**Pressure [mbar]:**

1E4 \* MoleculesPerTP \* gasmass/(1000\*6E23) \* 0.01 \* sum\_v\_ort / area

where

* 1E4: m2 -> cm2
* MoleculesPerTP: timecorr/sumdes
* timecorr: if moment=0 then Finaloutgassingrate[molecules/second] otherwise totaldesorbed/timewindowsize
* gasmass/(1000\*6E23): one molecule in kg
* 0.01: Pa -> mbar

**Subprocess:**

* hits texture elements: sum\_v\_ort/cellarea
* texture limits: sum\_v\_ort/cellarea \* timecorr (to include constant flow)

**Geometry.cpp** (Geometry::BuildFacetTextures)

* Geometry::texture\_limits = shGHit(subproc)->texture\_limits \* dCoef\_custom
* dcoef\_custom = dCoef \* gasmass/(1000\*6E23)\*0.01
* dCoef = 1E4/SUMDES (or 1.0 if angular coeff…)

**Therefore**

* Geometry::texture\_limits = shGHit(subproc)->texture\_limits \* 1E4/SUMDES \* gasmass/(1000\*6E23)\*0.01 🡪 physical value, as subproc limits include timeCorr
* Calls Facet::BuildFacetTexture(dCoeff\_custom \* timeCorr)

**Facet.cpp**

* physicalValue=sum\_v\_ort/area\*dCoeff1 = sum\_v\_ort\_per\_area\*dCoeff\_custom\*timeCorr =

sum\_v\_ort\_per\_area\*1E4/SUMDES\*gasmass(1000\*6E23)\*0.01\*[finaloutg OR totaldes/timewindowsize] which is correct