



Alignment Status

ST03s, artificial misalignment test
Slides for CW of 2021-03-12

Done

- Git repo for detectors.dat synchronized with CVMFS
- DPS generated for 2015 (to see the STs)
- Alignment procedure changes the pitch to handle the Z shift -- confirmed
- Current analysis of the alignment assets is now on SWAN

TODO

- ECAL/Hodo patches for 2018
- Alignment of problematic ST plane in 2016 (2017?)
- Study bitflags impact on STs in UE11

STs: 2015/2016 (preliminary)

Common flags (difference in flags *was not introduced intentionally*, new DPS for better comparison is ongoing):

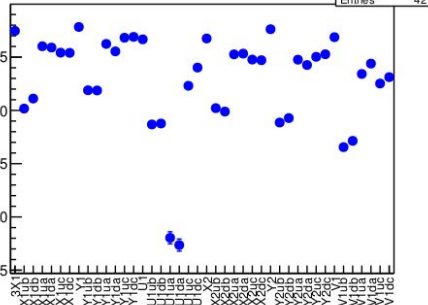
0x1 - sets everybody =0, whether it's the default or not.

0x200 - Looser requirement: Allow for neighbours (e.g. for dets=MM01X, allow tracks w/ FI03|MM01|DC00).

ST - 0x20a01 - #261554

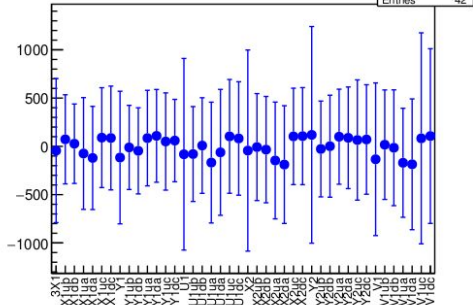
Efficiency - 0x20a01

Entries 42



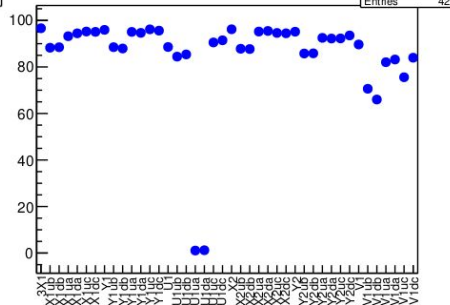
Alignment+residual (μm) - 0x20a01

Entries 42



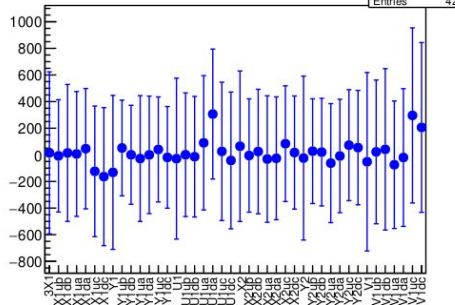
Efficiency - 0x201

Entries 42



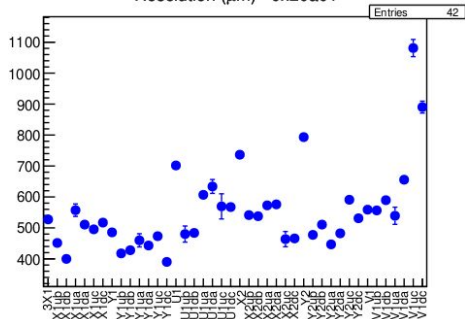
