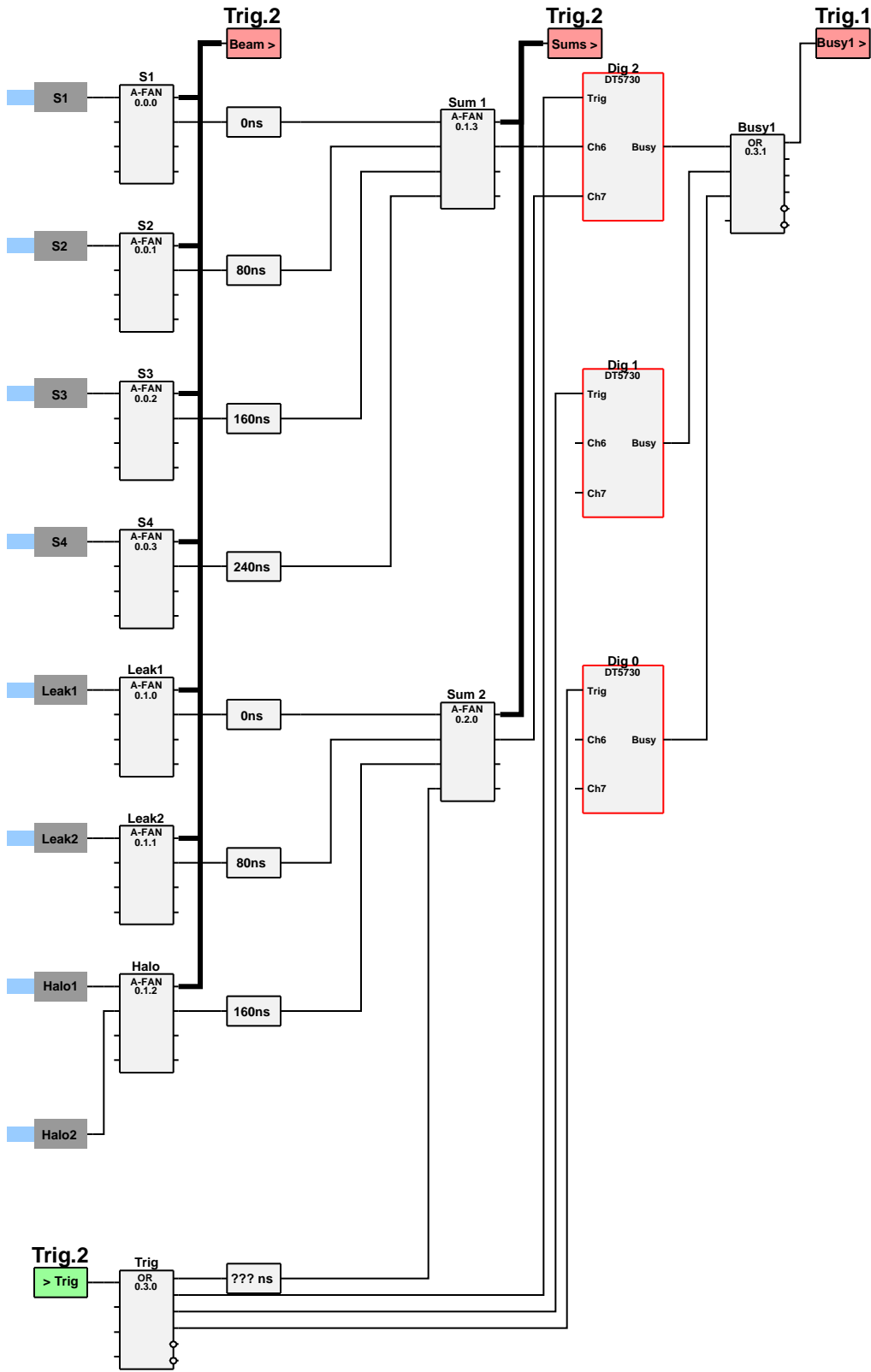
