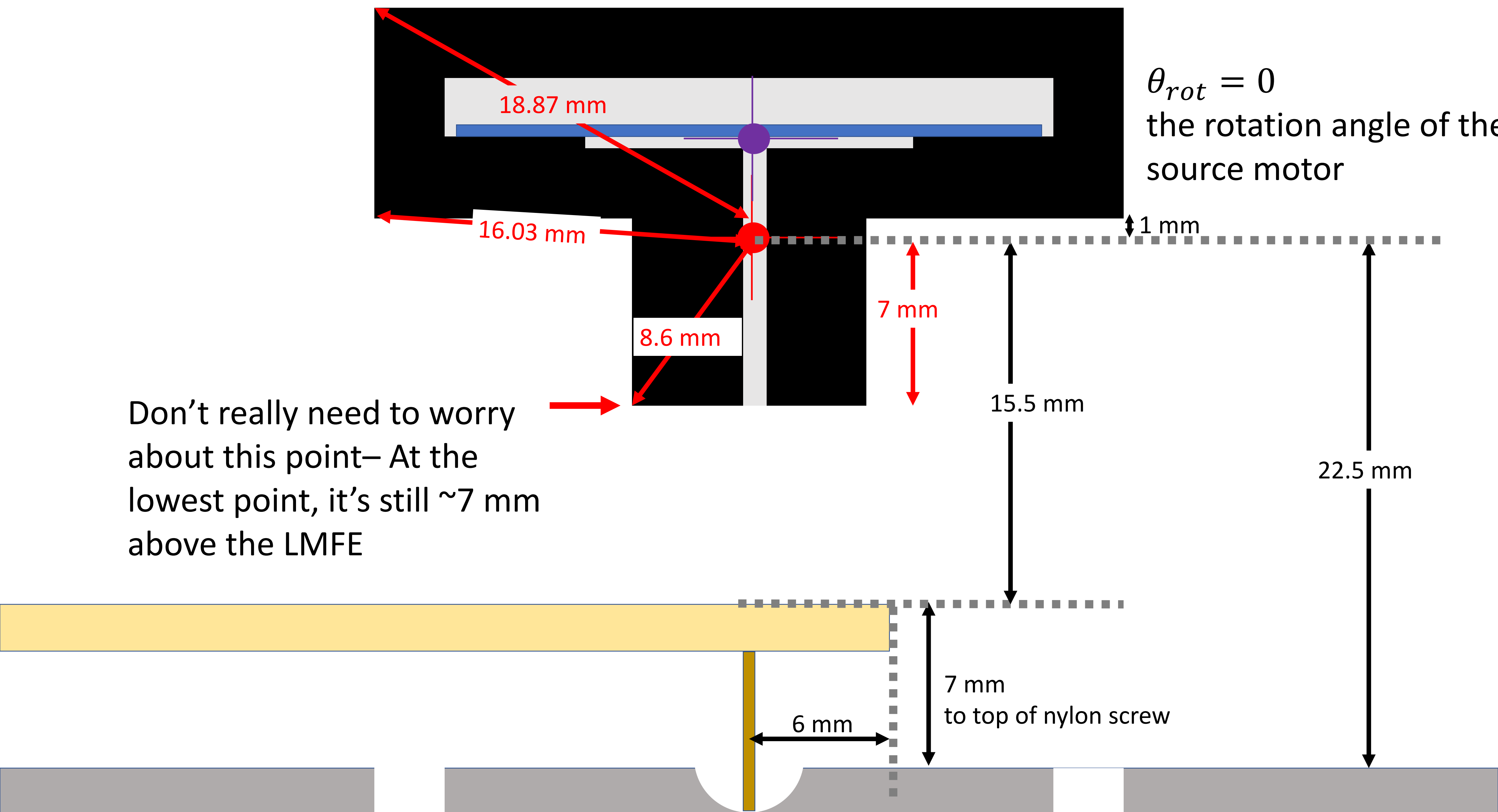


Collimator clearances and rotation



