

# Complete Interface for MCNP

The screenshot displays the MCNP Visual Editor interface, Version 5.0, with six windows showing different views of a reactor core model:

- Top Left:** A 2D cross-section plot of the reactor core, showing a central region with various cell numbers and a blue outer boundary.
- Top Middle:** A 3D perspective view of the reactor core, showing a blue cylindrical vessel with several red vertical fuel rods.
- Top Right:** A 2D cross-section plot showing a different view of the reactor core, with red particles or fuel elements visible.
- Bottom Left:** A 3D perspective view of a single fuel rod, showing its cylindrical shape and internal structure.
- Bottom Middle:** A plot titled "file cpig --- tally 2" showing the tally results. The y-axis is labeled "tally/mvt/particle" and ranges from 10 to 10<sup>4</sup>. The x-axis is labeled "energy (mev)" and ranges from 0 to 0.5. The plot shows a step-like function with a sharp increase around 0.1 MeV.
- Bottom Right:** An input file window showing the MCNP input code. The code includes comments and cell definitions for the reactor core model.

The input file content is as follows:

```
REPORT ANY PROBLEMS TO RANDY SCHWARZ email randyschwarz@mcnpvisual.com
Ready
creating file inp.sav

BUSK CASK -- SHIELD PLUG AND THERMAL SHIELD IN PLACE
1 2 -7.8 (55 -1 7 ) (-13 7 -8 ) cCASK TOP
2 2 -7.8 ((((-15 4 -2 -11 ):(1 -11 2 -7 -14 )):(
(-1 17 1 -10 120 )):(17 10 111 193 ((100 -6 1:2
3 0 5 12 -1 -6
4 0 -16 1 200 -20 ):(-204 -200 202 )
5 0 ((((-21 ):(11 15 1:4 114 110 )):(0 -13 -
6 0 21
7 1 -2.6 -80 -22 30 uel 6INNER CAPSULE SOURCE
8 2 -7.8 #00 (-32 -22 27 ):(-30 121 122 ) uel 6IM
9 0 (-28 -24 27 ):(22 123 ) uel 6void between
10 2 -7.8 #00 (-25 -29 26 ):(28 124 127 ) uel 6OFP
11 0 (-33 -35 36 ) tcc1=1 fill=1 scapsule FI
12 0 -3 -1 34 20 #0 #11 #16 #19 #20 void m
#27
13 0 (-33 -35 36 ) tcc1=2 fill=1
14 0 (-33 -35 36 ) tcc1=3 fill=1
15 0 (-33 -35 36 ) tcc1=4 fill=1
16 0 (-33 -35 36 ) tcc1=5 fill=1
17 0 (-33 -35 36 ) tcc1=6 fill=1
18 0 (-33 -35 36 ) tcc1=7 fill=1
19 0 (-33 -35 36 ) tcc1=8 fill=1
20 0 (-33 -35 36 ) tcc1=9 fill=1
21 0 (-33 -35 36 ) tcc1=10 fill=1
22 0 (-33 -35 36 ) tcc1=11 fill=1
23 0 (-33 -35 36 ) tcc1=12 fill=1
24 0 (-33 -35 36 ) tcc1=13 fill=1
25 0 (-33 -35 36 ) tcc1=14 fill=1
26 0 (-33 -35 36 ) tcc1=15 fill=1
27 0 (-33 -35 36 ) tcc1=16 fill=1
28 2 -7.8 -34 -1 2 20 #0 #11 #16 #19 #20 #27
29 0 -3 -1 34 20 #0 #15 #16 #19 #23 #26
30 2 -7.8 -34 -1 2 20 #0 #90 #15 #16 #19 #23 #26
```

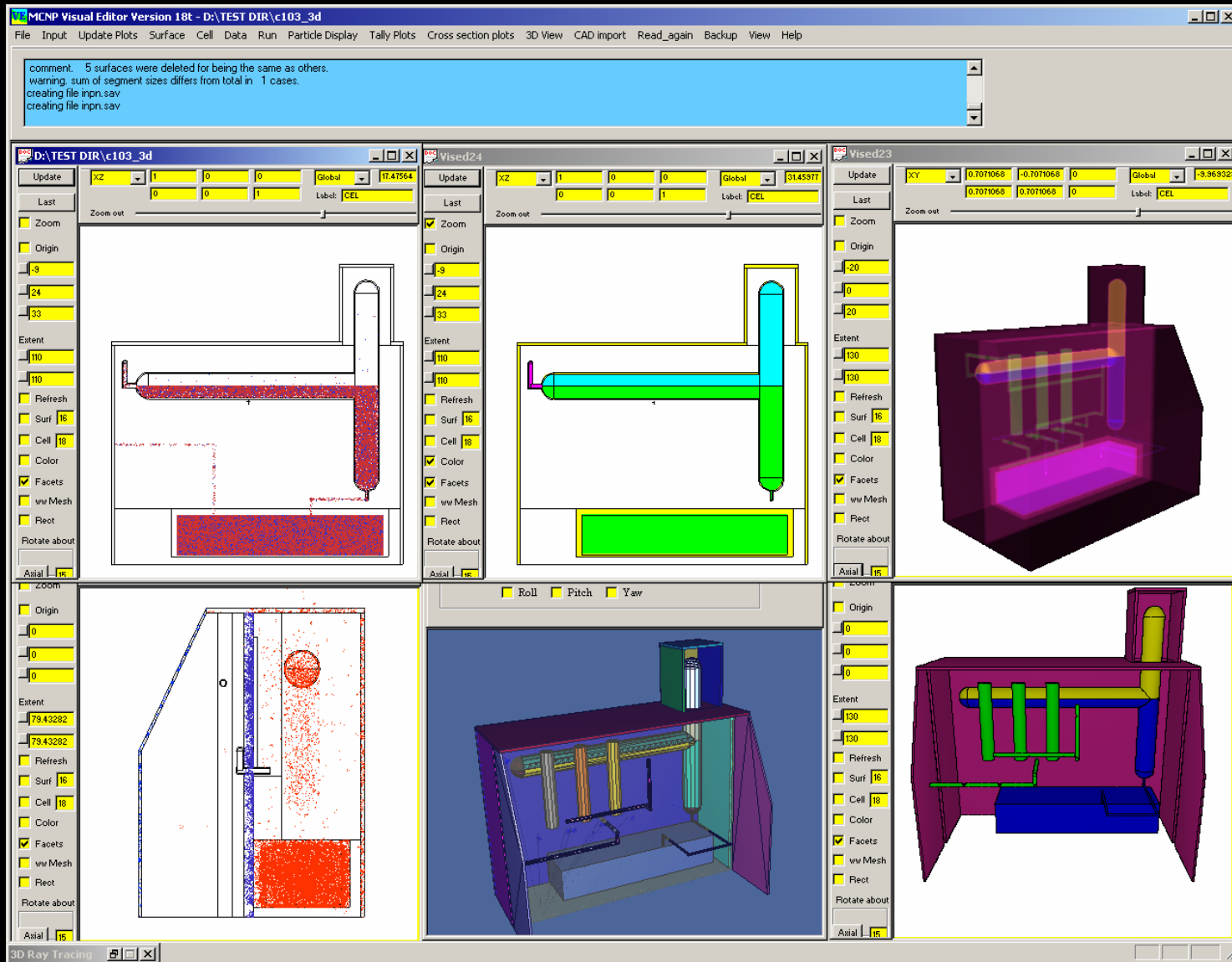
**September  
2008  
Los Alamos  
National  
Laboratory  
Customized  
Class**