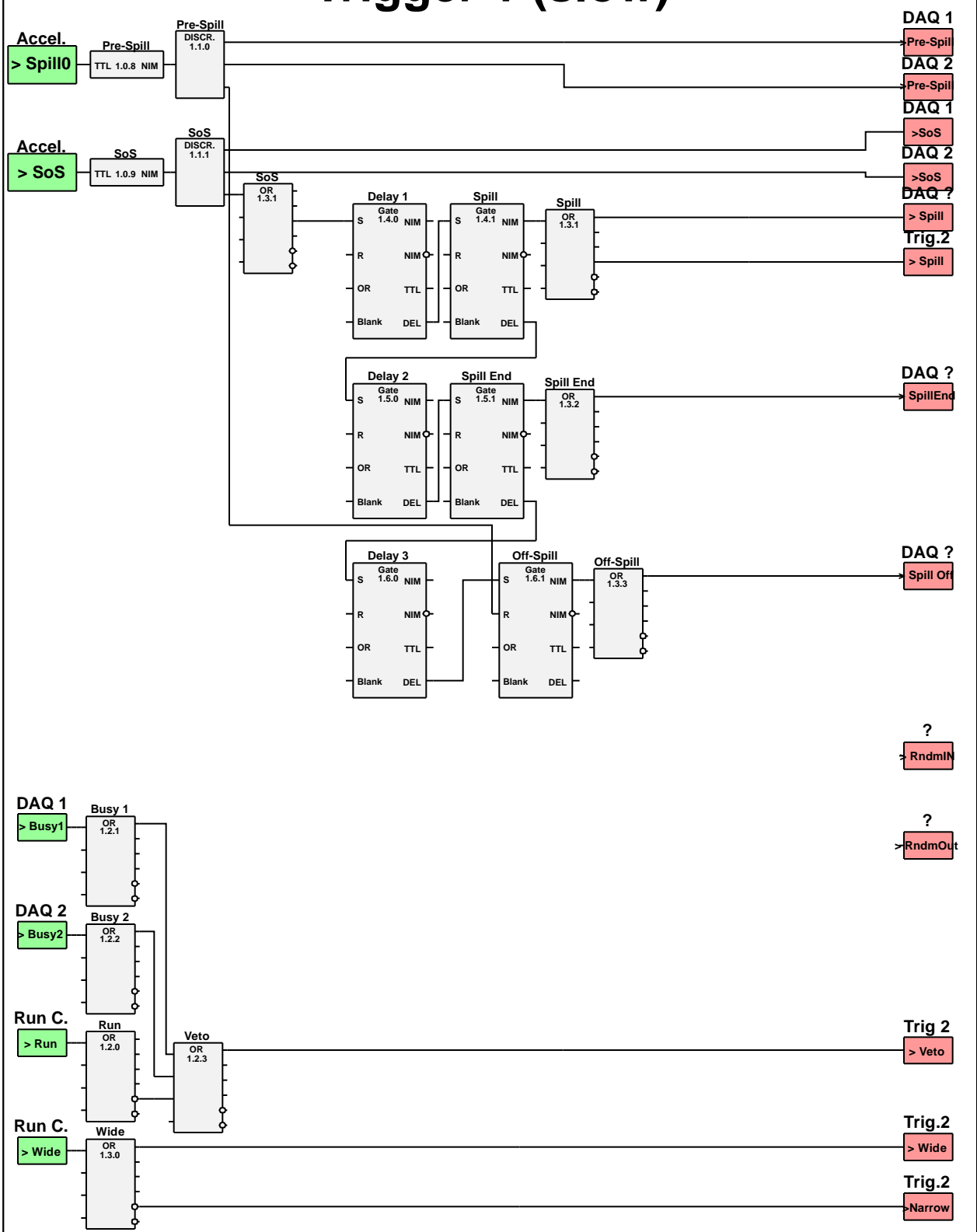