Legend

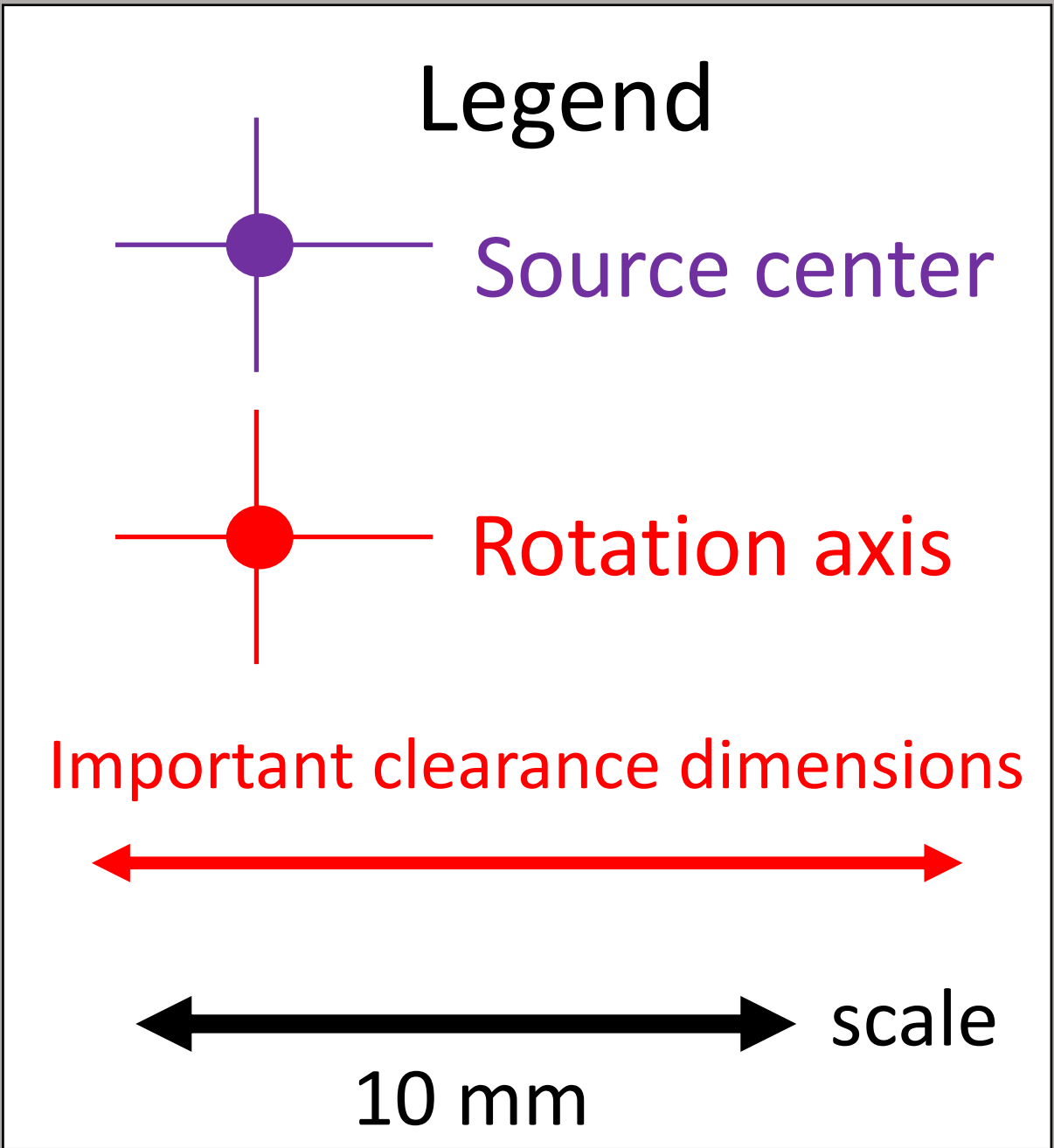
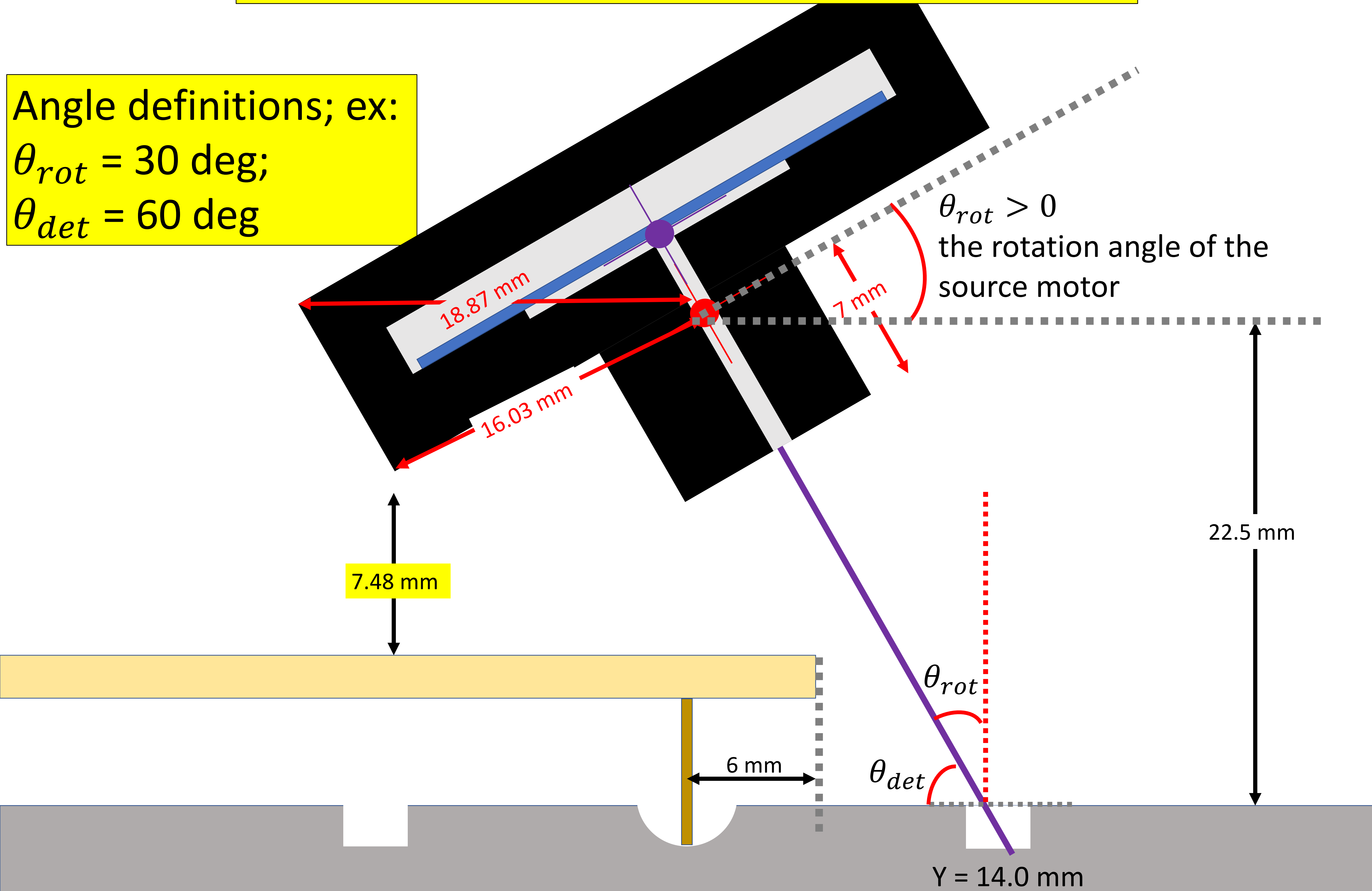
- Source center
- Rotation axis
- Important clearance dimensions
- scale