**Left to Right, Roger Martz, Chesian Simpson, Stepan Mashnik,  
Paul Edelman, Thomas Booth, Michael James, Steven Myers, Marcie Lombardi**



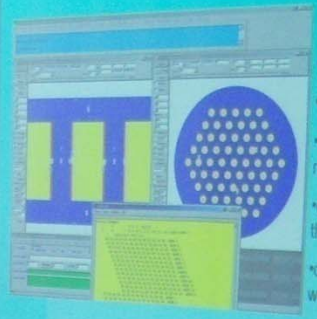
# Complete Interface for MCNP





## Exercise 19: Creating a Lattice

- Create cylinder
- fill with lattice
- Set the lattice fill matrix
- create universes for the fill matrix
- create outside world





The class was definitely very useful to me, and I would recommend it to all users and developers of MCNP.

- *Stepan Mashnik*



It helped produce input files for MCNP much faster and easier, and probably even more important, the visualization provided by the Visual Editor helps me understand much better the results and the physics of the simulated problem.

Again, I strongly recommend it to all MCNP users and developers.

*- Stepan Mashnik*



## 2009 Class Schedule

January 5-9, 2009	Seattle, WA
March 16-20, 2009	Seattle, WA
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November 2-6, 2009	Reno, NV

# Visualize Collision Points

MCNPX Visual Editor Version X\_22T - 1: D:\TEST DIR\c103.txt

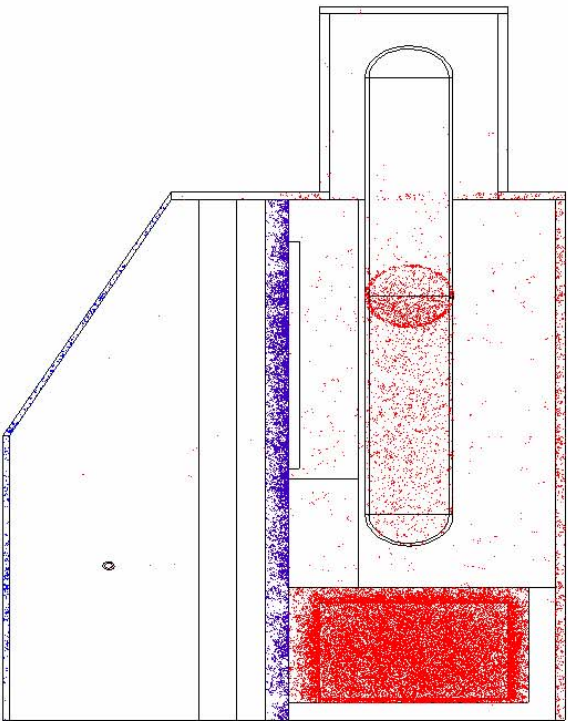
File Input Update Plots Surface Cell Source Data Run Particle Display Tally Plots Cross section plots 3D View CAD Import Read\_again Backup Website Options View Help

FOUND: xsdir using DATAPATH ENVIRONMENT VARIABLE=> C:\Program Files\LANL\MCNPDATA\xsdir  
FOUND: xsdir using DATAPATH ENVIRONMENT VARIABLE=> C:\Program Files\LANL\MCNPDATA\xsdir

1: D:\TEST DIR\c103.txt

Update Global 66.2862 35.1710 101.1139 YZ 0 1.0000 0  
Last Next Label: Level: 10 0 0 1.0000  
Reset Zoom out Zoom in

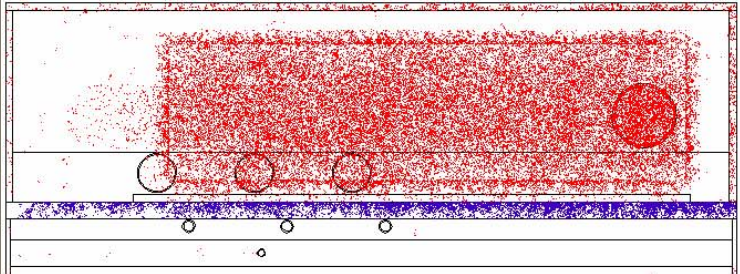
Zoom  
 Origin  
66.2862  
0.5486  
29.2906  
Extent 72.2732  
100.7278  
 Refresh  
 Surf 16  
 Unused  
 Cell 18  
Color  
 Facet  
WWW Mesh  
Cell Lin  
 Rect  
tal mesh  
Rotate about  
Axial 15  
Vert 15  
Horiz 15  
no scale  
Res 300  
 Pscript



2: D:\TEST DIR\c103.txt

Update Global -23.3786 56.2319 0 XY 1.0000 0 0  
Last Next Label: Level: 10 0 0 1.0000  
Reset Zoom out Zoom in

Zoom  
 Origin  
0.2886  
-43.7681  
0  
Extent 100  
100  
 Refresh  
 Surf 16  
 Unused  
 Cell 18  
Color  
 Facet  
WWW Mesh  
Cell Lin  
 Rect  
tal mesh  
Rotate about  
Axial  
Vert  
Horiz  
no scale  
Res 300  
 Pscript



Particle Track Plotting -- Click help for more information

Close Plot\_Source Plot\_Tracks Reset Save Parameters Help

Current Directory = D:\TEST DIR  
Filename = c103.txt  
Particles Plotted (NPS) 8347 Points Plotted = 80483  
Number of Particles to Plot = 10000 Distance from the Plot Plane (cm) = 100  Regenerate when plot changes  
Display = Collision Color By = Weight

Click on the column heading for additional information on what each column represents

Type	Show	Use	Min	Max	Size	tracks	Min Col	Max Col	Track Col	Track Thick	Border
p	X		0	1e+020	0		min col	max col	track col	0	X

Tracks only for NPS =  
 Show top 5 Max Energy tracks  Show top 5 Max Weight Tracks

