

Fig 4

DRAGON simulation status:

- **Hexagonal BGO Array added**
- **Reaction event generation method modified to allow events to be drawn from a user defined cross-section function**
- **Beam "mistune" properties are read in from input cards (eg. beam positional offset, direction)**
- **F.Cup FCM2 added; non-reacting beam will change charge state after target and be caught by cup (presently switched off)**
- **User defined angular distribution for resonant state -> ground state decay added**
- **Diagnostic histograms or data output added: recoil stops in separator, recoil stops in target, beam stopping in target and FCM2**
- **Beginnings of a "history" ntuple**

Fig 5

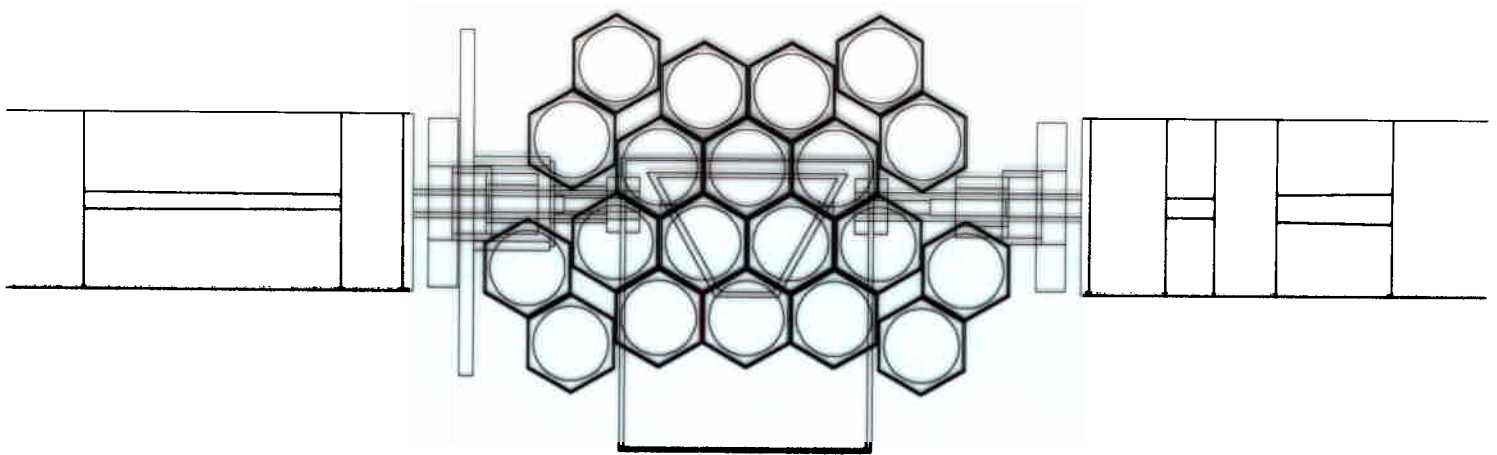


Fig 6

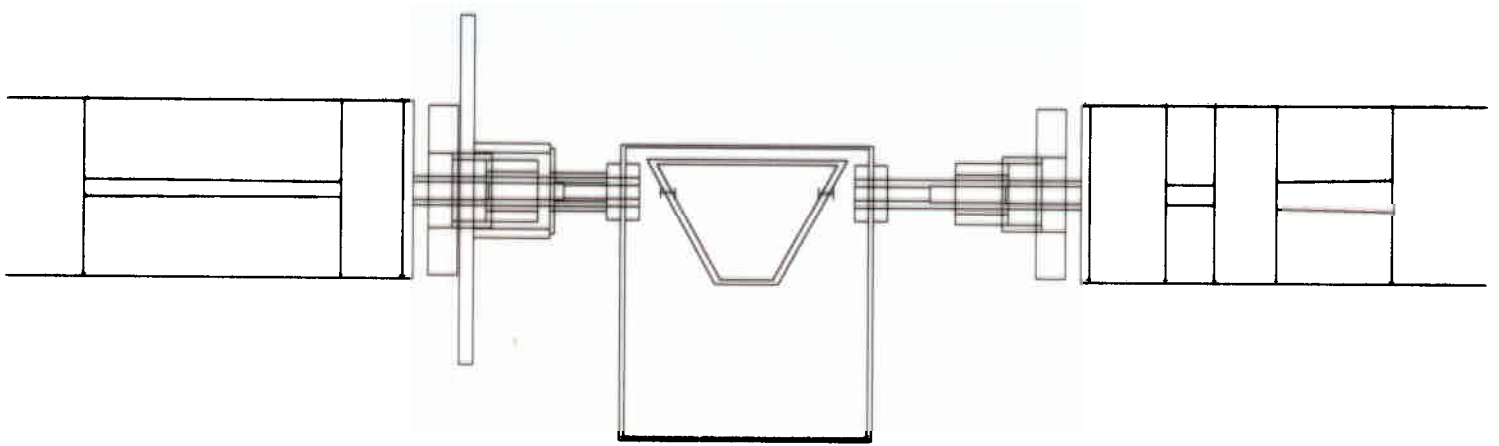


Fig 7

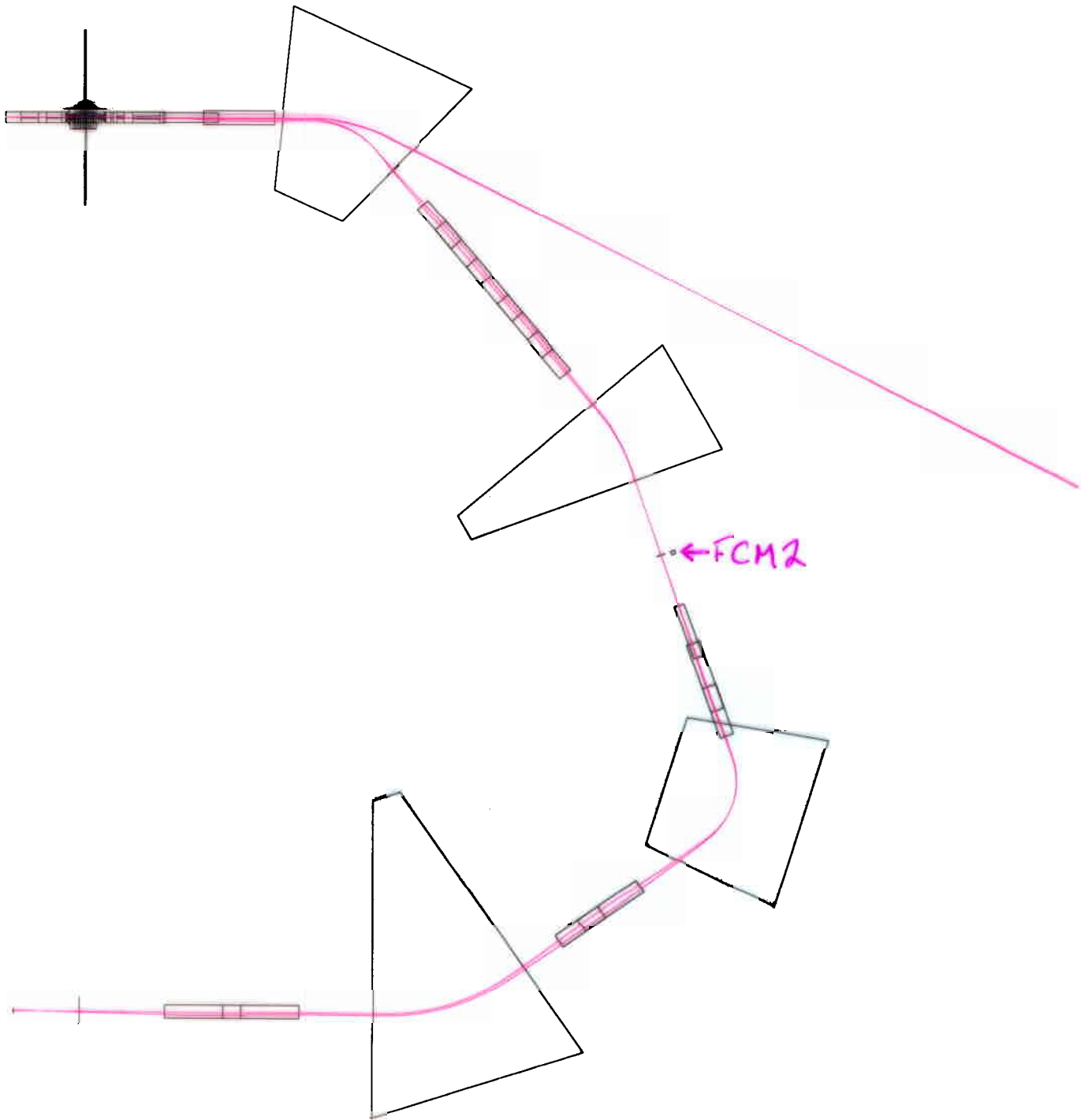


Fig 8

X(mm)	Y(mm)	dx(mrad)	dy(mrad)	DSSD	slits	other	SX3,SX4
0.	0.	0.	0.	401	No data	572	+
0.	0.	0.	0.	402	30	568	-
1.	0.	1.	0.	341	49	610	-
1.	0.	1.	1.	390	24	586	-
1.	1.	3.	3.	358	37	605	-