10 mm

Scale: 1 mm real life = 1 cm in drawing

Collimator clearances and rotation

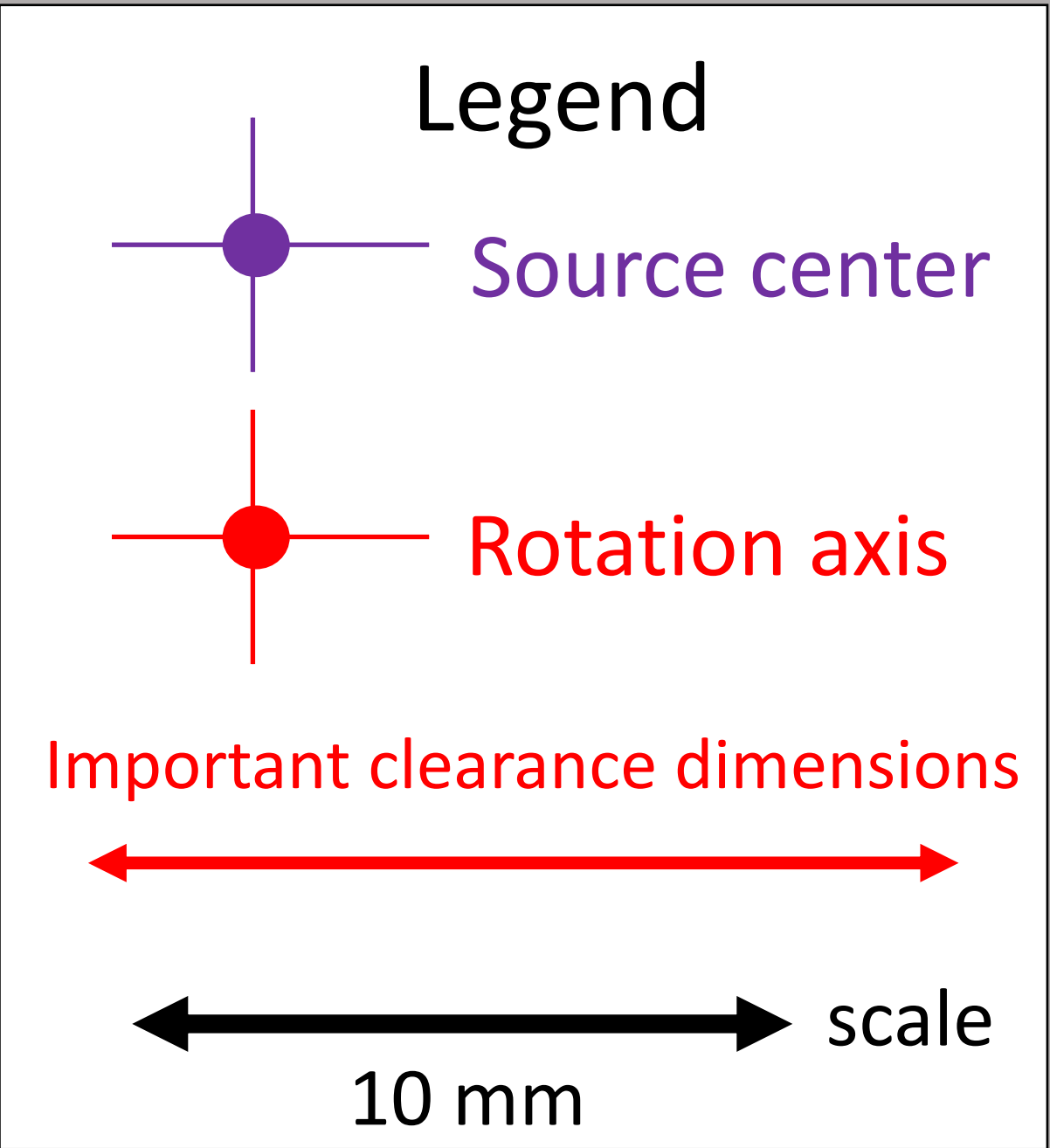