Tally  
 Tally Contributions Only Tally Number = Segment Number =

Particle type = p

Ready

# Risley, United Kingdom

for Sellafield Ltd, UK



On Site Class in UK, Sept. 2008



Left to Right: Christopher Cooney, Graham Jeffries, Michelle Nuttall, Anton Murfin, Michael Hobson, Lewis MacFarlane, Justin Haworth



On Site class in Risley, UK - September 2008

# MCNPX Collision Point Plot

MCNPX Visual Editor Version X\_22T - 1: F:\SBIR\_RUNTPE\projects\visedX\_22T\test\inp110

File Input Update Plots Surface Cell Source Data Run Particle Display Tally Plots Cross section plots 3D View CAD Import Read\_again Backup Website Options View Help

FOUND: xsdir in CURRENT DIRECTORY  
FOUND: xsdir in CURRENT DIRECTORY

1: F:\SBIR\_RUNTPE\projects\visedX\_22T\test\inp110

Update: Global -19.4750 0 74.9874 XZ 1.0000 0 0  
 Label: Level: 10 0 0 1.0000  
 Zoom out Zoom in

Zoom Origin 0 0 0 30 Extent 56.2342 56.2342 Refresh Surrf 16 Unused Cell 18 Color Facets W/In Mesh Cell Lin Rect tal mesh Rotate about Axial 15 Vert 15 Horiz 15 no scale Res 300 Pscript

2: F:\SBIR\_RUNTPE\projects\visedX\_22T\test\inp110

Update: Global -64.9351 98.5507 0 XY 1.0000 0 0  
 Label: Level: 10 0 0 1.0000  
 Zoom out Zoom in

**Particle Track Plotting -- Click help for more information**

Close Plot\_Source Plot\_Tracks Reset Save Parameters Help

Current Directory = F:\SBIR\_RUNTPE\projects\visedX\_22T\test  
 Filename = mp110  
 Particles Plotted = 100 Points Plotted = 135200  
 Number of Particles to Plot = 100 Distance from the Plot Plane (cm) = 100 Regenerate  
 Display = Source + Collision Color By = Energy

Click on the column heading for additional information on what each column represents

Type	Show	Use	Min	Max	Size	tracks	Mn Col	Max Col	Track
z	X		0	1e+020	5		min col	max col	tra
d	X		0	1e+020	5		min col	max col	tra
t	X		0	1e+020	5		min col	max col	tra
s	X		0	1e+020	5		min col	max col	tra
a	X		0	1e+020	5		min col	max col	tra

Tracks only for NPS =  
 Show top 5 Max Energy tracks  Show top 5 Max Weight Tracks

Tally  Tally Contributions Only Tally Number = Segment Number =

Particle type = a  
 Minimum Weight Found = 1  
 Maximum Weight Found = 12  
 Minimum Energy Found = 4  
 Maximum Energy Found = 38.8314

**Problem Mode**

Close Register

Problem Mode

- 1 "N" ==> neutron/anti-neutron
- 2 "P" ==> photon
- 3 "E" ==> electron/positron
- 4 "M" ==> muon/anti-muon
- 5 "\*" ==> tau
- 6 "U" ==> electron neutrino/anti-ele
- 7 "V" ==> muon neutrino
- 8 "W" ==> tau neutrino
- 9 "H" ==> proton/anti-proton
- 10 "L" ==> lambda 0
- 11 "+" ==> sigma +
- 12 "-" ==> sigma -
- 13 "X" ==> cascade 0
- 14 "Y" ==> cascade -
- 15 "O" ==> omega -
- 16 "C" ==> lambda c+
- 17 "I" ==> cascade c0
- 18 "?" ==> cascade c0
- 19 "<" ==> lambda b0
- 20 "/" ==> pion +/pion -
- 21 "Z" ==> neutral pion 0
- 22 "K" ==> kaon +/kaon -
- 23 "k" ==> K 0 short
- 24 "K" ==> K 0 long
- 25 "G" ==> D +
- 26 "@" ==> D 0
- 27 "F" ==> D s+
- 28 ">" ==> B +
- 29 "B" ==> B 0
- 30 "Q" ==> B s0
- 31 "D" ==> deuteron
- 32 "T" ==> triton
- 33 "S" ==> helium-3
- 34 "A" ==> helium-4



Gary Virshup  
Varian Medical Systems



**Massimo De Luca - Indiana University Cyclotron Facility**  
**Robert L. Morris - MH Chew and Associates**  
**Gary Virshup - Varian Medical Systems**  
**Ronald Rambousky - Radiological Analysis and Defense Group**  
**James Clayton - Varian Medical Systems**  
**Mark T. Paffett - Los Alamos National Laboratory**



**Las Vegas, NV**  
**May 2008**  
**Beginning Visual**  
**Editor Class**

# KCODE Source Point Generation

MCNPX Visual Editor Version X\_22T - 2: F:\SBIR\_RUNTPE\projects\visedX\_22T\test\ilatron

File Input Update Plots Surface Cell Source Data Run Particle Display Tally Plots Cross section plots 3D View CAD Import Read\_again Backup Website Options View Help

FOUND: xsdir in CURRENT DIRECTORY  
FOUND: xsdir in CURRENT DIRECTORY  
FOUND: xsdir in CURRENT DIRECTORY  
FOUND: xsdir in CURRENT DIRECTORY