Fig 9

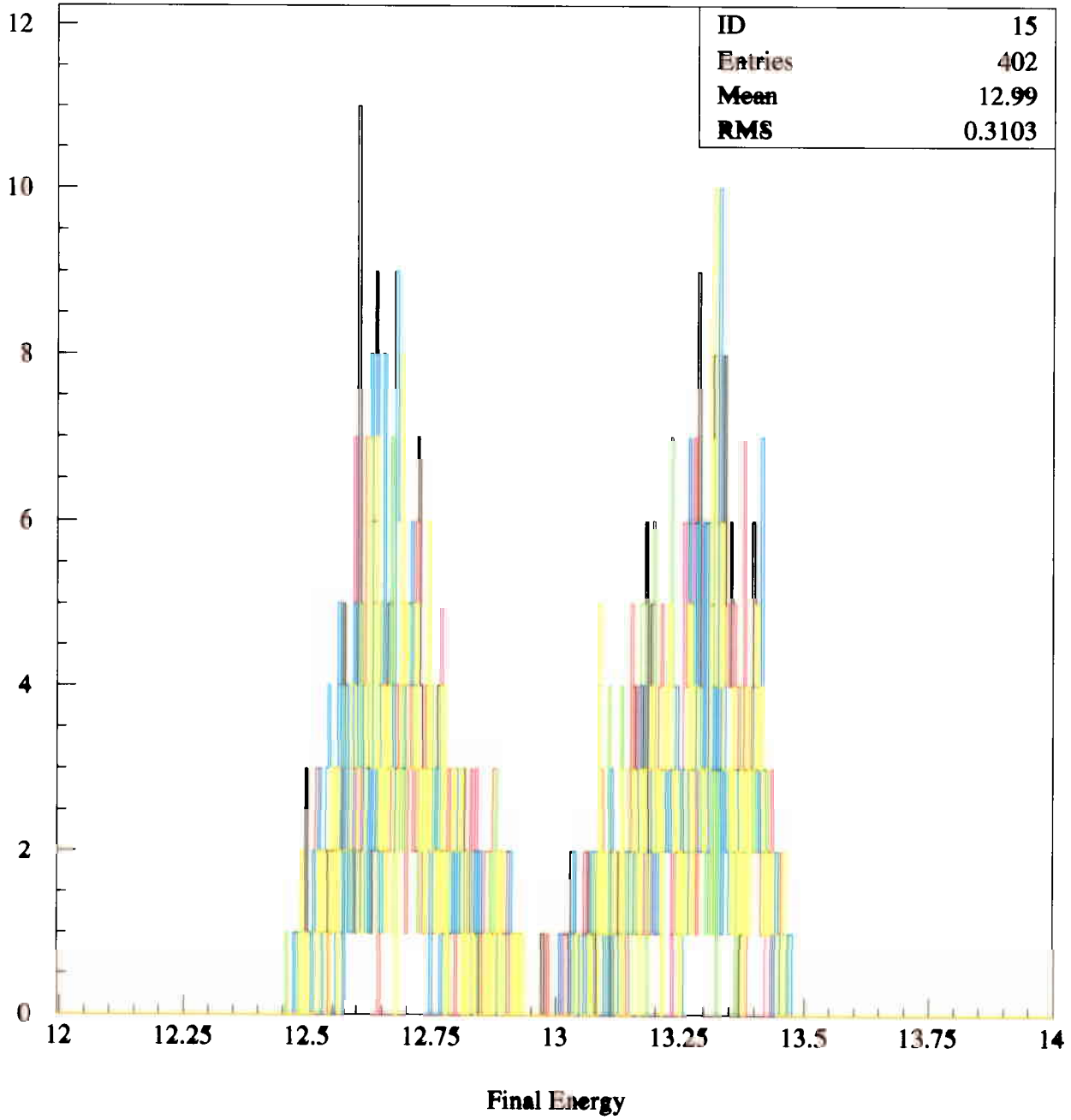