Alignment+residual (μm) - 0x201

Entries 42



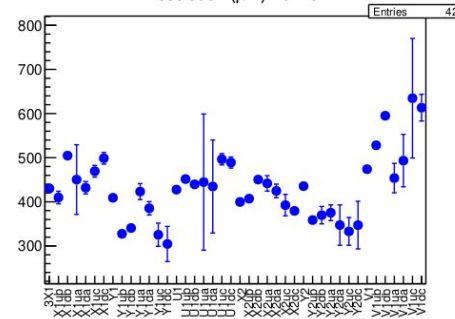
Resolution (μm) - 0x20a01

Entries 42



Resolution (μm) - 0x201

Entries 42

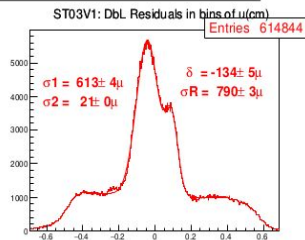
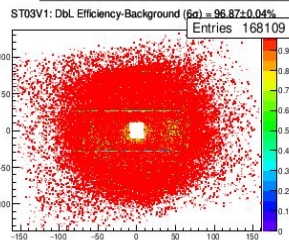


Specific here:

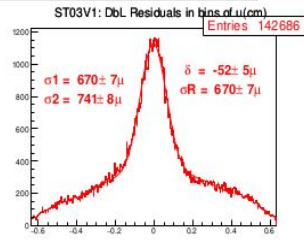
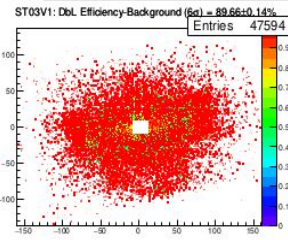
0x800 - Correct drift hits for event time (w.r.t. trigger) and signal propagation.

0x20000 - W/out Extra DeadZone (such as HV feed to BeamKiller in DCs)

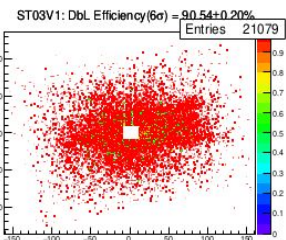
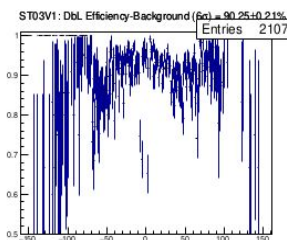
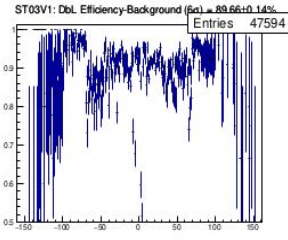
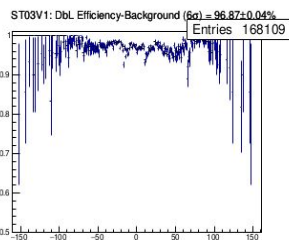
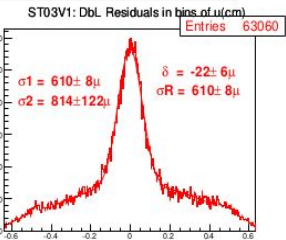
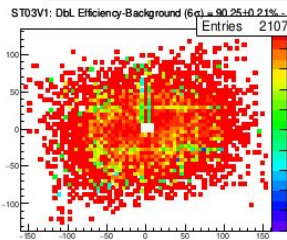
ST03V1 - 0x20a01 - #261554



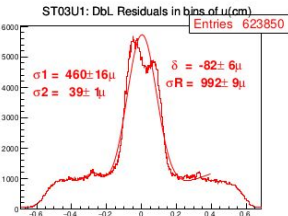
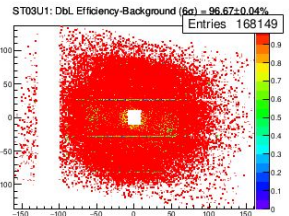
ST03V1 - 0x201 - #275343



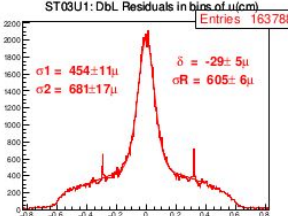
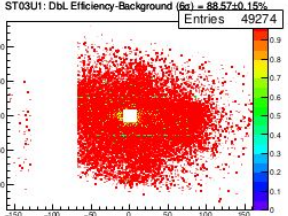
ST03V1 - 0x203 - #275343



ST03U1 - 0x20a01 - #261554



ST03U1 - 0x201 - #275343



ST03U1 - 0x203 - #275343