1: F:\SBIR\_RUNTPE\projects\visedX\_22T\test\ilatron

2: F:\SBIR\_RUNTPE\projects\visedX\_22T\test\ilatron

KCODE Source Generation Point Display -- Click help for more information

Close Run\_To\_Generate\_Plot\_Data Plot\_Saved\_Data Reset Save Parameters Help

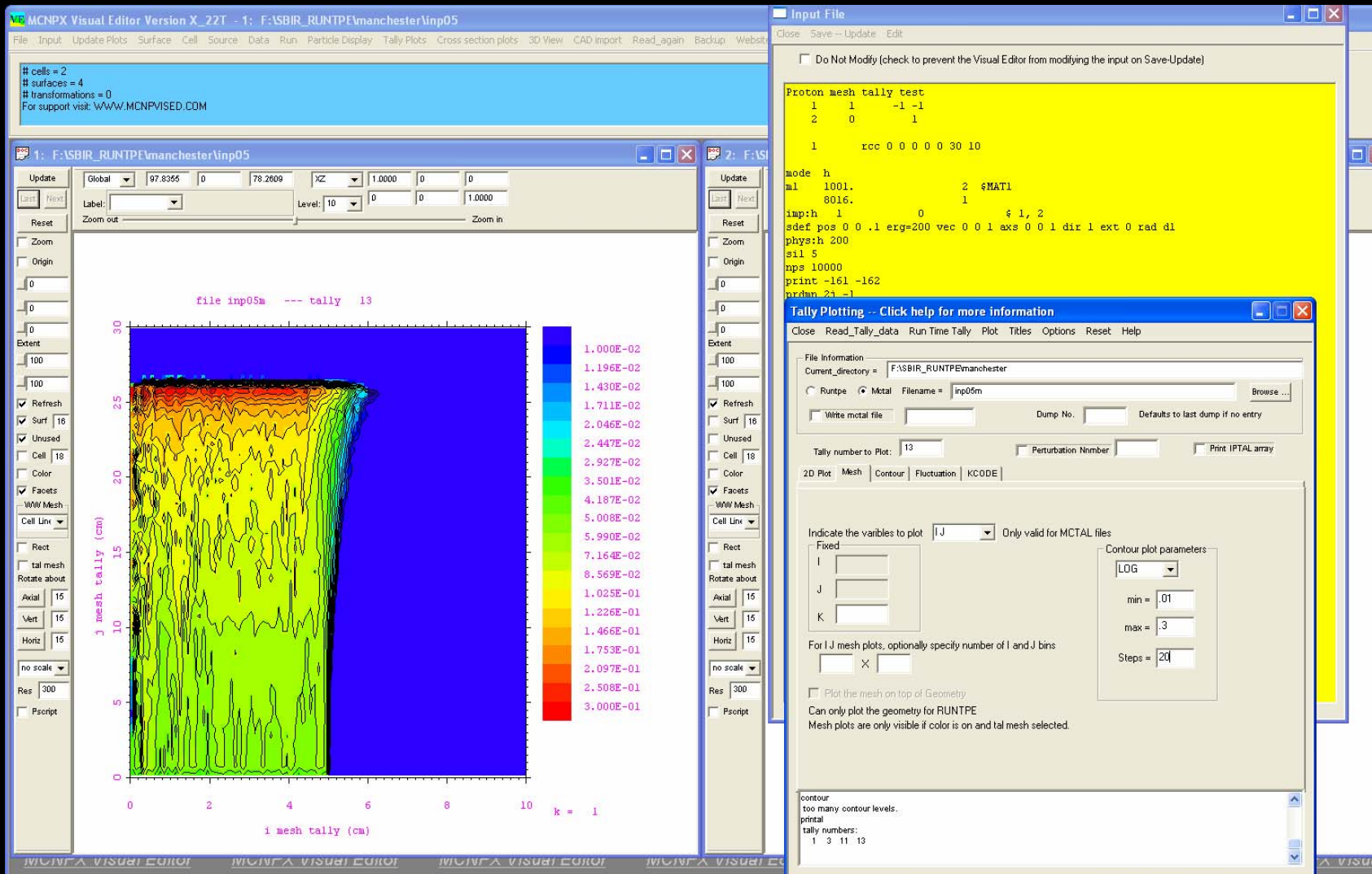
Current Directory = F:\SBIR\_RUNTPE\projects\visedX\_22T\test  
Filename = ilatron  
Particles Plotted (NPS) = 99735  
Distance from the Plot Plane (cm) = 100  Regenerate when plot changes  
Enter numbers separated by spaces, define ranges with a (. For example, 1 4 5-8 8  
Cycles = 1-100  
Plot Mode  
Type of Plot =  Cumulative  Animate Point Size = Pixel  Add Border Color

00	0.92516	0.52	85	0.85530	0.00282	187409
01	0.94490	0.52	86	0.85517	0.00279	189328
02	0.91382	0.53	87	0.85585	0.00284	181135
03	0.81172	0.53	88	0.85535	0.00285	177281
04	0.86431	0.54	89	0.85545	0.00282	179240
05	0.86682	0.55	90	0.85558	0.00279	180878



Las Vegas class, May 2008

# MCNPX Mesh Tally Plot



# July 2008—Advanced Visual Editor Class, Seattle, Washington



Randy Schwarz, Instructor, Visual Editor Consultants  
Andy Statch—Bechtel National Inc.  
Alan Nelson—University of New Mexico  
John Rodgers—Canberra, Albuquerque  
Ellen Saylor—Oak Ridge National Laboratory  
Erik Johansson—Swedish Defense Research Agency  
Zukile Zibi—Pebble Bed Modular Reactor Ltd.  
Kelly Ellis—Lucas Engineering and Management Services.





Advanced Visual Editor Class in Seattle, WA - July 2008

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# 3D Plots

MCNPX Visual Editor Version X\_22T - 2: D:\TEST DIR\buss3d

File Input Update Plots Surface Cell Source Data Run Particle Display Tally Plots Cross section plots 3D View CAD Import Read\_again Backup Website Options View Help

FOUND: xsdr using DATAPATH ENVIRONMENT VARIABLE==> C:\Program Files\LANL\MCNPDATA\xsdr  
creating file inpn.sav  
FOUND: xsdr using DATAPATH ENVIRONMENT VARIABLE==> C:\Program Files\LANL\MCNPDATA\xsdr  
FOUND: xsdr using DATAPATH ENVIRONMENT VARIABLE==> C:\Program Files\LANL\MCNPDATA\xsdr

1: D:\TEST DIR\buss3d

Update Global -96.6251 43.5665 0 XY 0.7071 0.7071 0  
Last Next  
Label: Level: 10 -0.7071 0.7071 0  
Reset Zoom out Zoom in

Zoom  
 Origin  
0  
0  
0  
Extent  
100  
100  
 Refresh  
 Surf 18  
 Unused  
 Cell 18  
 Color  
 Facets  
WM Mesh  
Cell Line  
 Rect  
 tal mesh  
Rotate about  
Axial -1c  
Vert 15  
Horz 15  
no scale  
Res 300  
 Preprint

2: D:\TEST DIR\buss3d

Update Global 9.0652 63.5842 0 XY 0.7071 0.7071 0  
Last Next  
Label: Level: 10 -0.7071 0.7071 0  
Reset Zoom out Zoom in

Zoom  
 Origin  
0  
0  
0  
Extent  
100  
100  
 Refresh  
 Surf 18  
 Unused  
 Cell 18  
 Color  
 Facets

3D Ray Tracing -- Click help for more information

Close Normal 3D Plot Radiographic 3D Transparent 3D Save Parameters Help

NPS = 998490 CTME (secs) = 48.90625

Viewpoint X 500 Y -500 Z 200

The viewpoint must be in a non-zero importance cell and must not be in one of the cells listed below

Cells Enter cell numbers to show in 3d in text box below  
Enter cell numbers or cell ranges separated by spaces or commas. For example, 1 4 5-6  
1-4 11 13-27 36-58 95-147

Ray tracing is from the viewpoint to the entire image plane (with extents) of the active 2D plot

