



Scene tree

Scene tree : viewer-0 (OpenGLStoredQt)

- ☒ Touchables
 - ☐ World [0]
 - ☒ Target [0]
 - ☒ Tracker [0]
 - ☒ Chamber_PV [0]
 - ☒ Chamber_PV [1]
 - ☒ Chamber_PV [2]
 - ☒ Chamber_PV [3]
 - ☒ Chamber_PV [4]

Show all

Hide all

Viewer properties

| Property | Value |
|-----------------------|---------------------------|
| globalMarkersScale | 1 |
| hiddenEdge | False |
| hiddenMarker | False |
| lightsMove | object |
| lightsThetaPhi | 45.7356 45 deg |
| lightsVector | 0.506378 0.506378 0.69... |
| lineSegmentsPerCircle | 24 |

Picking informations

☒ Picking mode active

Hit number:0, PickName: 5

Tracker:0/Chamber_PV:2

Threads: All

```
***** Table of registered couples *****
Index : 0      used in the geometry : Yes
Material : G4_AIR
Range cuts   : gamma 700 um    e- 700 um    e+ 700 um    proton 700 um
Energy thresholds : gamma 990 eV  e- 990 eV    e+ 990 eV    proton 70 keV
Region(s) which use this couple :
DefaultRegionForTheWorld
Index : 1      used in the geometry : Yes
```

Session :