MD 2427: Beta* Levelling Mechanics

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on behalf of the CO-OP SW Team
Work in progress to enable (discrete) beta* changes from the lumi server.
Purpose of the MD

- Test the new mechanics for beta* changes.
- Probe boundaries and limitations as input for further development:
  - Can we keep the beams "reasonably" in collisions?
  - Feedback settings?
  - Features missing?
- Time Requested: 8h
Inject 2 nominal bunches so that collisions can be seen in all IPs (Setup beam)
Collide beams at FT (after Q-change)
Use the new mechanics in the lumi server, to execute squeeze steps
  - will move powerconverters, OFB and collimators consistently
  - Steps back and forth
If time permits, try combinations of xing angle changes, beta* changes and offset levelling
Observables: lumi in all IPs (also in the levelled ones), Orbit, Losses