

Installation notes for the simulation of the High Resolution Array at the RIBF

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1 Disclaimer

I write here based on my experience. It does not mean that this is the best way to get things done.
This installation was tested with:

- Ubuntu 16.04.6 LTS
- g++ (Ubuntu 5.4.0-6ubuntu1 16.04.11) 5.4.0 20160609

2 Install Geant4

Get Geant 4.10.4.p03 from https://geant4.web.cern.ch/support/download_archive
Due to backwards compatibility issues, this is the required version of Geant4!

Instructions on how to install can be found in
<http://geant4-userdoc.web.cern.ch/geant4-userdoc/UsersGuides/InstallationGuide/html/index.html>.

Here I list the main steps:

- Get the required software:
 - cmake 2.8 or higher: `sudo apt-get install cmake`
 - gcc (≥ 5.0). Check with `gcc --version` and `g++ --version`
 - OpenGL/MesaGL: `sudo apt-get install libgl1-mesa-dev mesa-common-dev`
You can check the installation by typing `glxinfo | grep -i opengl` and seeing some lines containing “OpenGL”
 - Qt4: `sudo apt install libqt4-designer libqt4-opengl libqt4-svg libqtgui4 libqtwebkit4`
 - Xmi libraries: `sudo apt-get install libxmu-dev libxi-dev`
 - gv: `sudo apt install gv`
- Get the additional software
 - DAWN:
 - * Get the source of DAWN 3.90b from http://geant4.kek.jp/tanaka/DAWN/About_DAWN.html
 - * Make sure you have Tcl/Tk by typing “wish” in a shell and seeing a window opening
 - * Be sure to have a tcsh shell: `sudo apt-get install tcsh`
 - * Select the postscript viewer: `tcsh` and then `setenv DAWN_PS_PREVIEWER "okular"`
(I chose okular)
 - * Decompress DAWN: `tar -xvzf dawn_3.90b.tgz`
Copy the decompressed folder to the path of your preference. For me: `/home/liliana/Packages`

- * Inside the DAWN folder:
 - `make clean`
 - `make guiclean`
 - `./configure` (answer the questions as you prefer. I put no flags)
 - `make`
 - `make install` (depending where you chose to install it you may need to be su)
 - Be sure that your installation folder is in the PATH!**
 - Test by typing `dawn primitives.prim`
- HepRep:
 - * Download the file from: <http://www.slac.stanford.edu/per1/HepRApp/HepRApp.jar>
 - * Put the HepRApp.jar wherever you want
 - * Open HepRep with: `java -jar HepRApp.jar`
 - * If you do not have java, install the Java Runtime Environment with `sudo apt-get install default-jre`
- WIRED:
 - * Download Jas3 from <http://jas.freehep.org/jas3/Download.html>
 - * Unpack the file and copy it to the place of your preference (for me `/home/liliana/Packages`)
 - * inside the folder, run `./jas3`
 - * make a link (or copy) to this executable so it is in your PATH
 - * To instal Wired:
 - Open Jas3
 - Open View - > Plugin Manager
 - Go to the tab called "Available" and select WIRED4. Instal it and restart.
 - This should also install WIRED 4 Base Library and HepRep plugins.
- Install Geant4.10.4
 - I make a folder called `Packages/Geant4.10.4`, and inside put the folder containing the source code of geant, which i got in the first step
 - Inside the same folder, I make two more folders, one called "install" and one called "build". The structure is:
 - `Packages/Geant4.10.4/geant4.10.4.p03`
 - `Packages/Geant4.10.4/build`
 - `Packages/Geant4.10.4/install`
 - inside the build folder I run the cmake command as (include download of the data and openGL support):


```
cmake -DCMAKE_INSTALL_PREFIX=/home/liliana/Packages/Geant4.10.4/install
-DGEANT4_INSTALL_DATA=ON -DGEANT4_USE_OPENGL_X11=ON -DGEANT4_USE_SYSTEM_EXPAT=OFF
/home/liliana/Packages/Geant4.10.4/geant4.10.04.p03
```
 - `make -j6`
 - `make install`
- Setting variables and running a example
 - To setup the environment fo to the install/bin and run `. geant4.sh`
 - If you are planning to compile with GNUmakefile and not cmake (as is the case for this simulation), go to `install/share/geant4make/` and do `source geant4make.sh`
 - This will setup the binmake.gmk that is needed for GNUmakefile. In this script, the default path to put the compiled applications is set. By default it is in `~/geant4_workdir`. I prefeere to change it, but up to you! In case you want to do it, replace `if test "$G4WORKDIR" = "x" ; then`

```
export G4WORKDIR=$HOME/geant4_workdir
fi
With
export G4WORKDIR=/home/liliana/Packages/Geant4.10.4/bin
(or wherever you want). This folder should also be in your PATH
– go to examples folder Geant4.10.4/geant4.10.4.p03/examples/basic/B1/ (for example)
type make
After compiling, type exampleB1 and see the result.
Be sure that you have the visualization software also in the PATH!
```

3 Running the HR-simulation

- Be sure that you set the environment variable correctly. The script `geant4.10.4` can be useful to set them up
- Get the code and untar it
- Inside the Frankenball folder type `make`
- Type `UCFrankenball`
Idle>
Idle> /control/execute vis.mac
Idle> exit
- If all works fine, you should have an eps file with the geometry like this:

