

Mesh tally representation

PSRB19121

```
mcnp6 i=F4test.txt

runtpn already exists. runtpo is created instead.
runtpo already exists. runtpp is created instead.
runtpp already exists. runtpq is created instead.
runtpq already exists. runtpr is created instead.
runtpr already exists. runtps is created instead.
runtps already exists. runptp is created instead.
runptp already exists. runtpu is created instead.
runpu already exists. runtpv is created instead.
runpv already exists. runtpw is created instead.
runpw already exists. runtpx is created instead.
runpx already exists. runtpy is created instead.
runpy already exists. runtpz is created instead.
runpz already exists. runtpa is created instead.
runpa already exists. runtpb is created instead.

ctm =      0.00   nrn =          0
dump    1 on file runtpb   nps =          0   coll =
xact   is done

cp0 =  0.01
**** interrupt. enter s <status>, m <mcplot>, q <quit>, k <kill>
m will call plotter after history 261809
mcplot>
```

You are in MC PLOT

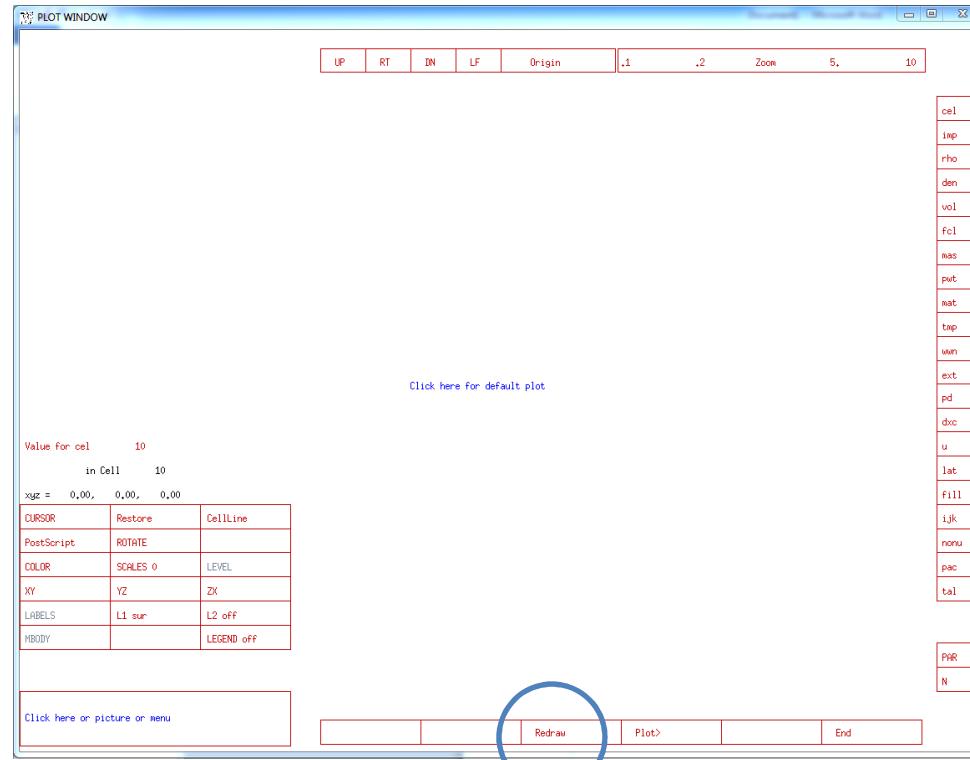
```
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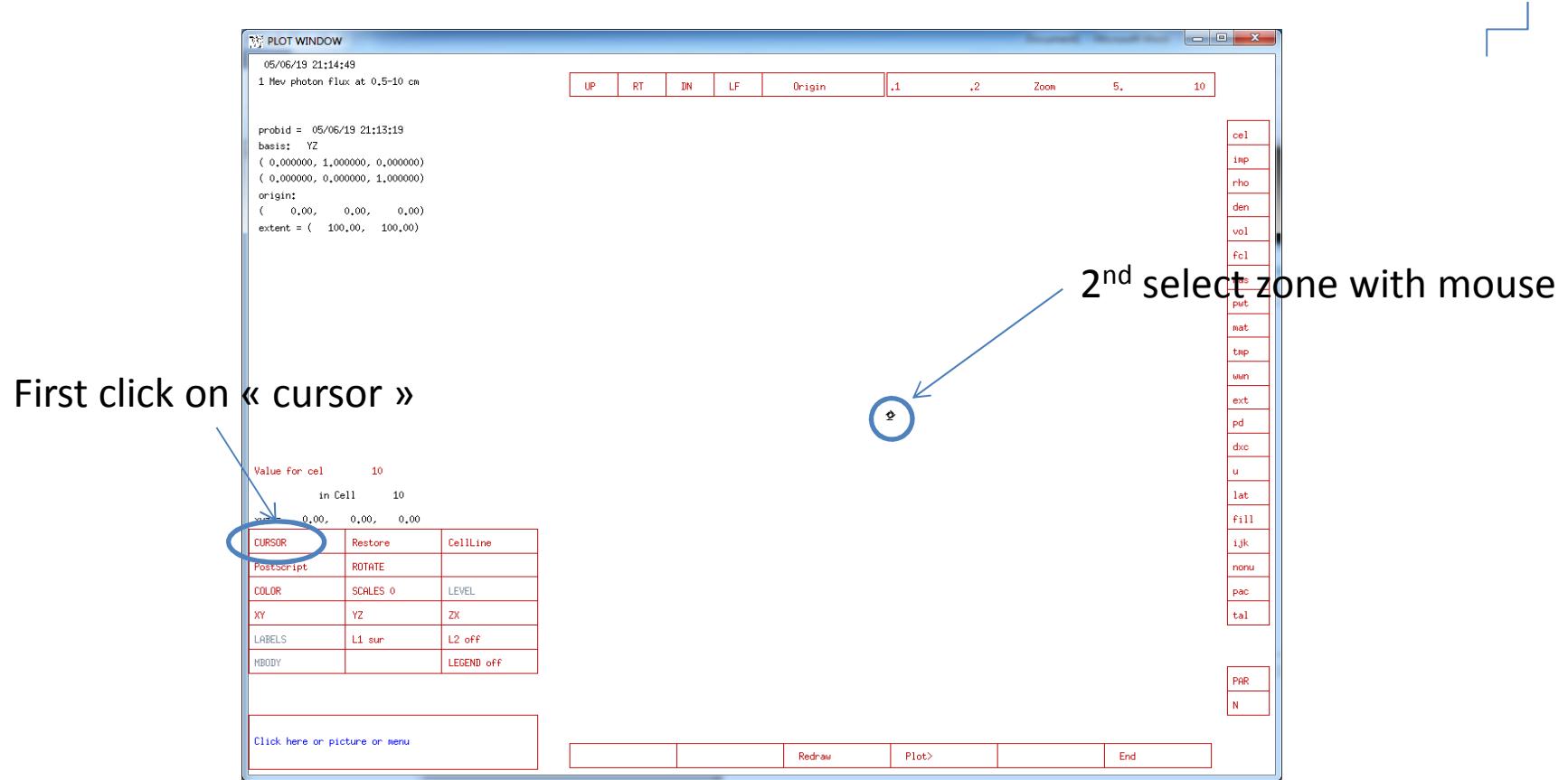
ctm =      0.00   nrn =          0
dump    1 on file runtpb   nps =          0   coll =
xact   is done

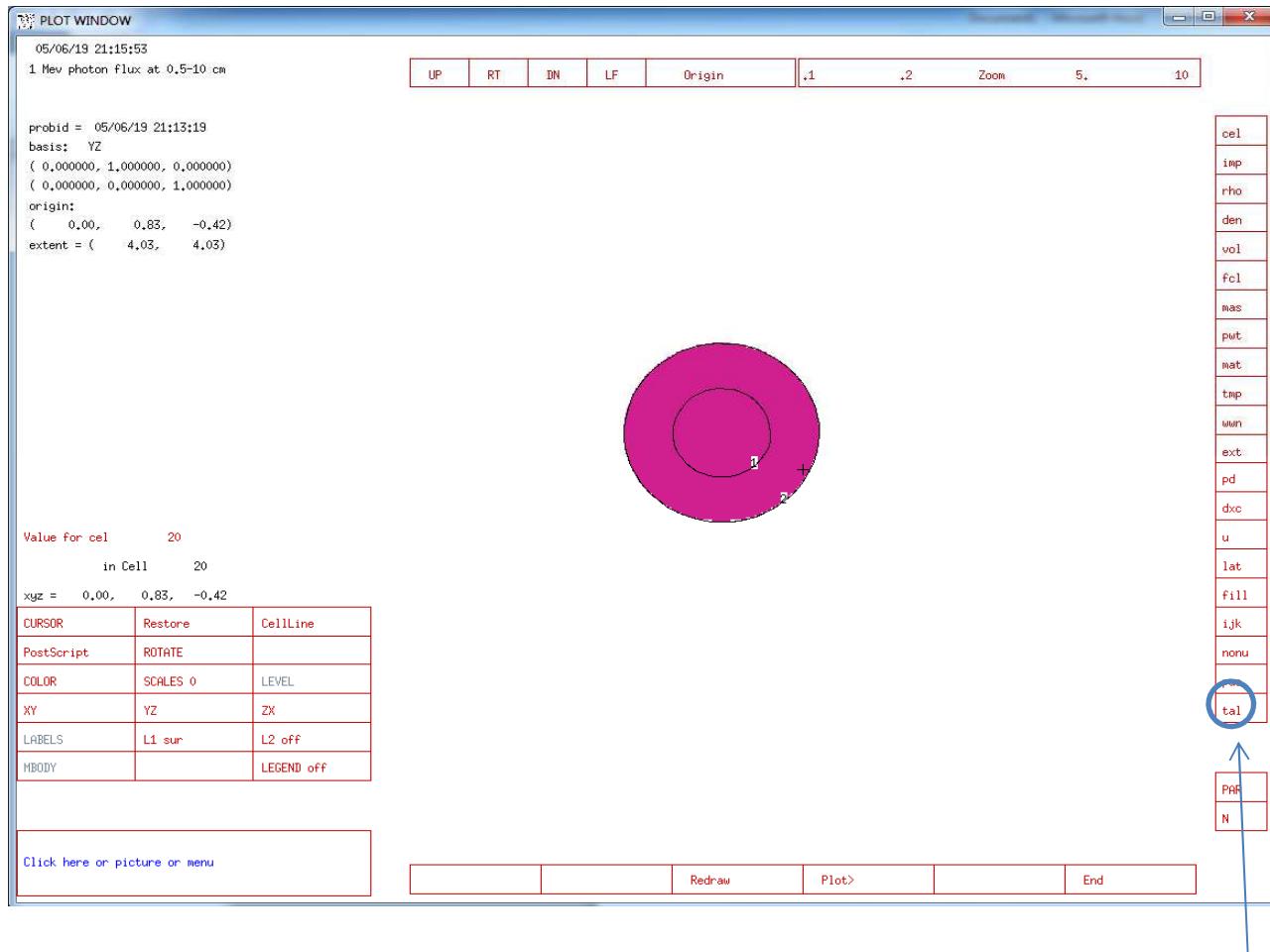
cp0 =  0.01
**** interrupt. enter s <status>, m <mcplot>, q <quit>, k <kill>
m will call plotter after history 261809
mcplot> plot_
```

