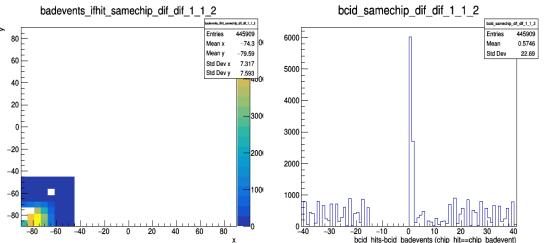
# Retriggers vs plane events: when a good hit is present



### Dif\_1\_1\_2, grid00

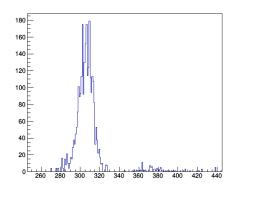
#### Selection:

- Good hits are selected firstly.
- Then, bad hits are search in THE SAME chip, different channel were the good hit was generated
- Only chip15 for the good hit counting !!
- bcid are compared (within a spill)
- Badbcid == retrigger and/or plane event
- In the same chip, there is no correlation between triggers and following retriggers

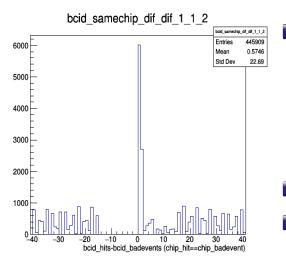




# Retriggers vs plane events: when a good hit is present



ADC distribution of bad events in the ~zero peak

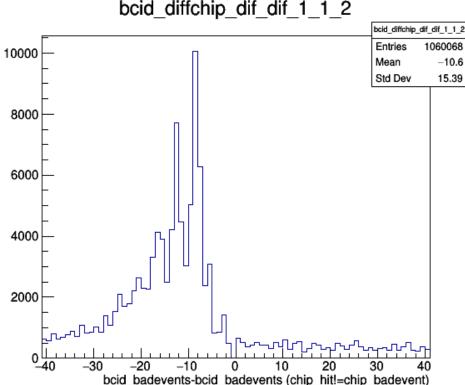


The hit maps shows the bad events location if we had a good event in any other channel.

- The peak at zero looks like two electrons in the beam (?)
  - No because the ADC spectrum (leftmost plot) looks basically like pedestal (with very few entry in the MIP area)
  - ADC for all channels/sca
- **BADBCID** for these events is  $\sim = 3$
- isca(bad)~=isca(good)-1
  - Just before (one bcid, one sca) a good hit, we have a retrigger entry in other channel in the same chip... how ??
- I suspect that I am still tagging some bad events as good events ... NEED TO CHECK THE CONVERTER.







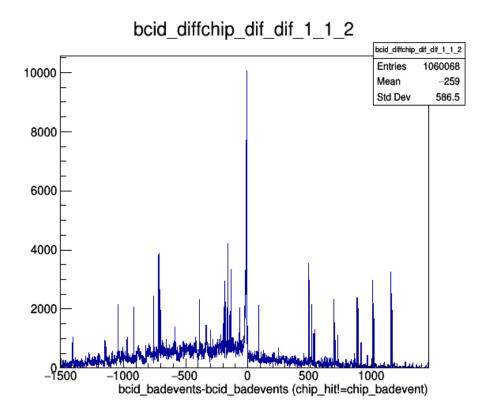
#### 

### Selection:

- Good hits are selected firstly.
- Then, bad hits are search in **A DIFFERENT chip** were the good hit was generated
- Only chip15 for the good hit counting !!
- bcid are compared (within a spill)
- Badbcid == retrigger and/or plane event
- Clear Pattern: 3,6,9,12,15 bcids after a hit, we see retriggers in other chips







# Dif\_1\_1\_2, grid00

### Selection:

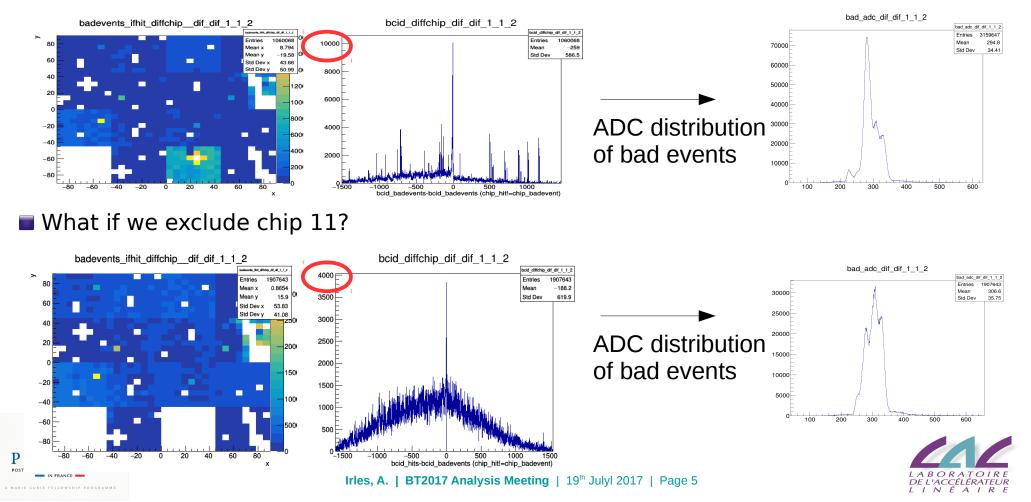
- Good hits are selected firstly.
- Then, bad hits are search in **A DIFFERENT chip** were the good hit was generated
- Only chip15 for the good hit counting !!
- bcid are compared (within a spill)
- Badbcid == retrigger and/or plane event
- Unzooming:
- More complicated pattern !!





## Retriggers vs plane events: when a good hit is present

The bad events seem to be localizes in few channels (i.e. the cross in chip 11)



# Retriggers vs plane events: when a BAD hit is present

- Same than before, but compare bad events with bad events. For same chip and different
  - including all chips, not only 15