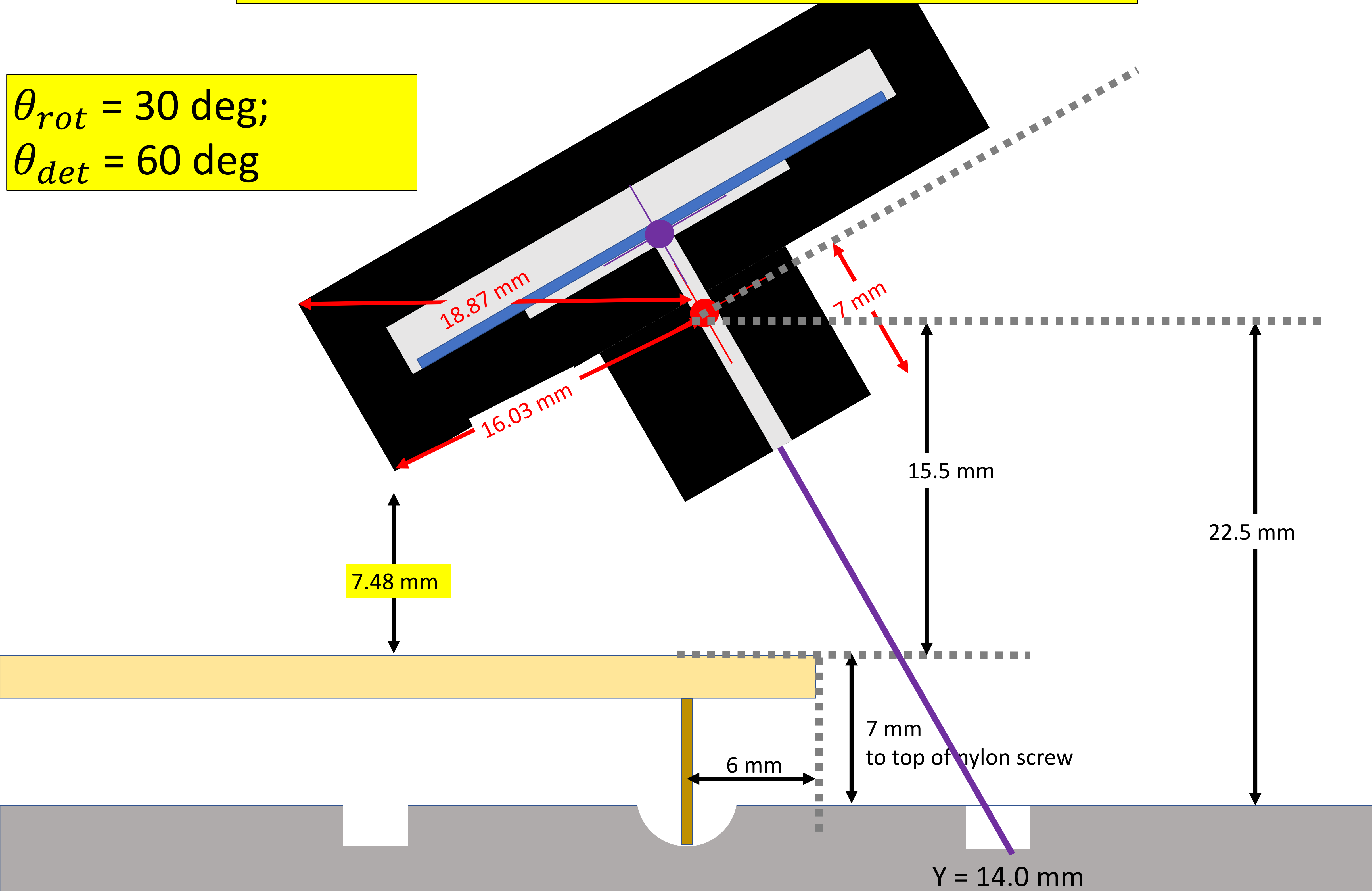
Angle definitions; ex:
 $\theta_{rot} = 30 \text{ deg}$;
 $\theta_{det} = 60 \text{ deg}$