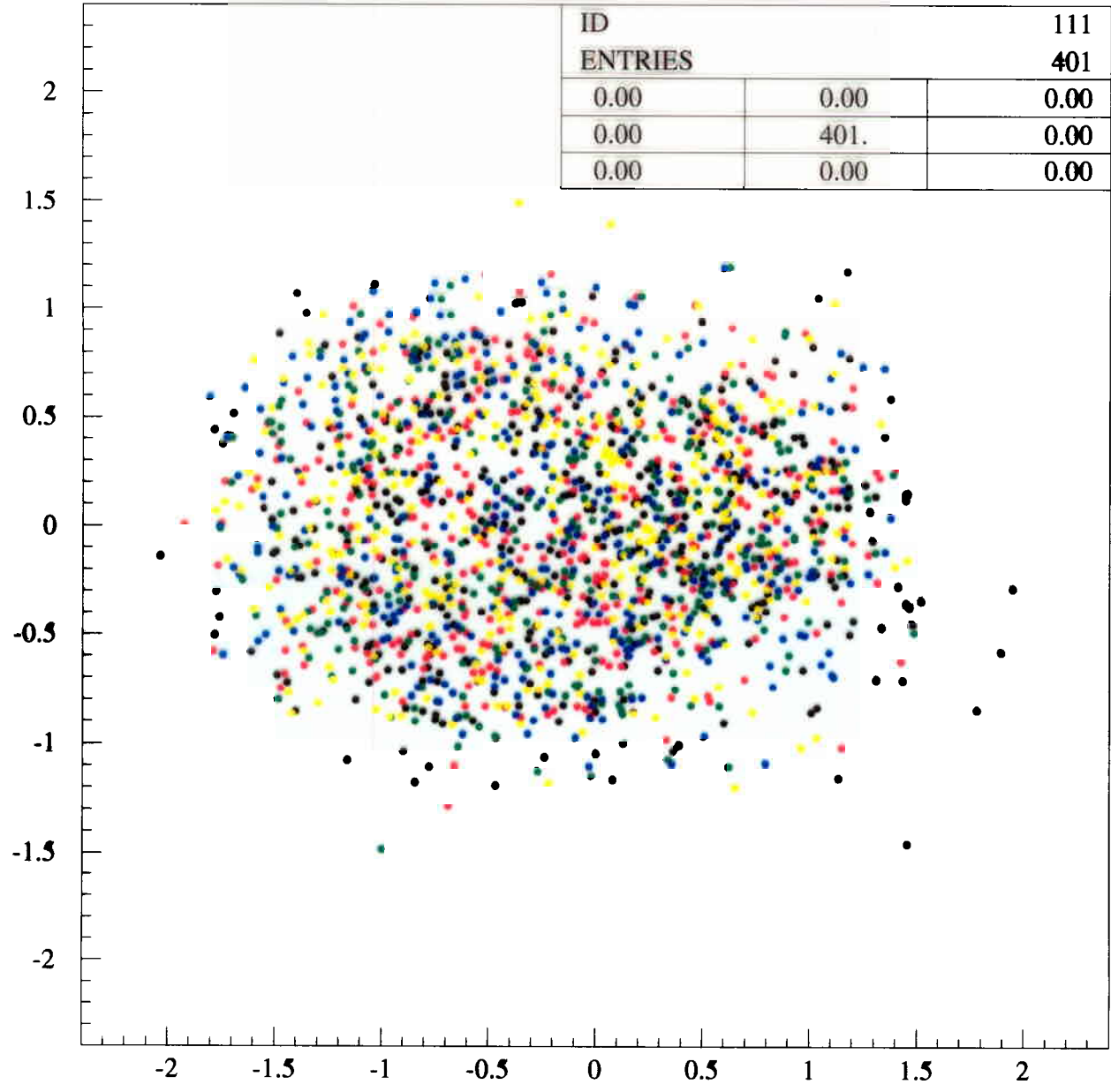


Fig 10



Final - y - vs - x -