3D data used to make the plot

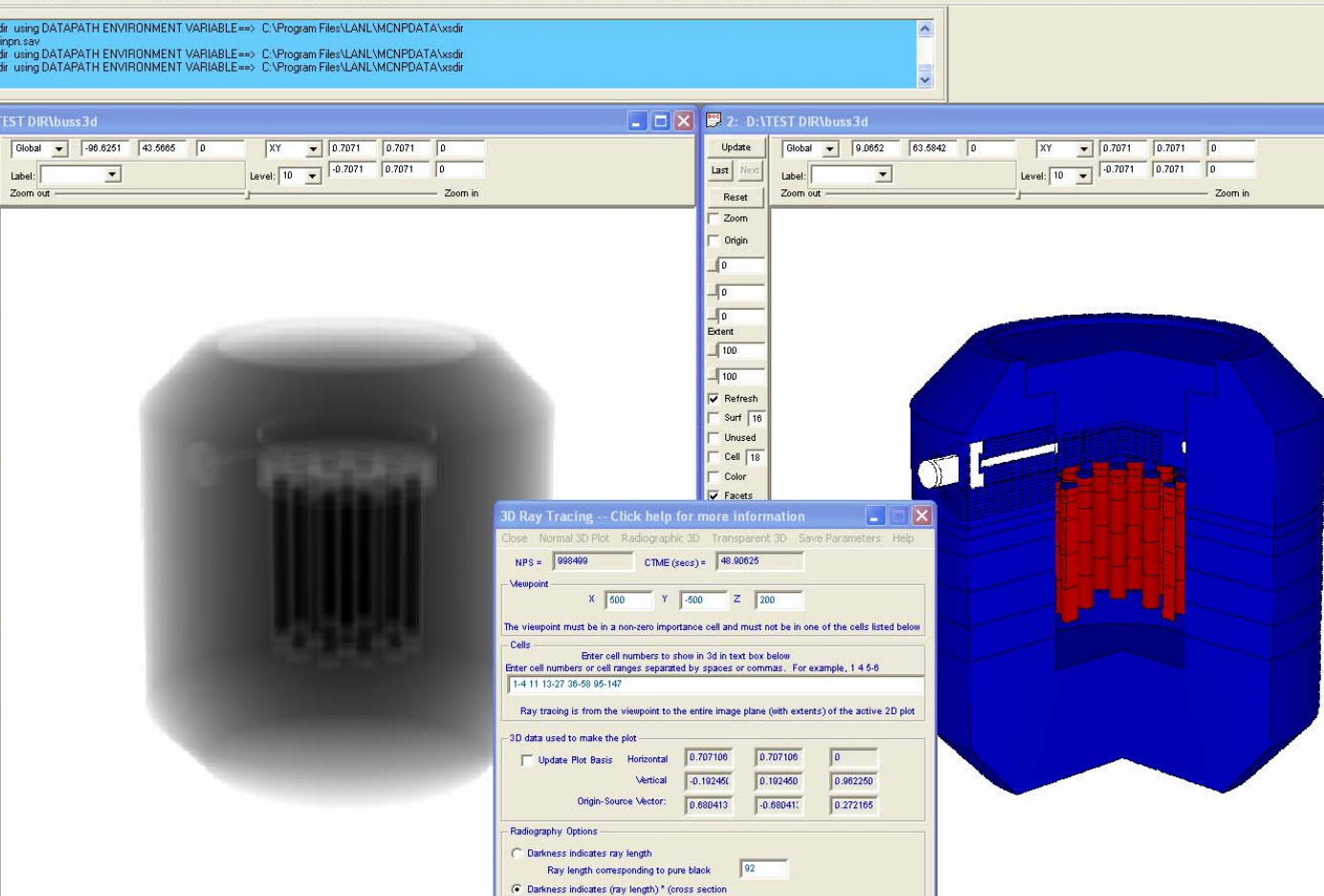
Update Plot Basis Horizontal 0.707106 0.707106 0  
Vertical -0.192450 0.192450 0.982250  
Origin-Source Vector: 0.680413 -0.680413 0.272185

Radiography Options

Darkness indicates ray length  
Ray length corresponding to pure black 92

Darkness indicates: (ray length) \* (cross section)  
Energy of the source .6

Transparency Options



Ready

I believe this is a great course for users at any level. I had never used the Visual Editor or MCNP before the class but the curriculum is so thorough and so well laid out that I was able to keep up with users with many years of experience, who also expressed considerable satisfaction with the class.

*Kelly Ellis* - Lucas Engineering and Management Services



The best part is that the class can be taken again and again after you leave using the supplied manuals, exercises and software. The tools from the class become a valuable resource for general use of the Visual Editor and MCNP.

**It was probably the best week I have ever spent learning anything associated with the nuclear industry.**

*Kelly Ellis* - Lucas Engineering and Management Services



# 3D Dynamic View

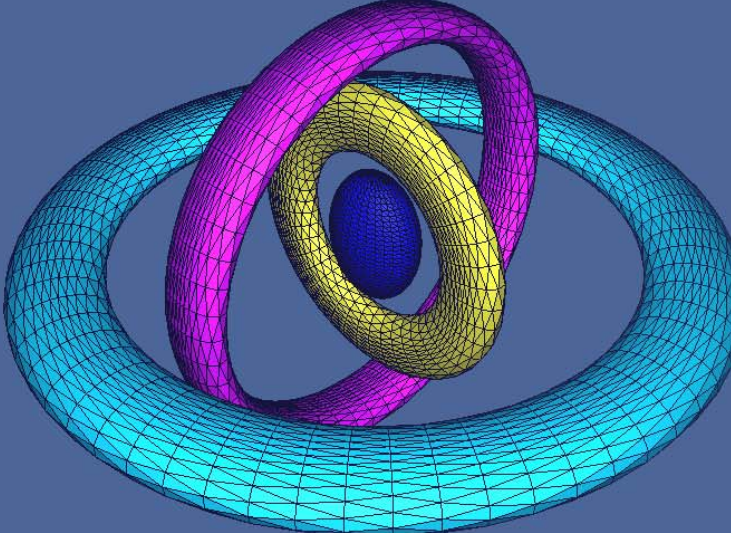
MCNPX Visual Editor Version X\_22T - F:\SBIR\_RUNTPE\manchester\lwiz

File Input Update Plots Surface Cell Source Data Run Particle Display Tally Plots Cross section plots 3D View CAD Import Read\_again Backup Website Options View Help

# transformations = 0  
For support visit: WWW.MCNPVISED.COM  
warning: total nu is now the default for fixed-source problems.