Scale: 1 mm real life = 1 cm in drawing

Collimator clearances and rotation

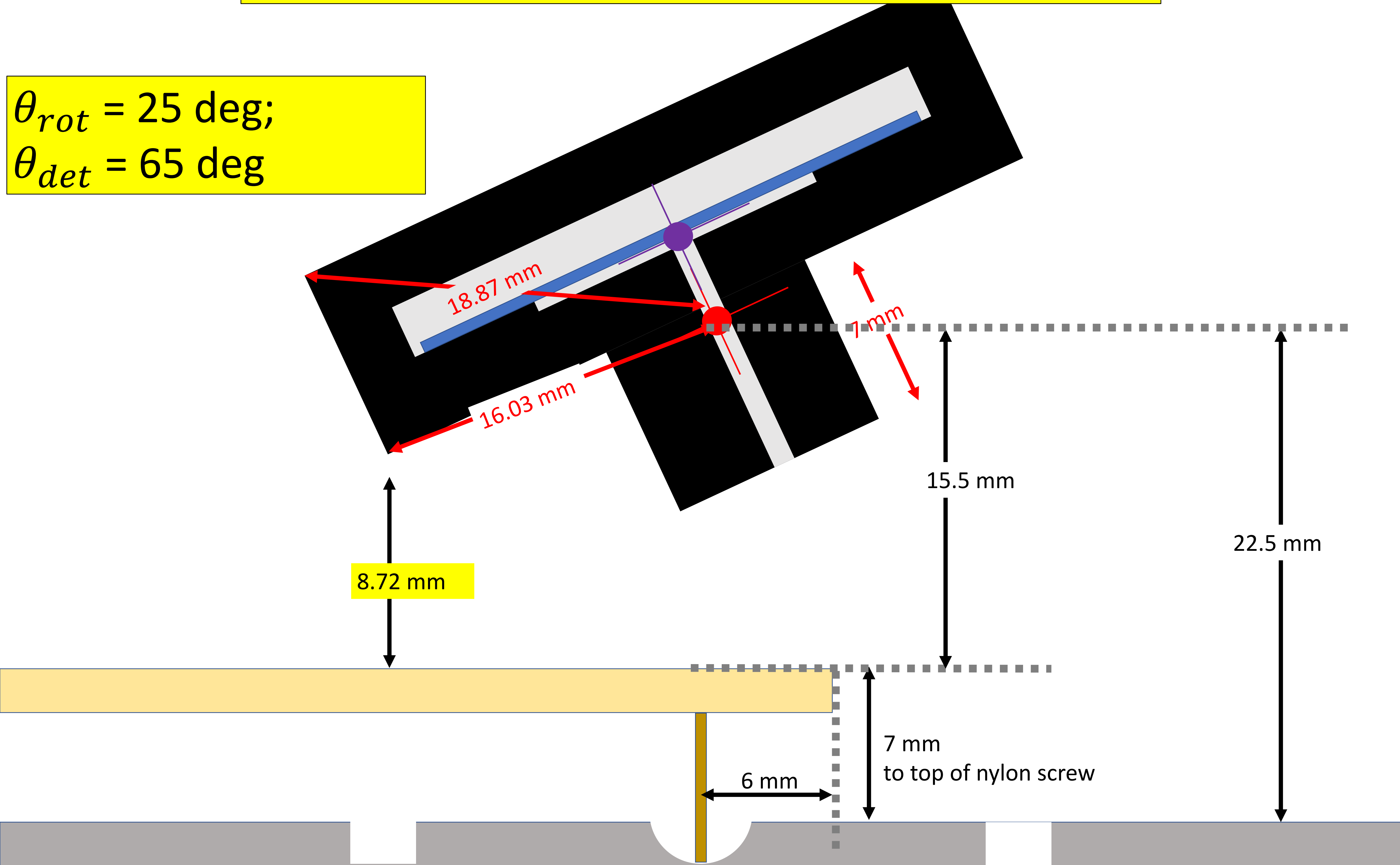
$\theta_{rot} = 30 \text{ deg};$
 $\theta_{det} = 60 \text{ deg}$



