

1) BBC

2a) BGEN

→ generate particles

2b) READ_G4BL

→ read particles from file

3) ABSPOLY

User File Level

- 1) store material parameters in global vector, use in ABSPOLY

- 1) initiate step loop
- 2) convert to absolute coordinates
- 3) propagate particle vector from cell boundary to absorber boundary
- 4) propagate through absorber
- 5) propagate from absorber boundary to cell boundary

COSYScript level

- 1) initiate particle loop
- 2) check particle
- 3) call straggling
- 4) call scattering
- 5) call lateral displacement, ToF
- 6) call decay
- 7) check particle again → write to file → return final vector

FORTTRAN level