1: F:\SBIR\_RUNTPE\manchester\lwiz  
2: F:\SBIR\_RUNTPE\manchester\lwiz

Mode: Rotate Zoom Look Move Toward Select  
Roll Pitch Yaw  
Right Click in the plot window for visibility options.



Input File  
Do Not Modify (check to prevent the Visual Editor from modifying the input on Save/Update)

```
Surface Wizard
1 0 -1
2 0 -2
3 0 -3
4 0 -4
5 0 -6 -7 1 2 3 4
6 0 (6 -5):(7 -5)
7 0 5

c Ellipsoid
1 sq 0.0025 0.0011111111111111111 0.000625 0 0 0 -1 0 0 0

c X Torus
2 tx 0 0 0 70 10 20

c Y Torus
3 ty 0 0 0 120 20 10

c Z Torus
4 tz 0 0 0 170 15 25

c Sphere
5 so 300

c Upper Cone
6 kz 250 0.999999999991021 -1

c Lower Cone
7 kz -250 0.999999999991021 1

mode n
imp:n 1 5x 0 4 1, 7
sdef
mps 1000000
```

3D Dynamic Plotting -- Click help for more information  
Close 3D display Save Parameters Help

Resolution:  Polyhedra 100  Display Cells with materials  
 Symmetric 100  
 Asymmetric 100

Cells to Display:  
Enter Cell numbers and select 3D display  
Enter cell numbers or cell ranges separated by spaces or commas. For example, 1 4 6-8

Non-Universe cells: 1 2 3 4  
Universe Cells:

Ready

First of all, Randy is definitely the type of person you will want to learn from for a class like this. His personality and teaching method ensure that you are going to fully understand what you are doing and catch on quickly.

Second, **the power of the visual editor is unbelievable.**

*Andrew Statch* - Bechtel National Incorporated

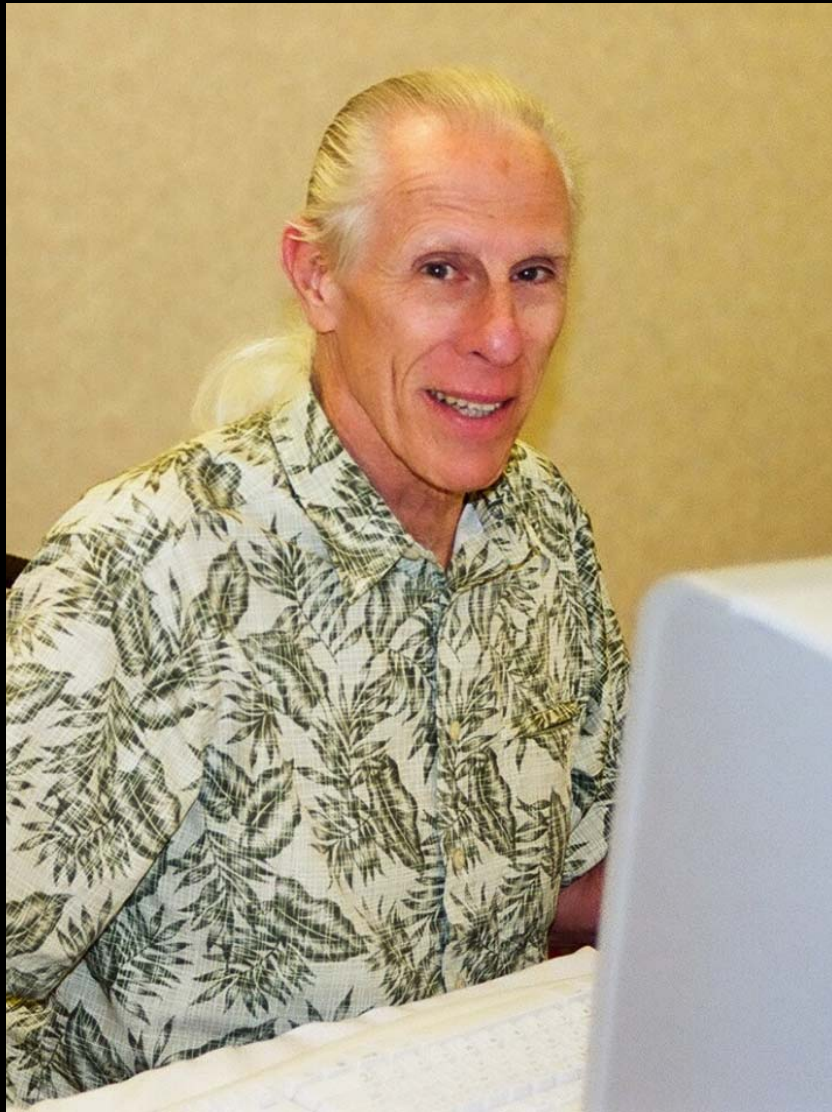


With what I have learned, I can safely say that **I no longer consider code creation to be of a comparable time length to problem setup and output analysis.** Simply put, the time I will spend writing code is now insignificant to what I already spend in preparation and analysis of a problem.