Scale: 1 mm real life = 1 cm in drawing

Collimator clearances and rotation

$\theta_{rot} = 25 \text{ deg};$
 $\theta_{det} = 65 \text{ deg}$



Legend

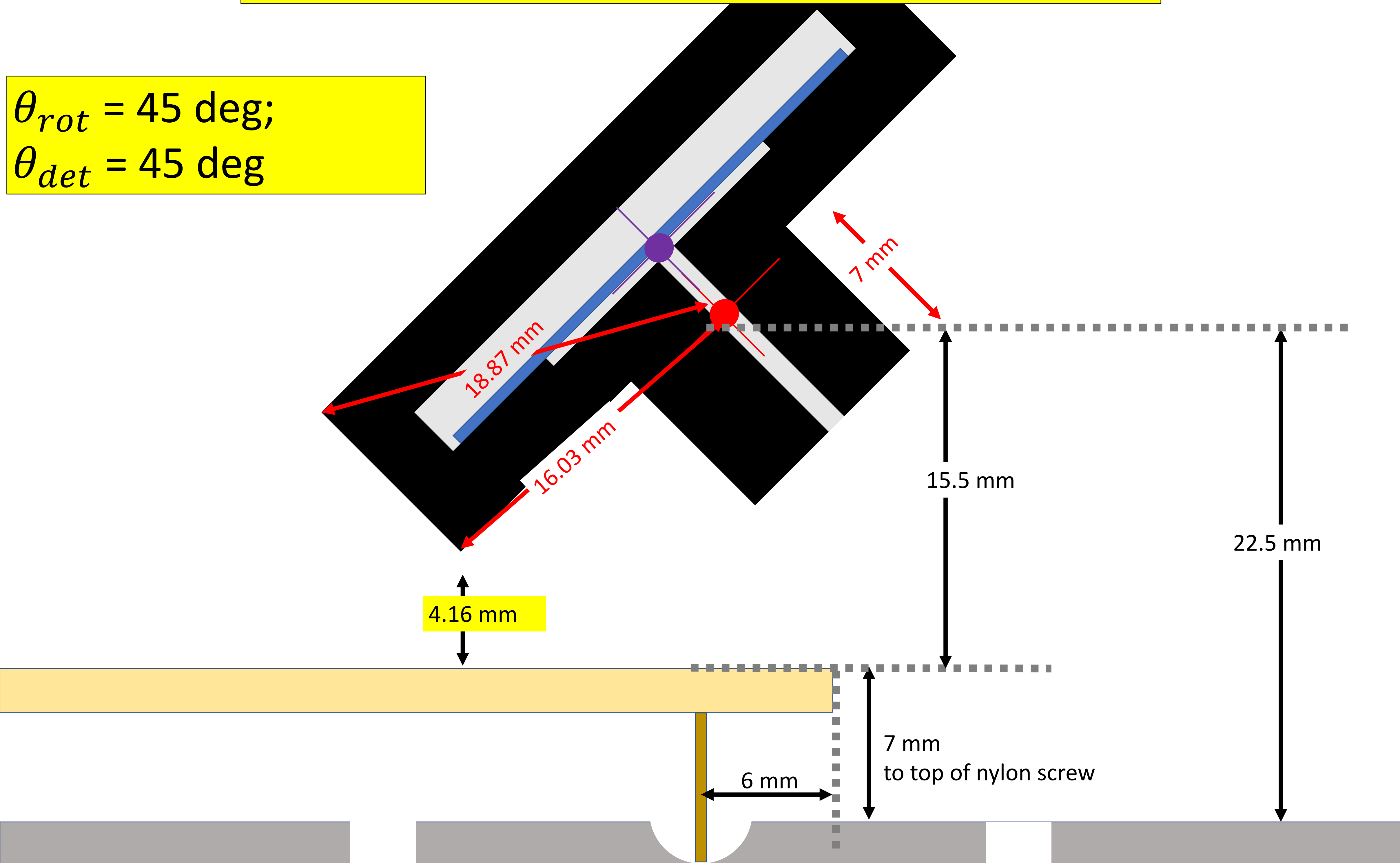
- Source center
- Rotation axis
- Important clearance dimensions
- scale

