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Qingyuan Liu

- SAD script development to use ExternalMap for customized collimators and beam-dust interaction
 - Motivation: The current implementation of tip-scattering is relatively tricky and may require additional development for injection background studies.
 - ▶ Current tip-scattering feature: normal tracking with super narrow ideal apertures for 1000 turns-> Replace a lost particle at a collimator with an alive one if it can survive the material effect -> track this particle again for 1000 turns
 - ▶ It's preferred to perform tracking turn by turn for injection simulation as bunch-by-bunch feedback must be considered.
 - Progress:
 - ▶ Have validated the functionality of the ExternalMap feature in SAD
 - This allows us to modify particle coordinates at a specified turn, and the modification remains for the subsequent turns.
 - TODO:
 - ▶ Implement the beam-dust interaction at the first turn for SBL simulation.