Type PLOT and enter

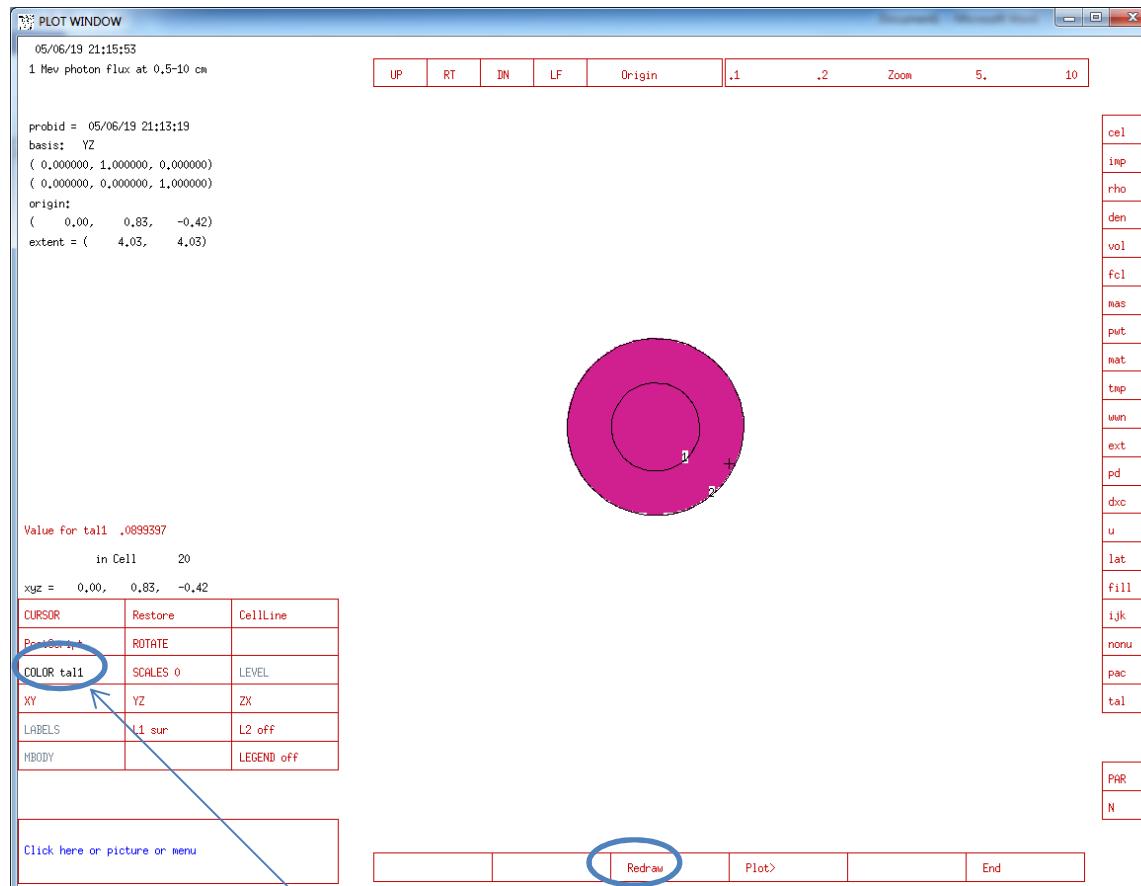


Click on « redraw »