10 mm

Scale: 1 mm real life = 1 cm in drawing

Collimator clearances and rotation

$\theta_{rot} = 45 \text{ deg};$
 $\theta_{det} = 45 \text{ deg}$



Legend

- Source center
- Rotation axis
- Important clearance dimensions
- scale

10 mm

Scale: 1 mm real life = 1 cm in drawing

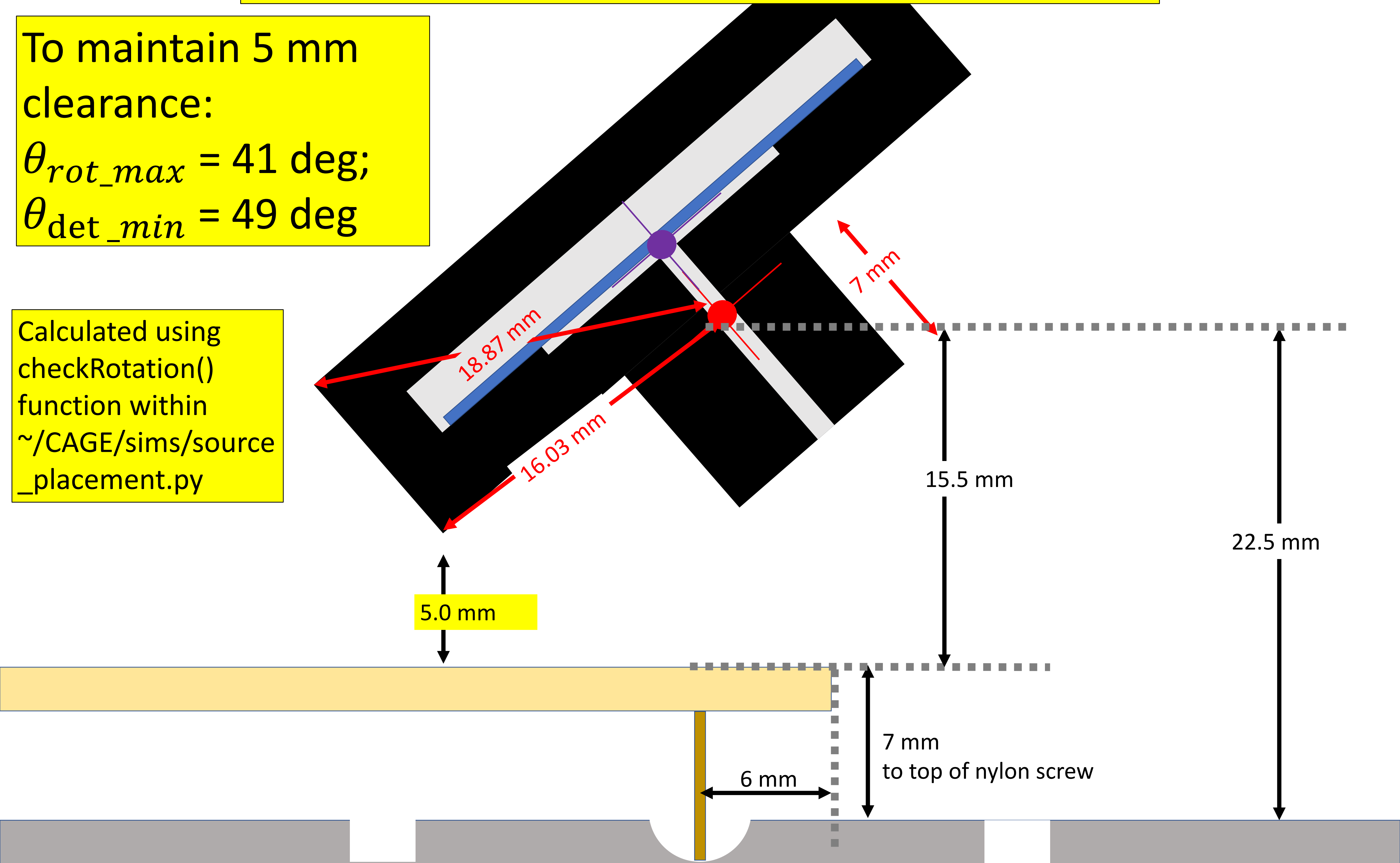
Collimator clearances and rotation

To maintain 5 mm clearance:

$$\theta_{rot_max} = 41 \text{ deg;}$$

$$\theta_{det_min} = 49 \text{ deg}$$

Calculated using
checkRotation()
function within
~/CAGE/sims/source
_placement.py



Scale: 1 mm real life = 1 cm in drawing

Legend

Source center

Rotation axis

Important clearance dimensions

scale

10 mm