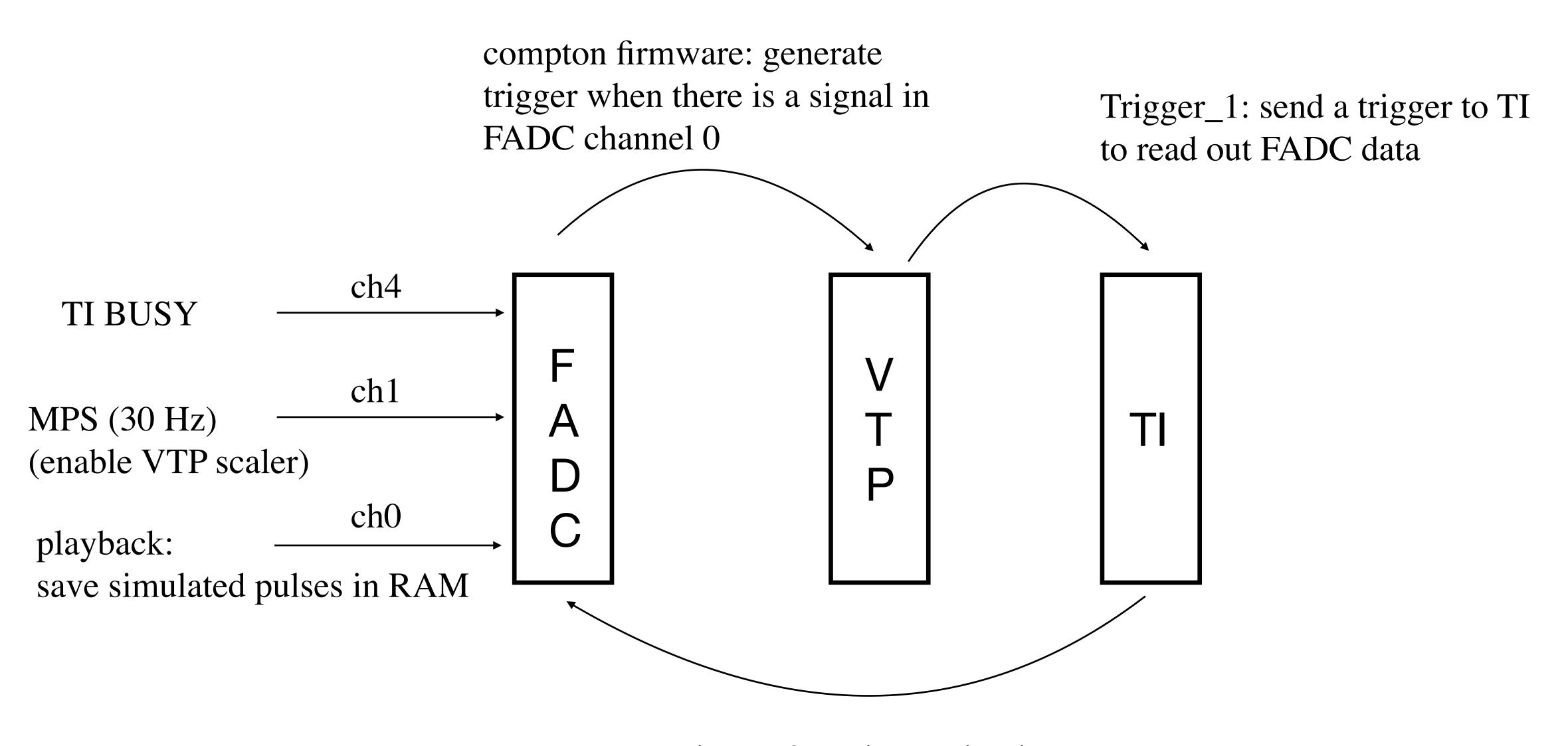
SOLID FADC test dead time measurement

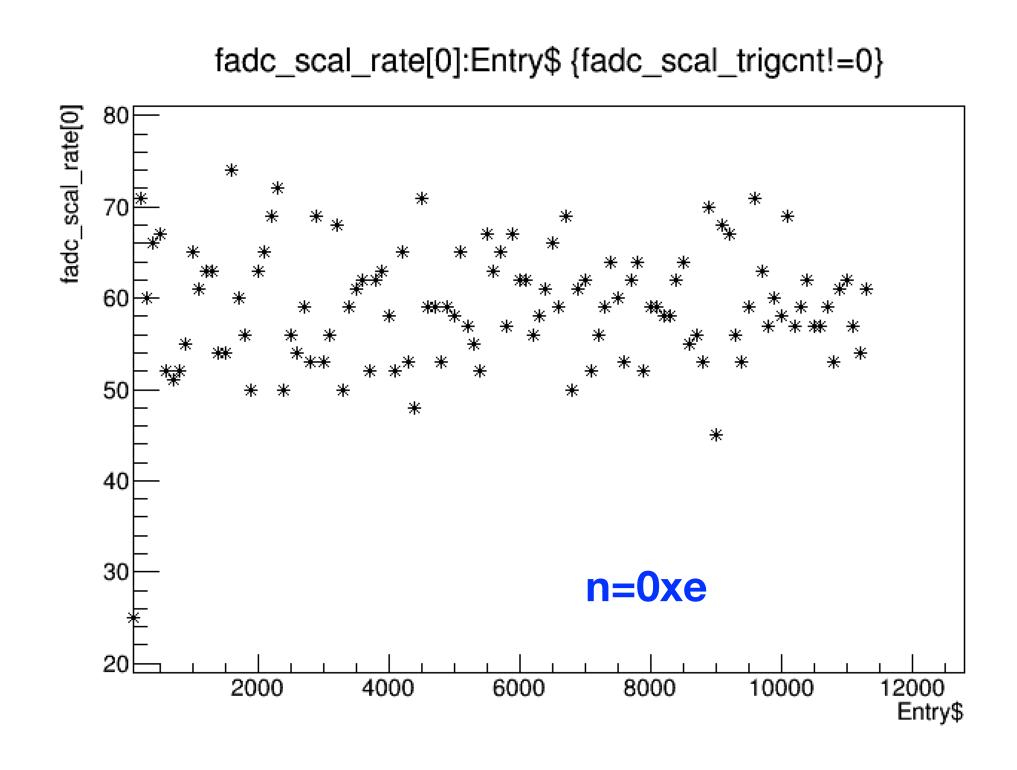


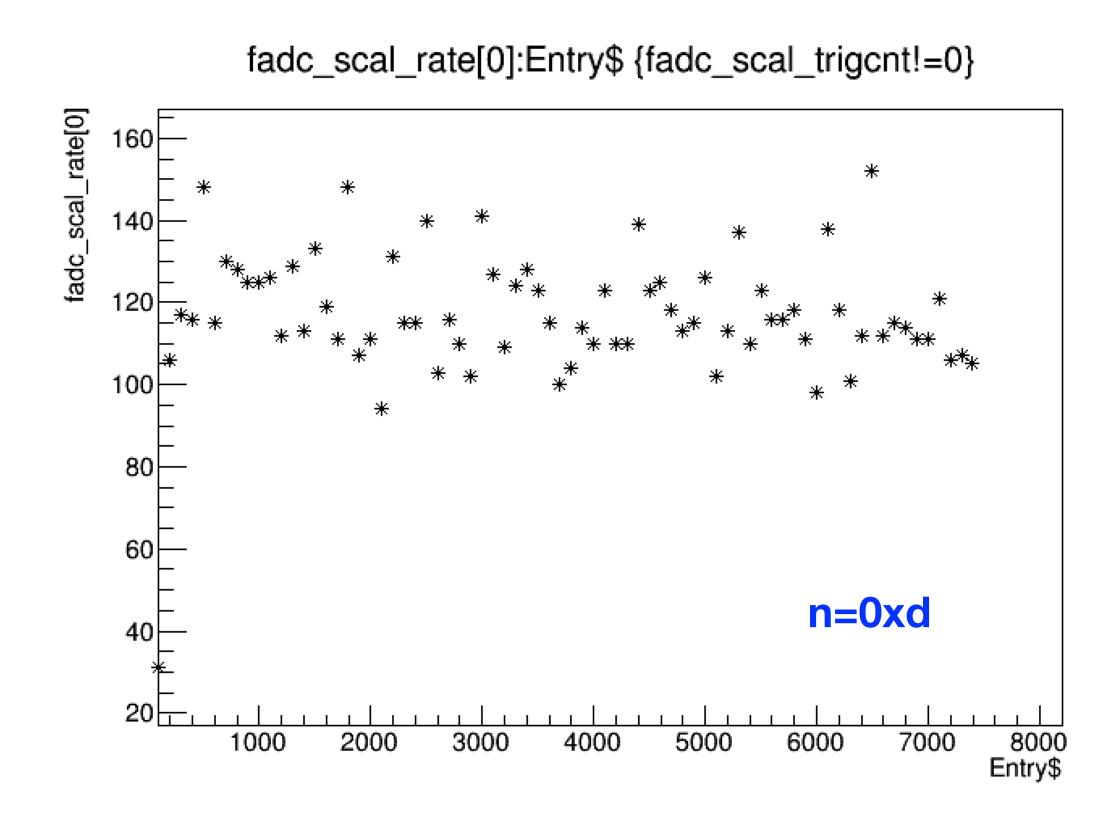
Trigger_2: TI internal pulser generates a Trigger_2 type trigger which injects the simulated data in the FADC

(Event rate can be controlled here)

tiSetRandomTrigger(2,n); // playback trigger

- 1. According to the TI manual, the rate should be 500 kHz/2ⁿ (probably 460 kHz/2ⁿ);
- 2. When n=0xe (500kHz/2^14=30.52 Hz), the rate observed in CODA and calculated from the fade scaler is about 60 Hz. When n=0xd (500kHz/2^13=61Hz), the rate observed is about 120 Hz



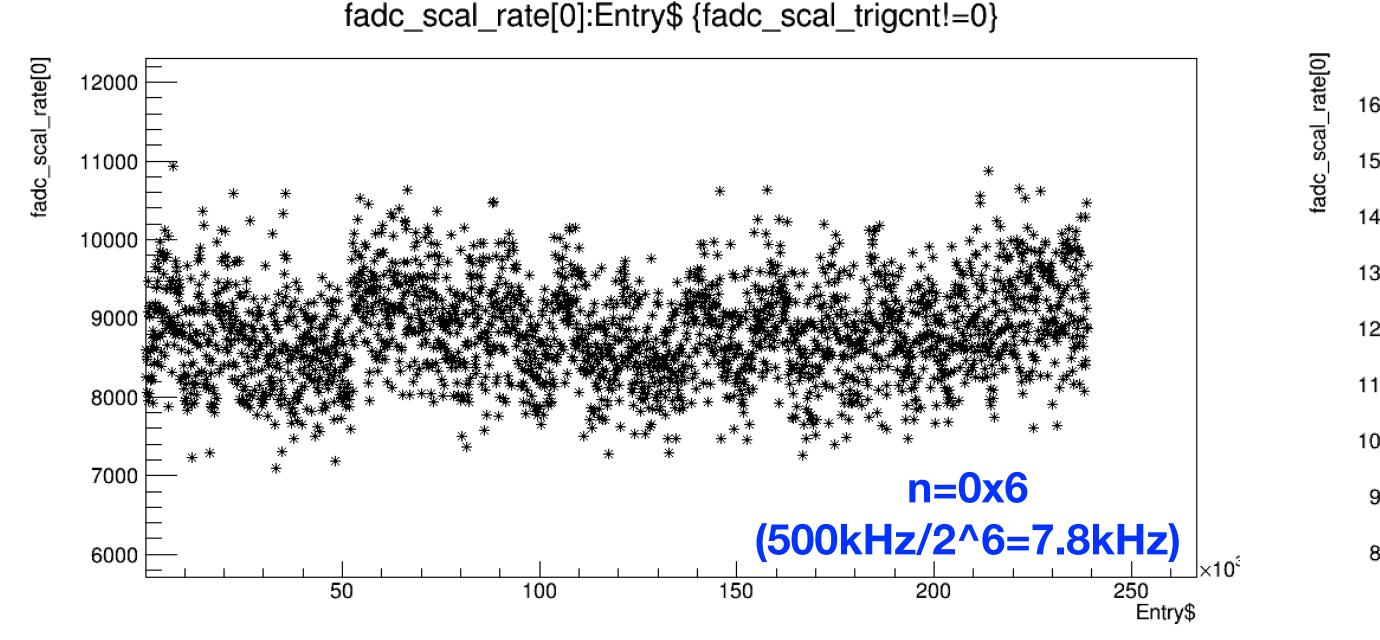


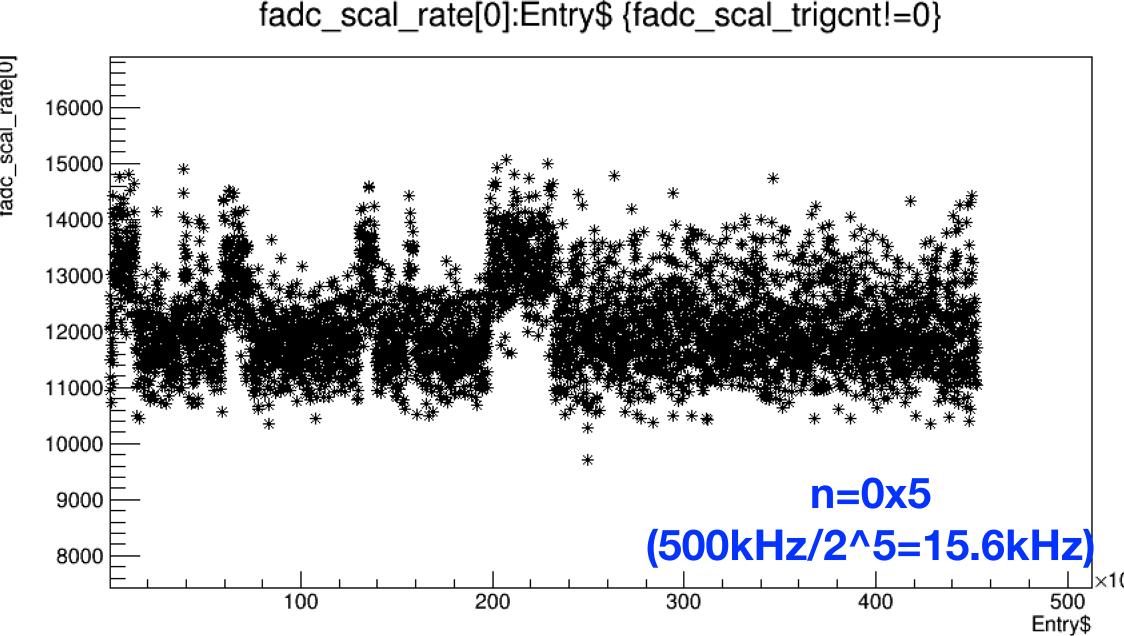
What should the event rate be?

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 Maybe the rate should be 500 kHz/2^(n-1)?
- 3. When the rate is higher, the fadc scaler measured rate is even different from 500 kHz/2^(n-1) (probably due to dead time?)





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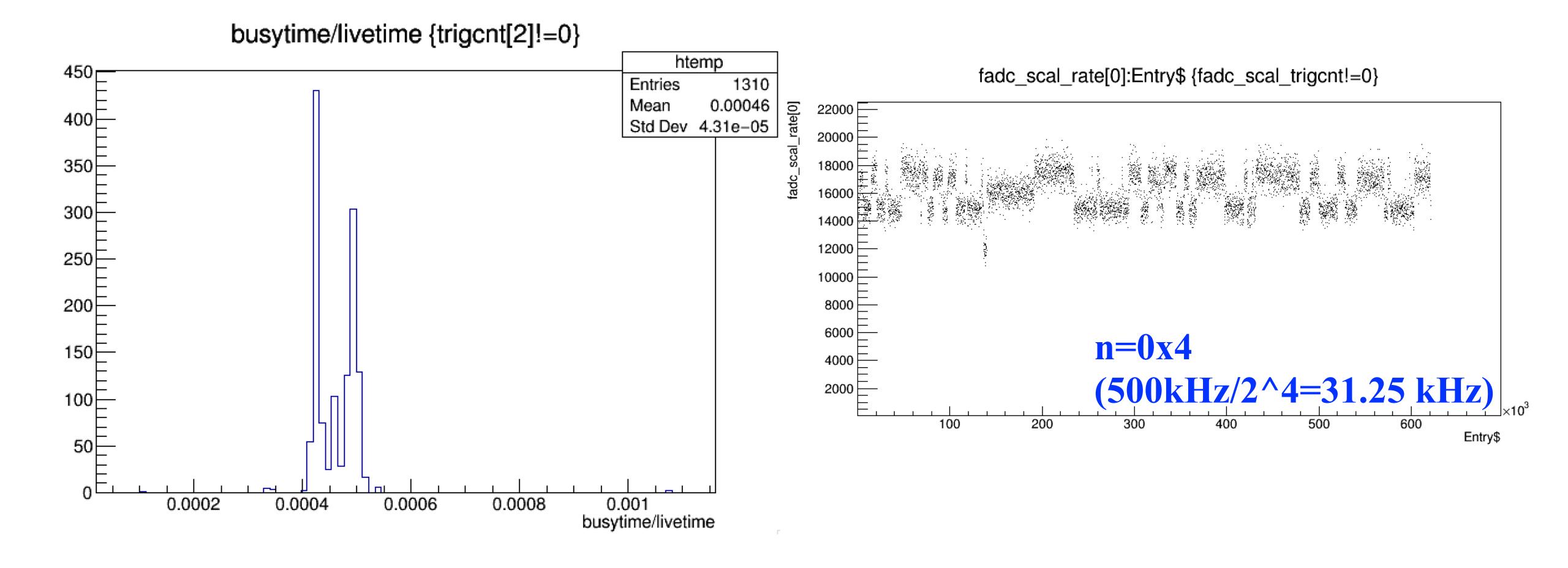
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 Maybe the rate should be 500 kHz/2^(n-1)?
- 3. When the rate is higher, the fadc scaler measured rate is even different from 500 kHz/2^(n-1) (probably due to dead time?)

Question:

shall I use 500 kHz/2⁽ⁿ⁻¹⁾ as the rate or the rate calculated from the fadc scaler?

1. VTP records busy time, live time per helicity window dead time = busytime/livetime?



- 1. VTP records busy time, live time per helicity window dead time = busytime/livetime?
- 2. fadc_real_counts/fadc_scaler_counts: method1 fadc_real_counts: the total number of events with fadc_a[0]>0
- 3. trigger counts/fadc scaler counts method2

