

DAQ MEETING, 20/2-MG

Answer to Tingxuan, meeting 19/2:

Referring to your decoding of DATA FILE:

“Throw away 4368 bytes from GEMROC 5,8,20 with **an extra wrong data packet**(L1 count=11101)
Check data format: the other data packets are all right.”

We have checked:

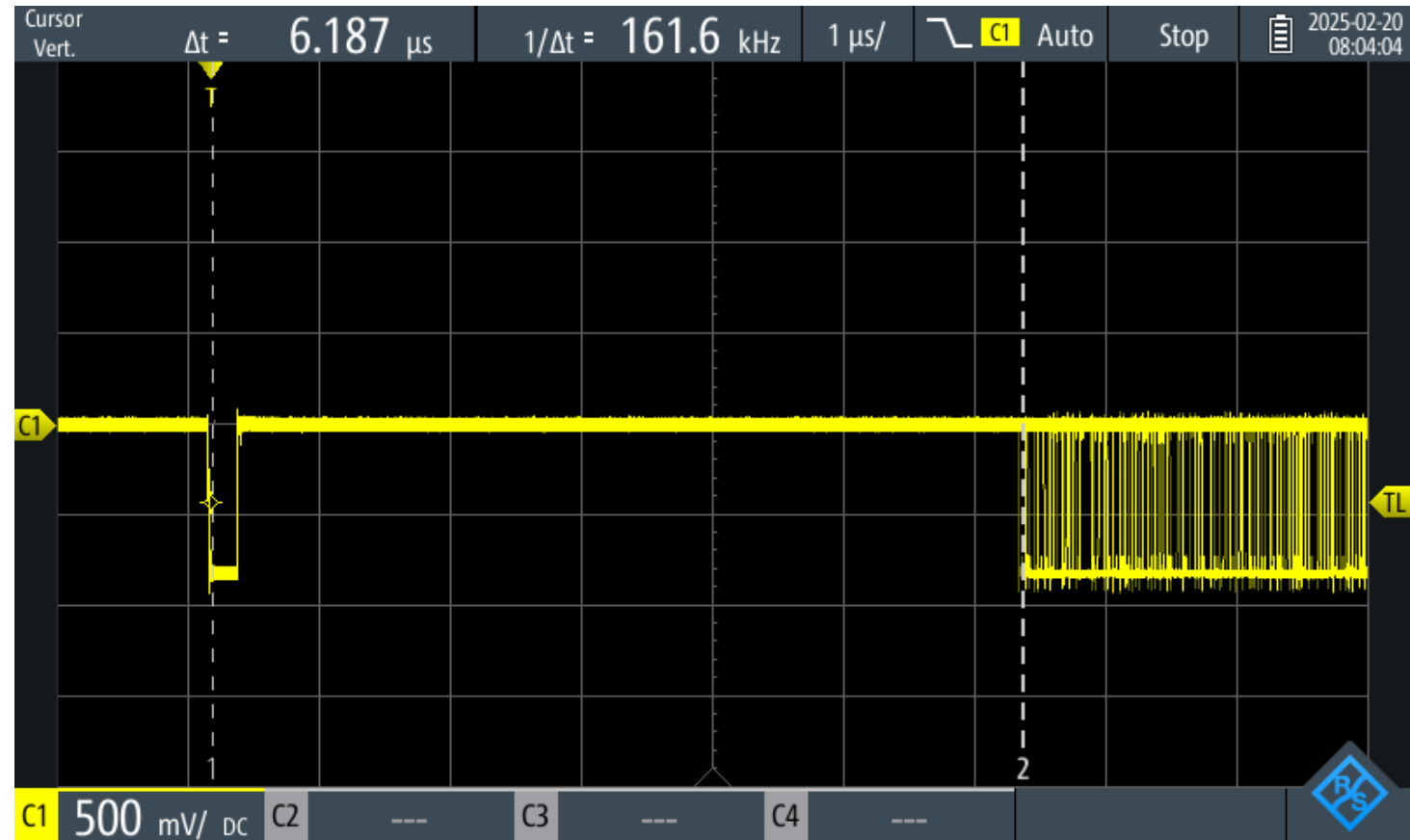
The GEMROCs send AT LEAST one packet for each trigger, even if no data is available. If the amount of data is too large to fit into a single packet, each GEMROC can send multiple packets. In this case, all packets for this trigger have the same trigger number in the header ("LOCAL L1 COUNT" in the data format), but an increasing UDP packet number in the UDP sequence counter word ("UDP packet count" in the data format).

It is therefore not a question of an incorrect data format or extra wrong data packet, but it is done on purpose for ensuring that no data is lost if it is too large to fit into a single packet.

So you should keep them and order according to the UDP packet count.

Preliminary checks with Angelo in the LAB.

Checked Trigger signal



Question about BESIII clock:

When RUN is stopped, we lose BESIII clock. As RUN is started , we have BESIII clock

Can we check together with the FULL signal?