Andrew Statch - Bechtel National Incorporated







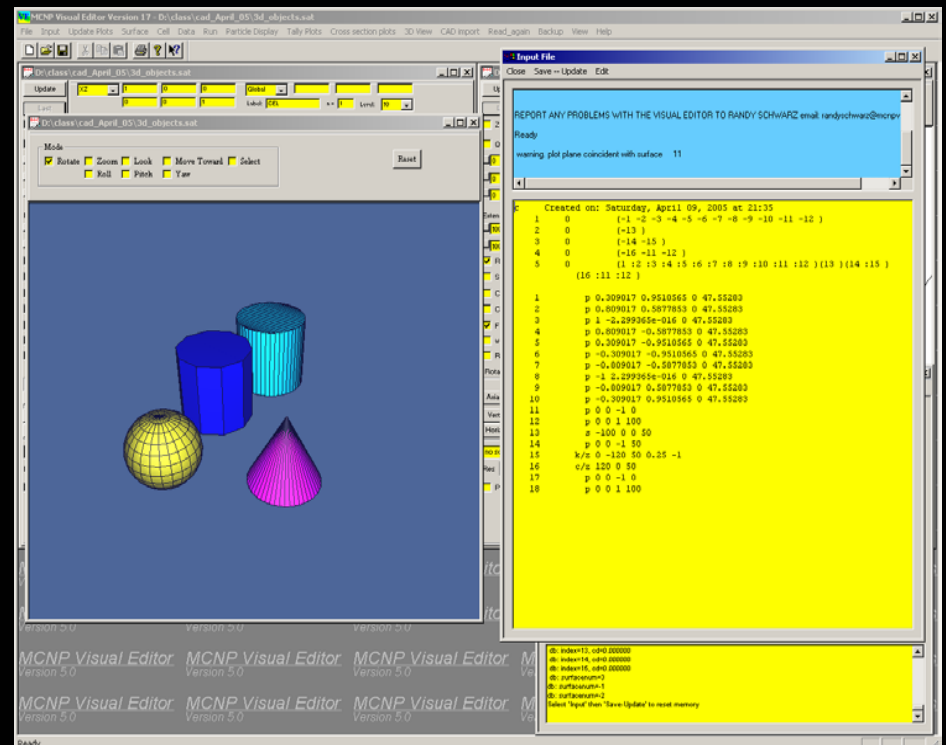
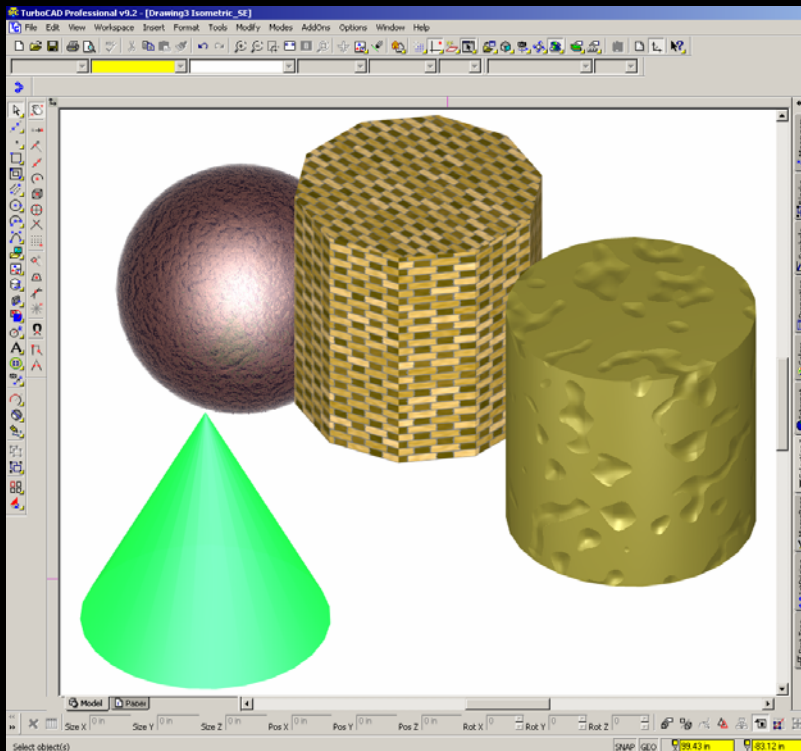
The Visual Editor provides tools for creating complex geometries rather easily and includes error checking and 2-D & 3-D visualization to assist in the interpretation. When you look at the code that is generated you can only wonder as to how it would be possible to do this otherwise and how you could ever validate that what you have is what you want or is correct.

*Cye Waldman*

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The Visual Editor has the ability to import and convert CAD geometries and can generate a 3D display of existing MCNP/MCNPX geometries. Ray traced images can be made as solids, radiographic, or transparent. The Dynamic view allows the user to change the transparency of cells and move the object in real-time.



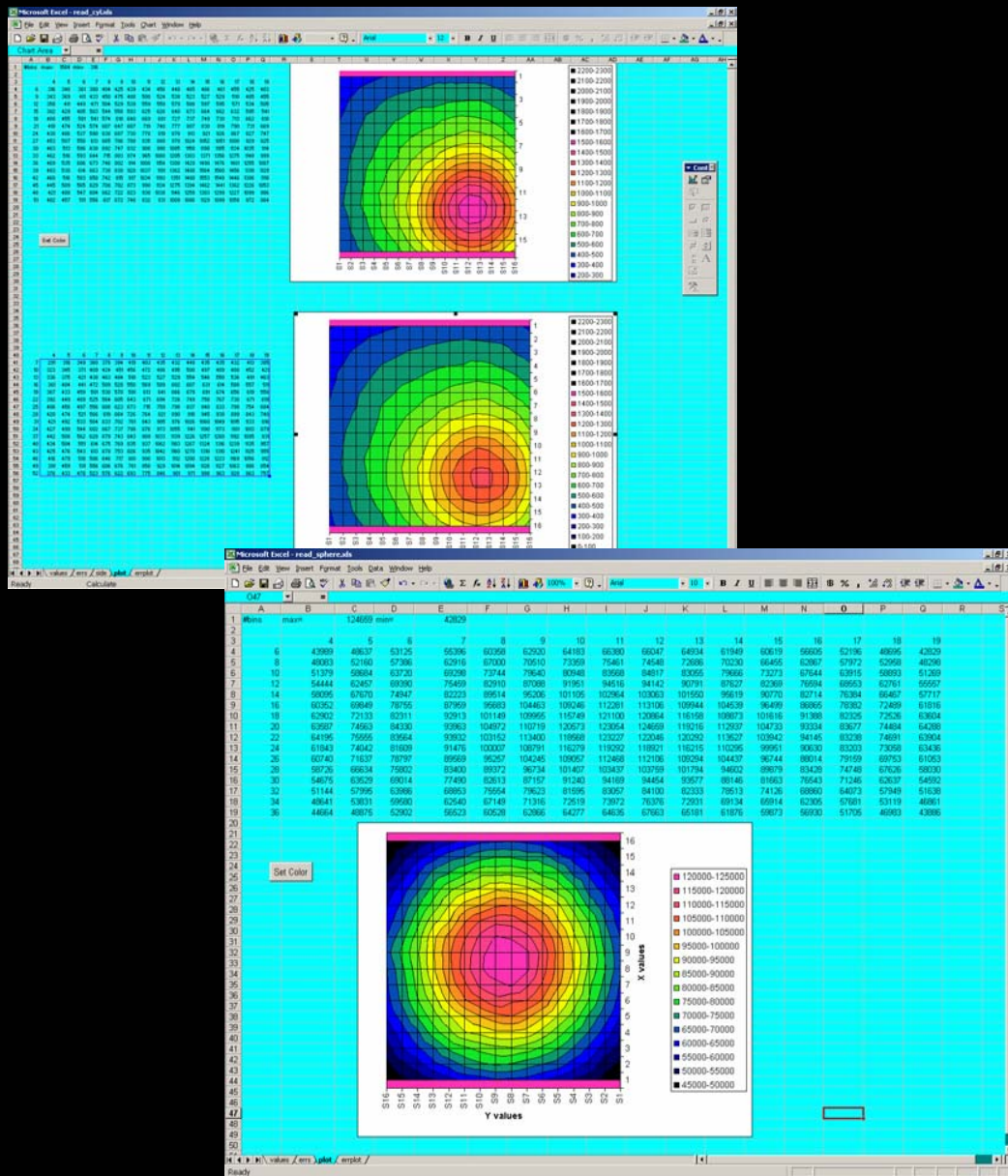


The MCNP Visual Editor is a critical element to developing MCNP models. Flaws with geometry and other MCNP errors are easily identified, **saving countless hours of debugging.**

Plotting particle tracks has proved particularly useful for radiation shielding, as scattering paths are easily identified. As a daily user of MCNP, the Visual Editor has a permanent spot on my "Quick Launch" bar.

