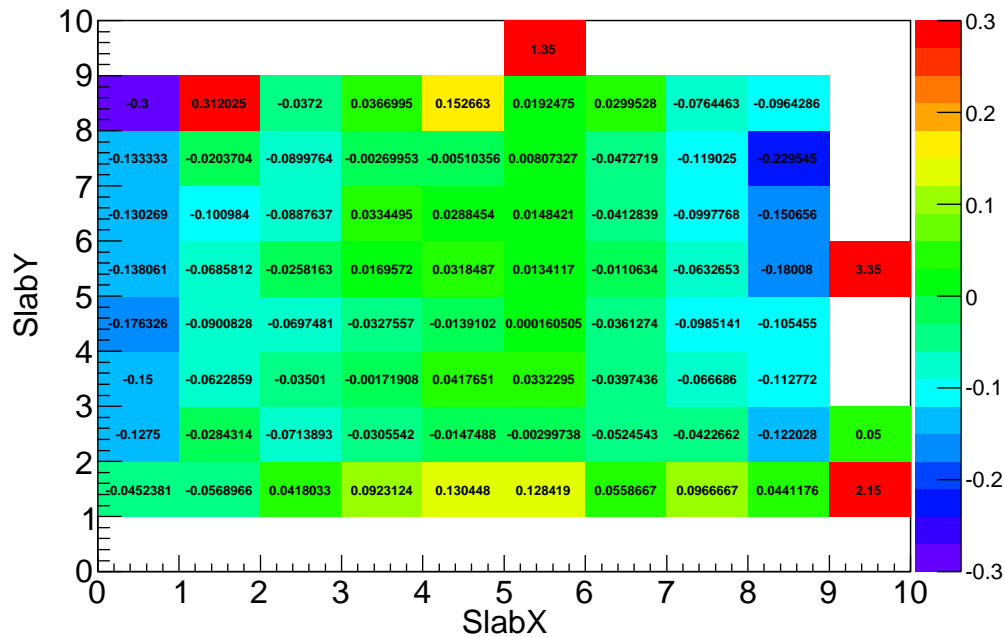
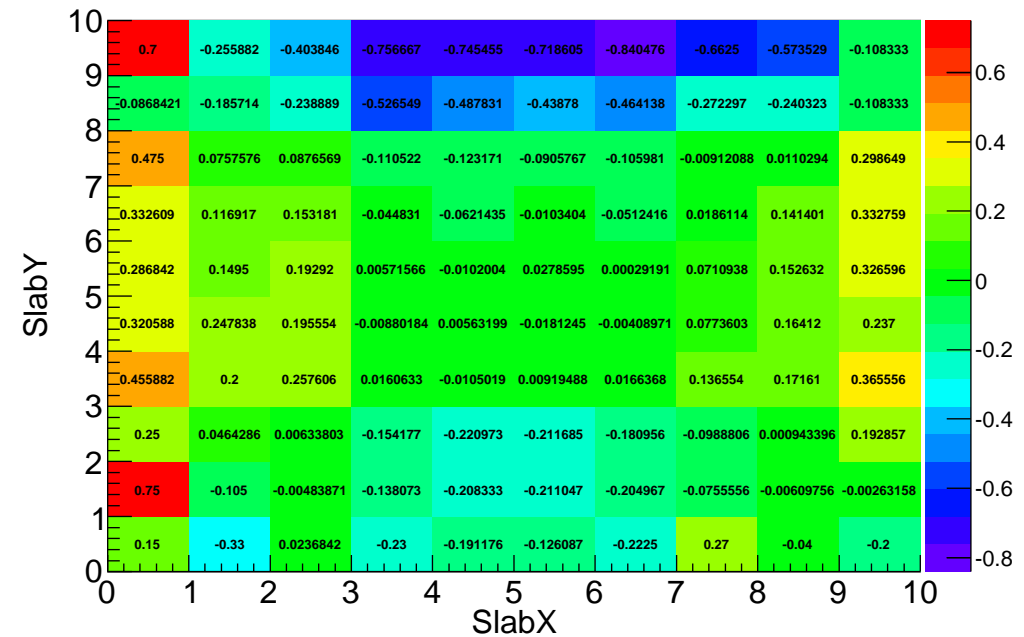

TOF Status
Scott Wilbur
University of Sheffield

Last Meeting...

