

# Revised Desired Sims List

Benoit has revised his list of desired simulation configurations:

"I have attached the configuration file with the different positions required. The first three parameters (pivot, vertical translation) are fixed.

It would be nice to run all configurations for electrons at PS (1,5,10,15 GeV) and SPS (10,20,50,100,200,280 GeV).

That's many runs, but it will typical of what is needed for the experiment. If it appears to be too much, we will reduce the number of energies."

For positrons at 1 GeV, only position 0 at 0 degree is needed.

[Ed. There are 17 configs x 10 energies - 170 sets of runs(!)]  
[Ed's Ed. make that 18 configs]

BeamTransform.vertical\_translation = 23;  
BeamTransform.pivot\_location = -130;  
BeamTransform.pivot\_offset = 45;

0 degree, position 0  
BeamTransform.horizontal\_translation = -201.2;  
BeamTransform.table\_rotation = 0;

0 degree, position 1  
BeamTransform.horizontal\_translation = -340;  
BeamTransform.table\_rotation = 0;

5 degrees, position 0  
BeamTransform.horizontal\_translation = -193.46;  
BeamTransform.table\_rotation = 5;

5 degrees, position 1  
BeamTransform.horizontal\_translation = -331.73;  
BeamTransform.table\_rotation = 5;

5 degrees, position 2  
BeamTransform.horizontal\_translation = -373.4;  
BeamTransform.table\_rotation = 5;

20 degrees, position 0  
BeamTransform.horizontal\_translation = -3.67;  
BeamTransform.table\_rotation = 20;

20 degrees, position 1  
BeamTransform.horizontal\_translation = -163.73;  
BeamTransform.table\_rotation = 20;

20 degrees, position 2  
BeamTransform.horizontal\_translation = -294.2;  
BeamTransform.table\_rotation = 20;

20 degrees, position 3  
BeamTransform.horizontal\_translation = -355.5;  
BeamTransform.table\_rotation = 20;

40 degrees, position 0  
BeamTransform.horizontal\_translation = -12.32;  
BeamTransform.table\_rotation = 40;

40 degrees, position 1  
BeamTransform.horizontal\_translation = -111.95;  
BeamTransform.table\_rotation = 40;

40 degrees, position 2  
BeamTransform.horizontal\_translation = -218.3;  
BeamTransform.table\_rotation = 40;

40 degrees, position 3  
BeamTransform.horizontal\_translation = -299.1;  
BeamTransform.table\_rotation = 40;

60 degrees, position 0  
BeamTransform.horizontal\_translation = -24.9;  
BeamTransform.table\_rotation = 60;

60 degrees, position 1  
BeamTransform.horizontal\_translation = -52.09;  
BeamTransform.table\_rotation = 60;

60 degrees, position 2  
BeamTransform.horizontal\_translation = -121.5;  
BeamTransform.table\_rotation = 60;

60 degrees, position 3  
BeamTransform.horizontal\_translation = -212.1;  
BeamTransform.table\_rotation = 60;

90 degrees, position 0  
BeamTransform.horizontal\_translation = 0;  
BeamTransform.table\_rotation = 90;