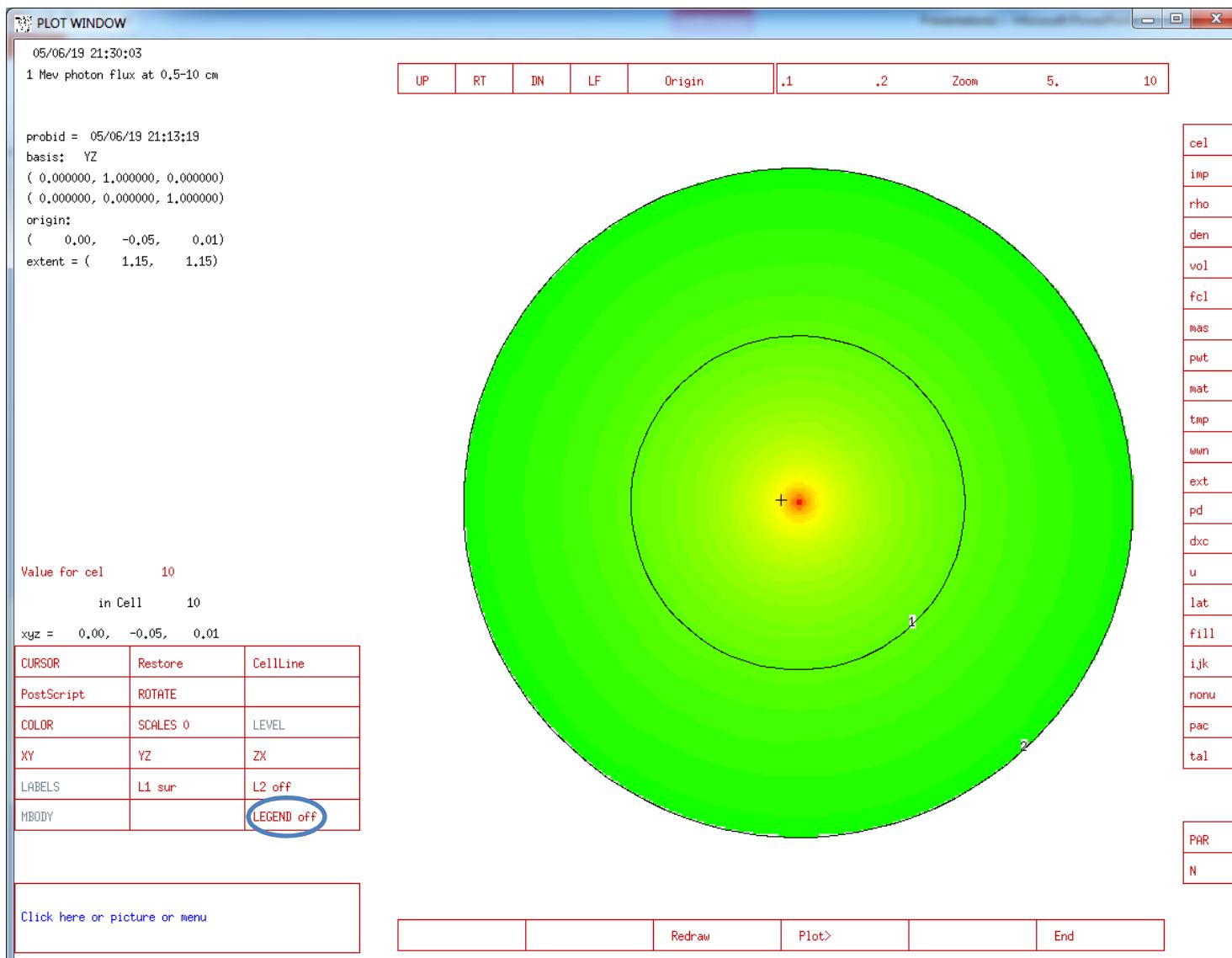


Click on « tal »



1st Click on « color » twice (you must have « COLOR tal1 »)

2nd click on redraw



Click on « legend off » to obtain « legend on »

el miraculous