TOF0 dt per pixel profile xy projection



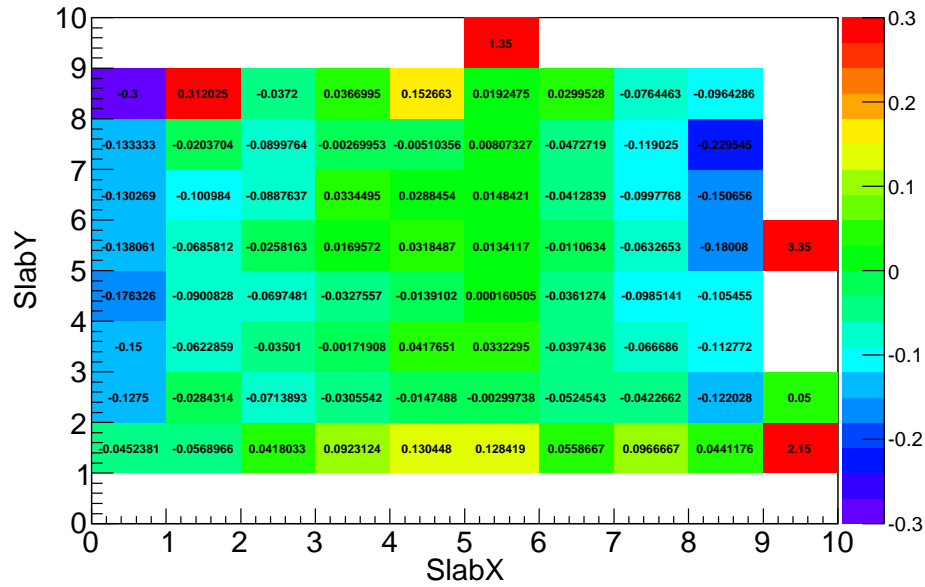
TOF2 dt per pixel profile xy projection



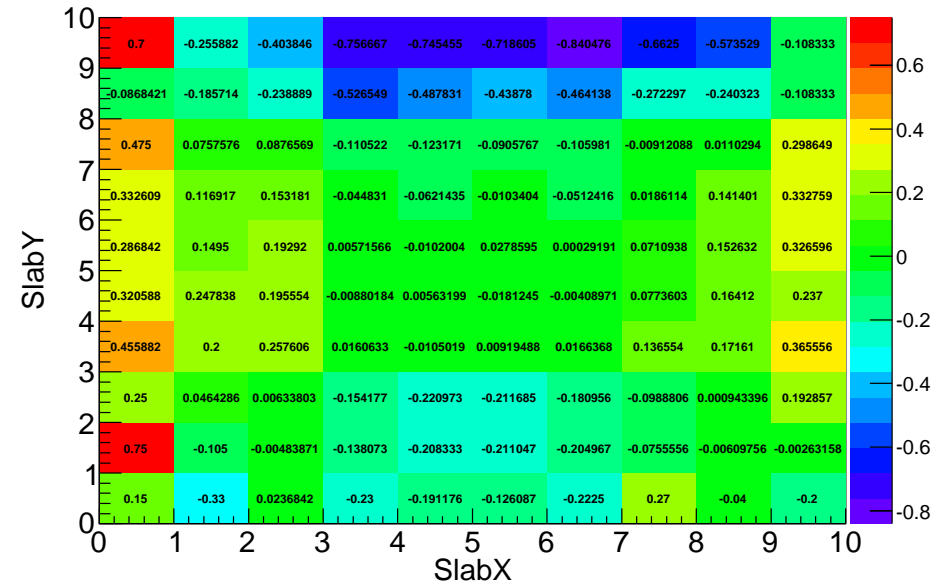
- Δt dependent on hit location
- This is the cause of both the inefficiency and the Δt offset in TOF2
- Examining this led to some small bug fixes in calibration code
- Wasn't able to find the underlying cause

However...