*-Jeff Dahl*

# Visualization Exercise



With the massive amount of data that can be generated by MCNP/MCNPX, it is essential that methods be developed to visualize this data. Visual Editor Consultants has developed a process for reading MCNP/MCNPX mctal data files and creating contour plots from the data. This technique can be used to also create animations.



VI SED is an exceptional tool for both novice and experienced users. This class offered me the opportunity to explore its full capabilities - as both a geometry generator and a visualization tool.

Dick Olsher - Los Alamos National Laboratory.

# CAD Import of 1000 spheres

MCNP Visual Editor Version 18t - G:\CAD\SAT\_files\complex\1000spheres\_in\_boxes.sat

File Input Update Plots Surface Cell Data Run Particle Display Tally Plots Cross section plots 3D View CAD import Read\_again Backup View Help

creating file inprn.sav  
creating file inprn.sav  
creating file inprn.sav  
creating file inprn.sav

G:\CAD\SAT\_files\complex\1000spheres\_in\_boxes.sat

Mode

Rotate  Zoom  Look  Move Toward  Select  
 Roll  Pitch  Yaw

Reset

CAD 3D import

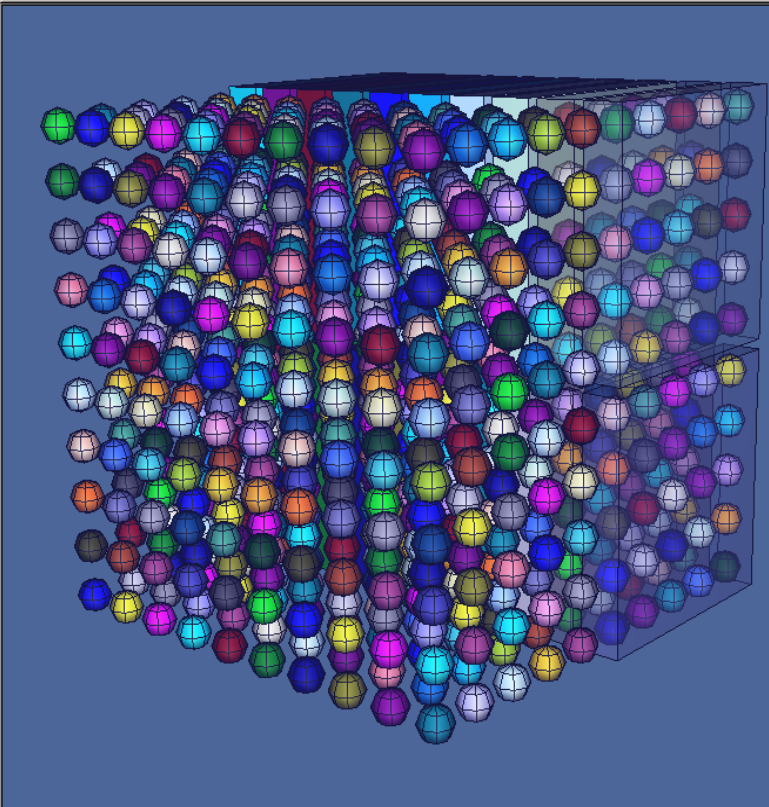
Close Import Convert

3D CAD options

Do not Display the 3D geometry resolution (slices in 360 degrees - must be at least 4): 8  
 Create Surfaces Only  
 Parse body number Perimeter Modeling No Debug

Body 1, SAT index 0, center: x=0.000000, y=0.000000, z=0.000000  
Body 2, SAT index 1, center: x=38.100000, y=0.000000, z=0.000000  
Body 3, SAT index 2, center: x=76.200000, y=0.000000, z=0.000000  
Body 4, SAT index 3, center: x=114.300000, y=0.000000, z=0.000000  
Body 5, SAT index 4, center: x=152.400000, y=0.000000, z=0.000000  
Body 6, SAT index 5, center: x=190.500000, y=0.000000, z=0.000000  
Body 7, SAT index 6, center: x=228.600000, y=0.000000, z=0.000000  
Body 8, SAT index 7, center: x=266.700000, y=0.000000, z=0.000000  
Body 9, SAT index 8, center: x=304.800000, y=0.000000, z=0.000000  
Body 10, SAT index 9, center: x=342.900000, y=0.000000, z=0.000000  
Body 11, SAT index 10, center: x=0.000000, y=38.100000, z=0.000000  
Body 12, SAT index 11, center: x=38.100000, y=38.100000, z=0.000000  
Body 13, SAT index 12, center: x=76.200000, y=38.100000, z=0.000000  
Body 14, SAT index 13, center: x=114.300000, y=38.100000, z=0.000000  
Body 15, SAT index 14, center: x=152.400000, y=38.100000, z=0.000000  
Body 16, SAT index 15, center: x=190.500000, y=38.100000, z=0.000000  
Body 17, SAT index 16, center: x=228.600000, y=38.100000, z=0.000000

Found body = 440  
Found body = 540  
Found body = 1019



MCNP Visual Editor Version 5.0 MCNP Visual Editor Version 5.0 MCNP Visual Editor Version 5.0  
MCNP Visual Editor Version 5.0 MCNP Visual Editor Version 5.0 MCNP Visual Editor Version 5.0  
MCNP Visual Editor Version 5.0 MCNP Visual Editor Version 5.0 MCNP Visual Editor Version 5.0

Ready



The class is very useful especially for a new MCNP user like me. I would recommend anyone who wants to use MCNP learn Vised. The easiest way to learn the Visual Editor is to take the Vised Class. It is definitely worthy of your investment.

Hung-Cheng Chiou - Waste Isolation Pilot Plant

## 2009 Class Schedule

January 5-9, 2009	Seattle, WA
March 16-20, 2009	Seattle, WA
May 11-15, 2009	Las Vegas, NV
June 8-12, 2009	San Francisco, CA
July 20-24, 2009	Albuquerque, NM
August 10-14, 2009	Las Angeles, CA
November 2-6, 2009	Reno, NV



MCNP has needed a graphics interface for a long time. The Visual Editor provides this interface, and much, much more.

Every MCNP user should acquire the Visual Editor and participate in the Visual Editor Consultants class. The gains in analytical power and productivity will far outweigh the expenditure of time and money.

- Carl Koizumi, September 2004 class