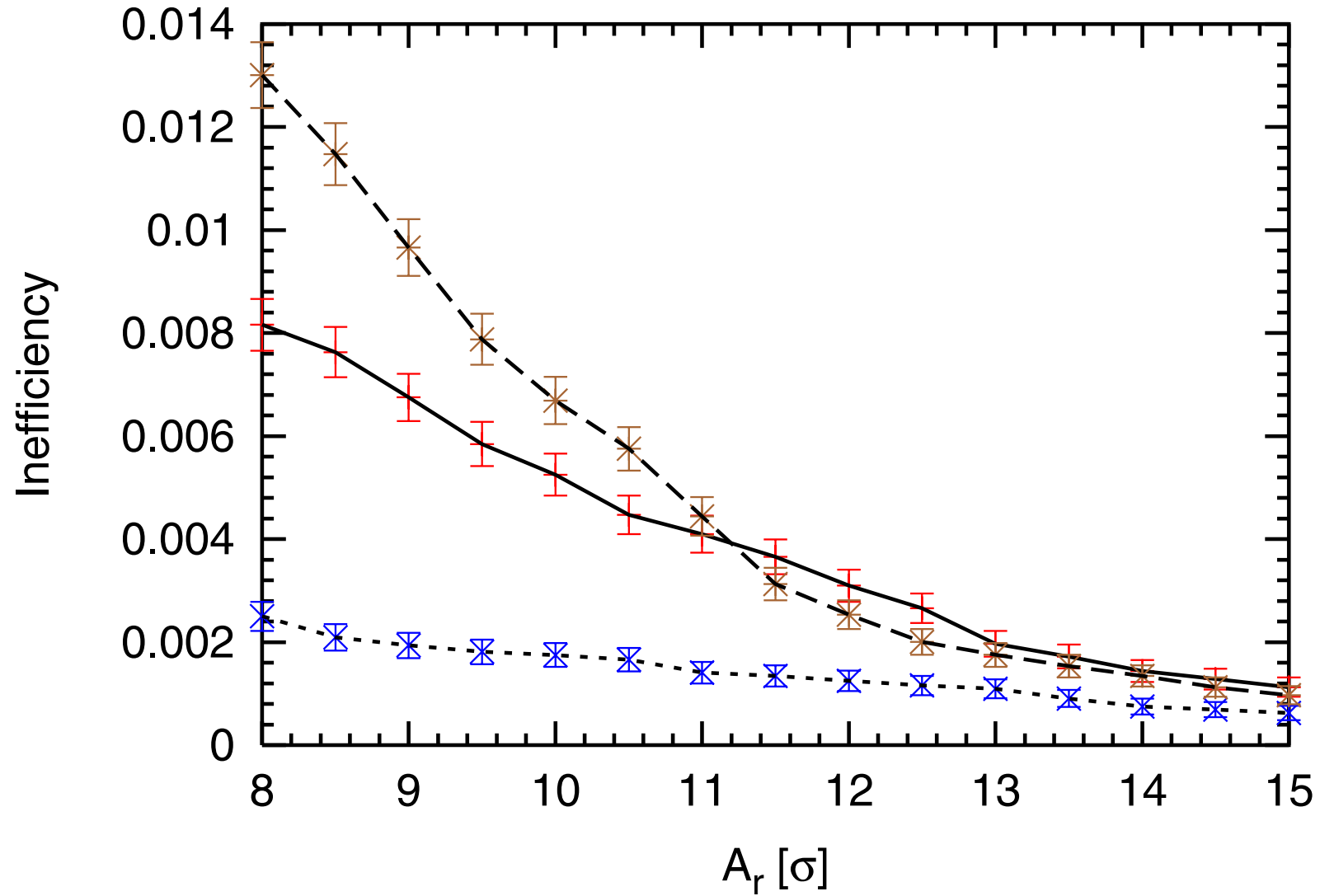
For each 64 particles do M turns

Check name for known collimator

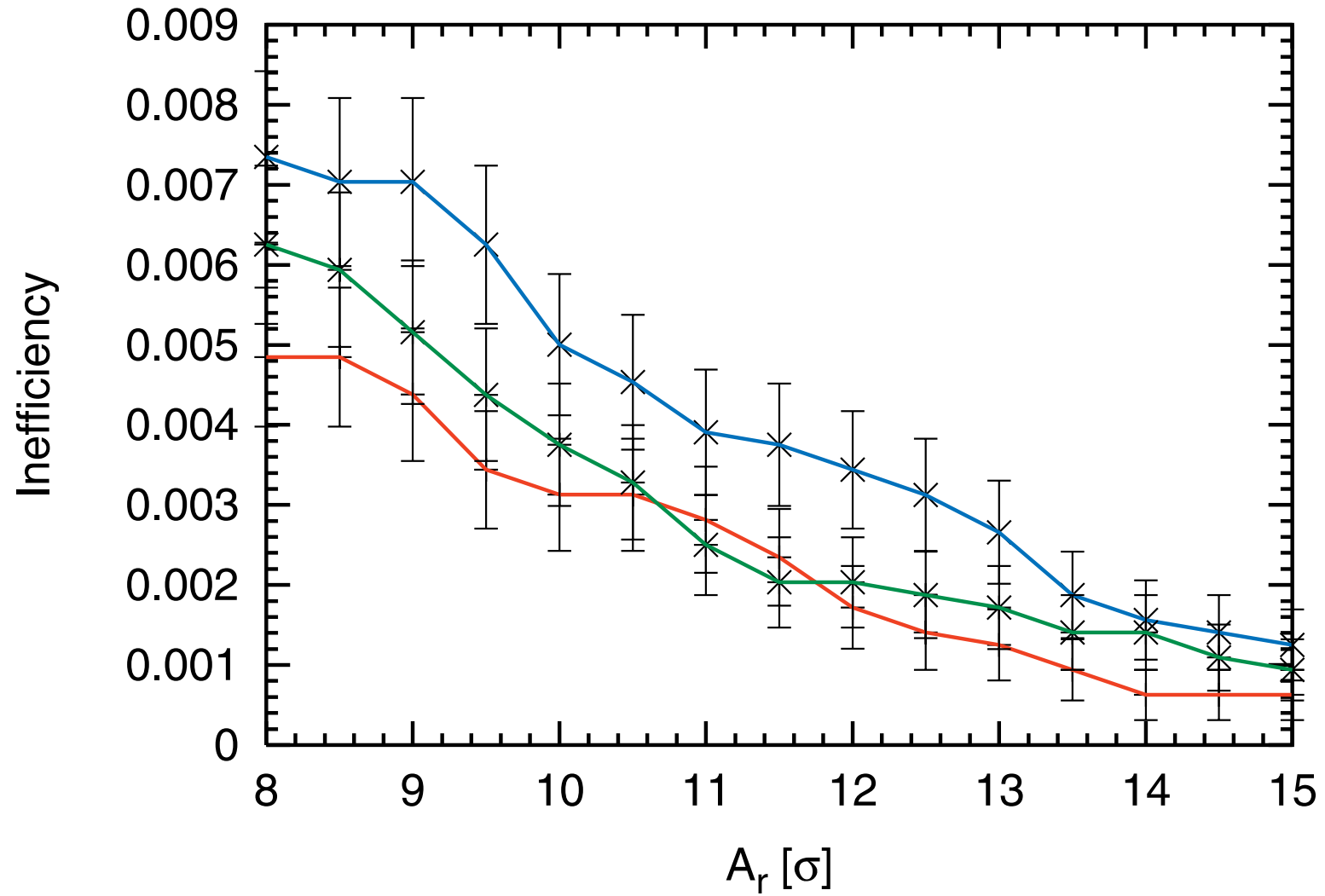
If known: do collimation routine – if unknown: drift

Collimator settings: Use SIXTRACK orbit/optics/momentum!

Inefficiency for different seeds



Statistical error on inefficiency



Inefficiency before and after snapback (corrected and uncorrected)