TOF0 dt per pixel profile xy projection

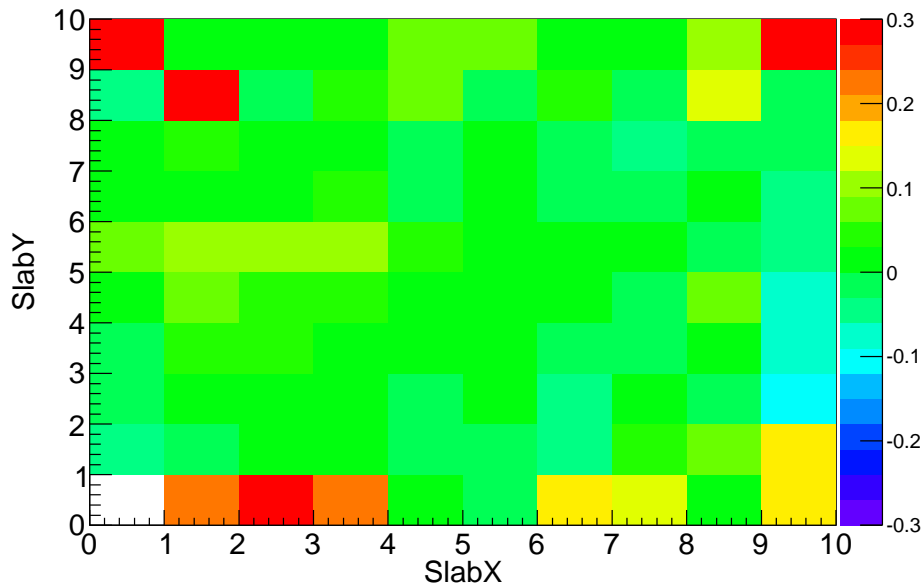


TOF2 dt per pixel profile xy projection

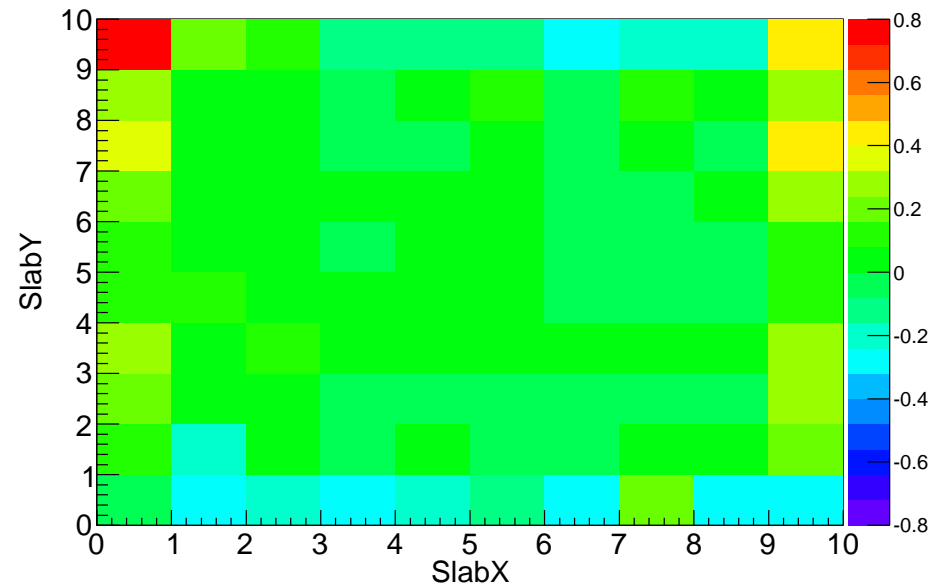


New calibration vastly improves it:

TOF0 dt per pixel profile xy projection



TOF2 dt per pixel profile xy projection



Remaining Issues

- Should track down the reason for the previous bad TOF calibration
(I suspect it was because I combined runs with different beam settings to get better detector coverage)
- Still small discrepancies between data and MC and between TOF and tracker
- Trying to get a group together to track down these issues