Practical:

Single crystals and powders

Agenda

- *Laue Camera*

  Build along in 4 steps!
- *Use the diffractometer*
  - *PSI_DMC*
- *Laue Camera revisited*

Build along Laue Camera

First insert a source

File → New Instrument

Insert → Sources → Source_simple

```
// insert components here (e.g. Insert -> Source -> ...)
COMPONENT source_simple = Source_simple(
    radius=0.05,
    dist=5,
    focus_xw=0.02,
    focus_yh=0.05,
    lambda0=2,
    dlambda=1.9)
AT (0, 0, 0) RELATIVE PREVIOUS
```

Build along Laue Camera

Now add a guide

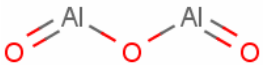
Insert → Optics → Guide

```
COMPONENT guide = Guide(
    w1=0.02, h1=0.05, w2=0.02, h2=0.05, l=20, m=1)
AT(0,0,2) RELATIVE source_simple
```

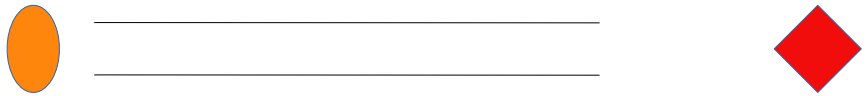
Build along Laue Camera

Add a sample – in this case a standard crystal

Insert → Samples → Single_crystal



```
COMPONENT single_crystal = Single_crystal(
    reflections="Al2O3_sapphire.lau",
    yheight=0.05, radius=0.01, mosaic=1, delta_d_d=1e-4,
    az=4.757, ay=0, az=0, bx=2.3785, by=0, bz=-3.364,
   cx=0, cy=12.9877, cz=0,
    p_transmit=0.1)
AT (0, 0, 0) RELATIVE PREVIOUS
```

