

1. If you cannot run the Visual Editor or do Particle tracks:

With the MCNP6.1 installation, the Visual Editor will not be able to find xsdir and will not be able to run files or do particle tracks.

The Visual Editor finds xsdir in the same way that MCNP5/X finds xsdir using the DATAPATH environment variable set for your computer.

The DATAPATH for finding xsdir is now set in the MCNP6 command prompt window.

There are 3 possible solutions.

- 1) Run the Visual Editor from the MCNP6 command prompt.
- 2) Set the DATAPATH environment variable by hand.

To set the environment variable by hand, refer to the document below that will show you how to set an environment variable.

<http://support.microsoft.com/kb/310519>

- 3) Use a modified xsdir file that you place in the same directory as your input file. The modified xsdir will have the DATAPATH as the first line of the xsdir file.

If you do not know what your DATAPATH is, start the MCNP6 command prompt and type “set DAT” inside the command prompt.

2. Where is the Visual Editor executable?

With this release the Visual Editor, the help files and libraries are in:

..\MCNP_COD\MCNPX_2.7.0\Vised

You need to copy this directory to your MCNP installation directory. The default location is C:\MCNP, so you should copy the vised directory into the installation directory.

So if you installed MCNP6 in C:\MYMCNP, you need to copy this vised folder to:

C:\MYMCNP\vised

This will allow the Visual Editor to find the material files contained in this directory.

If you do not know where your MCNP directory is, go to the MCNP6 command prompt window, and type “set” and look for the DATAPATH environment variable. This will show the path to the cross

sections (default is c:\MYMCNP\mcnp_data), place the vised directory at the same level as the MCNP_DATA directory (c:\MYMCNP\vised).

3. What are the different Visual Editor executables?

The RSICC release comes with 2 different executables:

VisedX_24E.exe is an executable that has all of the previous Visual Editor capabilities and is a significant upgrade from the previous version of the Visual Editor released from RSICC.

VisPLOTX_24E.exe is a plotting only executable. It only has the plotting capabilities of the Visual Editor including, 2D plots, 3D dynamic, 3D ray tracing, source plotting, particle track plotting and tally plotting. It has no creation or modification capabilities. If you only use the Visual Editor for visualizing your geometry, you are strongly encouraged to use this version of the Visual Editor.

Note on executables: Visual Editor executables are created by compiling the source Fortran code with the Visual Editor graphical user interface. All of MCNPX is contained within the Visual Editor executable, it will not run the MCNPX on your system. The Visual Editor is compiled with MCNPX 2.7.e, the binary runtpe files created by MCNPX outside the Visual Editor cannot be read by the Visual editor for tally plotting (see note 3 below).

This release does not have an MCNP5 executable or a LINUX executable. Work will instead focus on the creation of an MCNP6 Visual Editor executable.

4. Can the Visual Editor read runtpe files generated by MCNPX?

The Visual editor is compiled with the latest source code that was available from the beta site prior to sending the MCNPX package to RSICC. There are some minor modifications between this source code and the source code used to create the RSICC MCNPX executables.

Because of this the binary files generated by MCNPX 2.7.0 are not compatible with the Visual Editor and as such, runtpe files generated in MCNPX cannot be read by the Visual Editor. If you wish to make tally plots in the Visual Editor, it is recommended that you have MCNPX create a mctal (prtmp 2j 1) file which can be read by the Visual Editor. You cannot make mesh tally plots superimposed on the geometry for runtpe files generated by MCNPX, since this can only be done with the runtpe file.

Note: Since the RSICC release, a Visual Editor has been created using the RSICC source code that can read MCNPX runtpe files (and do mesh tally plots), this executable is distributed in the Visual Editor workshops.

5. What is bertin file?

The bertin file is an auxiallary binary file that is used by MCNPX.

In MCNP6 this file is no longer binary, but since the Visual Editor uses the MCNPX source code and not MCNP6, you still need to make sure the Visual Editor is compatible with the installed binary bertin file.

Since the MCNPX bertin file is binary it needs to be read by an executable that is compatible with its binary format. With the release of MCNP6.1, the default bertin file in the MCNP_DATA directory is now compatible with the Visual Editor and you should not experience bertin non-compatibility errors.

However, if you do experience bertin errors, check the version of the bertin file that you have in the MCNP_DATA directory, it needs to be the 603 KB version to be compatible with the Visual Editor



File Name	Size	Type	Modified
bert.dat	1,026 KB	DAT File	3/5/2013 7:23 AM
bertin	603 KB	File	4/18/2011 2:37 AM
channel1.tab	231 KB	TAB File	3/5/2013 7:23 AM
cinder.dat	17,355 KB	DAT File	3/5/2013 7:23 AM

This is the default file now, if you do not have this bertin file, please refer to the following notes:

The best solution is to replace the default MCNPX executable and bertin files with the Win32_Seq executable and replace both the bertin and phtlib files in the mcnp_data directory with the files for this executable. This bertin file is also be compatible with the Visual Editor, this eliminates the need to 2 bertin files.

In the RSICC release, the MCNPX executable and associated bertin and phtlib files can be found in the MCNPX_2.7.0\Executables\Win32_Seq.zip file.

6. What are the material library files?

The material library files contain common materials . The neutron library is stndrd.n, the photon library is stndrd.p. The neutron library has been upgrade to include many of the materials specified in PNNL-15870 (compendium of Material Composition Data for Radiation Transport Modeling). The visual Editor is expecting to find these files in the vised directory specified in FAQ 1.

To verify that the Visual editor can find these files., go to data->materials and click on library.

The Visual Editor allows you to create your own libraries called `usr.n` for neutrons and `usr.p` for photons. These files are not in the distribution, but will be created the first time you save a material (using the store menu option).

Note: Although care has been taken in creating these material libraries, you need to verify their accuracy to make sure they are accurate and appropriate for you application. Email me if you find any problems with the database.

7. Where is the Visual Editor help file?

The Visual Editor can only access help if it is available in the current working directory. When initially starting the Visual Editor, this directory will typically be the directory the executable is in. When reading an input file, this directory is the directory the input file is in. You need to place the `vised.chm` and `vised.chi` files in the directory you are working in to access help.

If you double click on the `vised.chm` file, it will load the help in your internet browser. If you are having problems with accessing help in the Visual Editor, you should consider making a shortcut to this file and placing it on your desktop to allow you to directly access the Visual Editor help.

9. What is the `vised.defaults` file?

The `vised.defaults` is no longer used. All the files required by the Visual Editor can be accessed as described above.