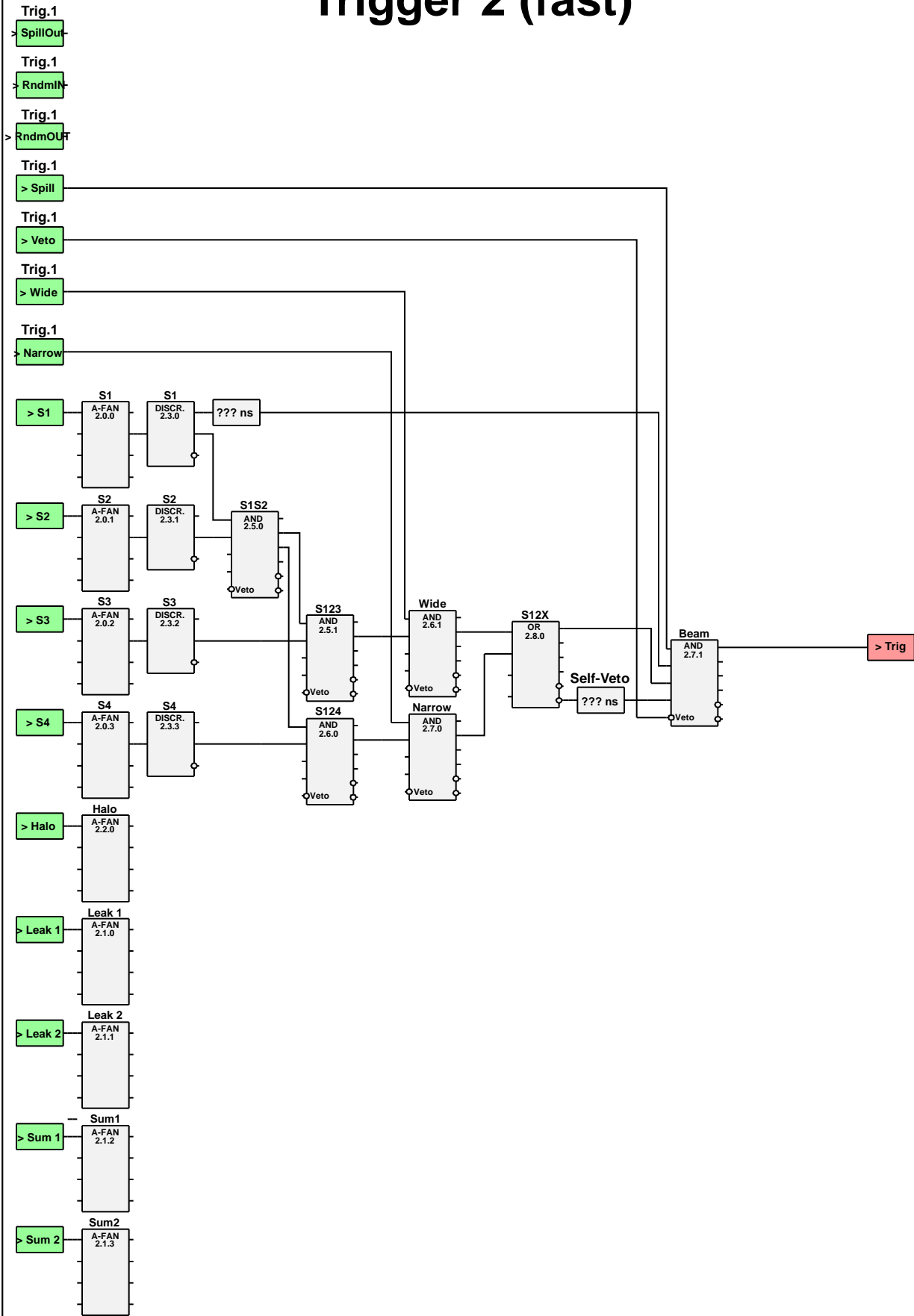
Beam Area



Trigger 1 (slow)



Trigger 2 (fast)



Beam Area Crate										
A-FAN S1	A-FAN Leak1	A-FAN Sum 2	4-OR Trig							
S2	Leak2		Busy1							
S3	Halo									
S4	Sum 1									

Trigger Crate 1 (slow)										
TTL-NIM	8 Discr Pre-Spill	4-OR Run	4-OR Wide	Gate Delay 1	Gate Delay 2	Gate Delay 3				
	SoS									
		Busy 1	Spill							
	Pre-Spill SoS	Busy 2	Spill End	Spill	Spill End	Off-Spill				
		Veto	Off-Spill							

Trigger Crate 2 (fast)										
A-FAN S1	A-FAN Leak 1	A-FAN Halo	Discr 5 S1		AND S1S2	AND S124	AND Narrow	4-OR S12X		
S2	Leak 2		S2							
S3	Sum1		S3		S123	Wide	Beam			
S4	Sum2		S4							

- Convert schematic to landscape;
 - Re-arrange trigger for “Beam Area”;
 - Add pulser for Random_in_spill and Random_off_spill (calibration?);
 - Add Discriminators to “Halo”, “Leakage 1”, “Leakage 2”;
 - Add “Halo” to hardware trigger as S124 Veto;
 - Add “Leakage 1+2” to hardware trigger as a S12 Veto (selection from Run Control?);
 - Use Sum1 and Sum2 in TDC “multihit” ?!
-
- HV supply – I need 8 channels;
 - Scalers to monitor various beam rates;
 - Delay cables (80ns, 160ns, 240ns) – two of each;
 - Short Lemo cables for trigger;