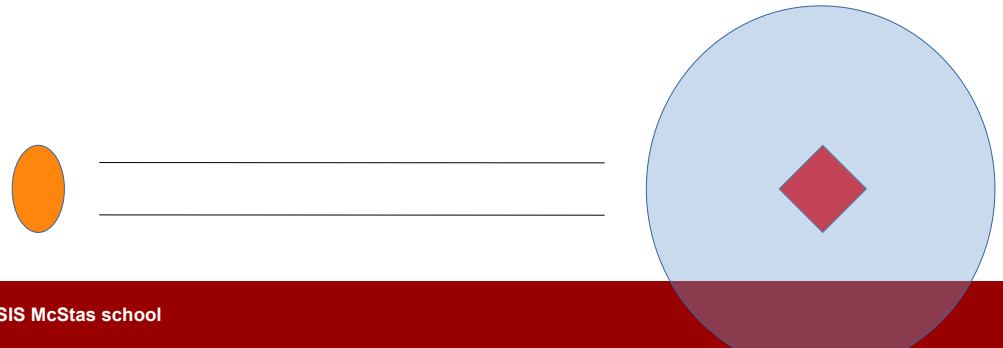


Build along Laue Camera

Add *the* ideal Laue Camera Monitor – covering 4π

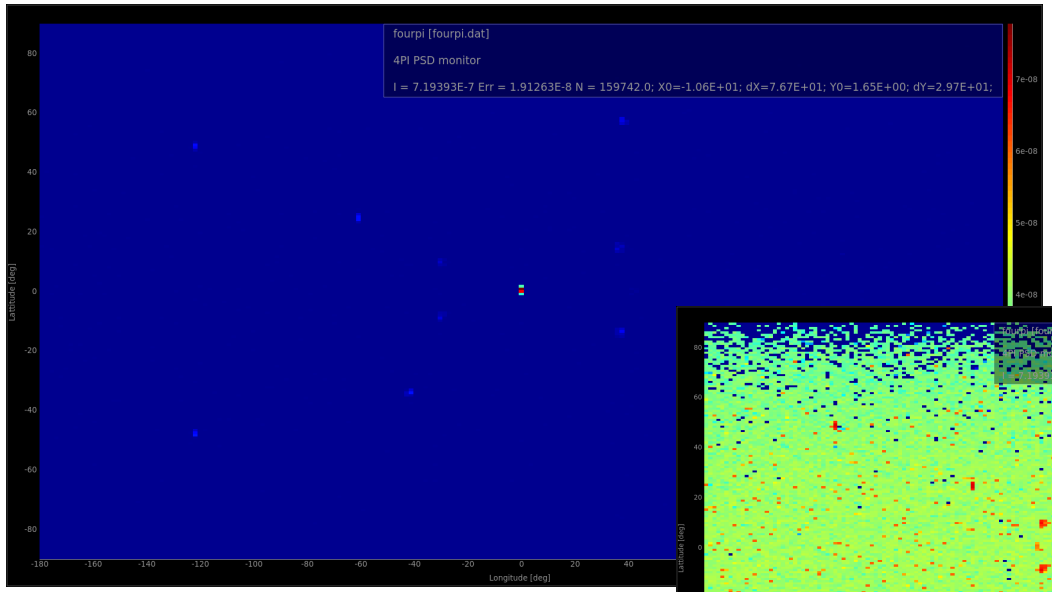
Insert → Monitors → PSD_monitor_4PI

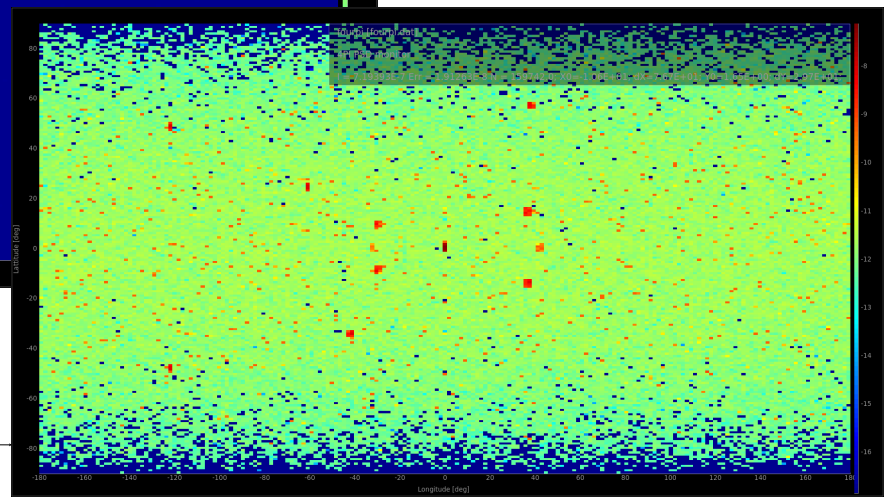
```
COMPONENT fourpi = PSD_monitor_4PI(
    radius=1, filename="fourpi.dat", nx=201, ny=201)
AT(0,0,0) RELATIVE PREVIOUS
```



Build along Laue Camera

Run your simulation (you can safely increase the number of rays to 10^7) the ncount) – you should get something like:





Press L for logarithmic

Build along Laue Camera

- Play around with this example instrument:
- Add an `Arm` components before the sample to allow rotation around the Y-axis.
- Add "**`SPLIT 20`**" before the sample **`COMPONENT`** statement. What happens?
- Try to extend this to Y, Z, Y rotation (Eulerian cradle).
- Insert a different crystal instead e.g. "**`Al.lau`**". i.e. change the crystal unit cell parameters and the reflection list.
- Insert a powder sample instead

PowderN exercise

- *In this exercise we will try to put two powder samples together in a few ways and compare the results.*

1) Two samples in the same spot, and stochastically choose between them

2) Two samples stacked vertically

3) Two samples where one is behind the other.

PowderN exercise

- *Let's use the PSI_DMC instrument as a starting point. We will now make the simulation randomly choose between two powders.*

1) *Add another powder in the same spot as the one already there.*
2) *Add* `double r;` *inside the* `DECLARE` *section of the instrument file.*
3) *Add an Arm in front of the first one, and add to it an* `EXTEND`*-block. Add the following code in it:* `r=rand01();`
4) *Now add the following before the AT on the two powders.* `WHEN(r<0.5)` *and* `WHEN(r>0.5)` *respectively.*
5) *Run the instrument again – Do you get what you expect?*
6) *What would you change to make the mixing factor !=0.5?*

PowderN exercise

- *Let's change this to have two samples on top of each other.*

1) *Make a new copy of the instrument (or remove the edits you did before, leaving the second Powder sample in place).*

2) *Change the y-position and size of the samples to be +- height/2.0 and height/2.0 respectively*

3) *Add the statement* `GROUP sample` *after the AT at both samples. (N.b. sample is a name chosen arbitrarily. It has to be different than the component names though.)*

4) *Run a simulation – is there any difference to the previous result? Why/Why not?*

PowderN exercise

- *Move samples around such that one is in front of the other.*

1) Run a simulation – Do you still see the signatures of both samples?

2) Do you remember why this can be?

3) How can we get around this?

Intermission:

A quick trick to remove the direct beam

- *If your monitor also can be hit by the direct beam, "swamping" the signal, you can do this:*
- *Add the following code just after your sample code:*

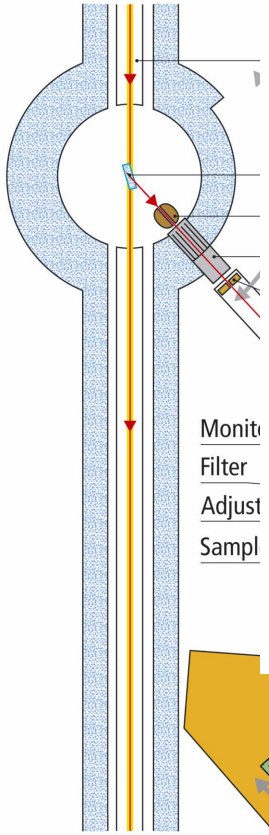
```
EXTEND
%{
  if (!SCATTERED) {ABSORB;}
%}
```

- *This will terminate all rays which the sample-code has not flagged as scattered. Bear in mind the McStas definition of scattered includes many things (guide-wall reflections etc.)*

Real Instruments

PSI DMC

Increase the height of the detector and make it resolve the signal along y.



Set:

Options="banana, theta y auto limits bins=20", yheight=0.3

In the detector.

...and change the sample to be e.g. an Aluminium crystal.

```
COMPONENT single_crystal = Single_crystal(
    reflections="Al.lau",
    yheight=0.05, radius=0.01, mosaic=1, delta_d_d=1e-4,
    az=4.0495, ay=0, ax=0, bx=4.0495, by=0, bz=0,
    cx=0, cy=4.0495, cz=0,
    p_transmit=0.1)
AT (0, 0, 0) RELATIVE PREVIOUS
```