

# Table of Contents

<b>Prescale Column Choice instructions: PLEASE REFRESH AND READ AT START OF SHIFT.....</b>	<b>1</b>
Collisions (1900 Bunches).....	1

# Prescale Column Choice instructions: PLEASE REFRESH AND READ AT START OF SHIFT

Collisions (1900 Bunches)

#	Name	When to use	Max Lumi	Min Lumi	Notes
0	Physics OFF	FLAT TOP*, SQUEEZE and *ADJUST			All data in this column is bad for physics <b>Call the RFM if you feel the need to go to this column during stable beams</b>
1	1.6e34	STABLE BEAMS	-	1.55e34	
2	1.5e34	STABLE BEAMS	1.55e34	1.45e34	<b>Fills will start in this column</b>
3	1.4e34	STABLE BEAMS	1.45e34	1.35e34	
4	1.3e34	STABLE BEAMS	1.35e34	1.25e34	
5	1.2e34	STABLE BEAMS	1.25e34	1.15e34	
6	1.1e34	STABLE BEAMS	1.15e34	1.05e34	
7	1.0e34	STABLE BEAMS	1.05e34	0.8e34	
8	7.5e33	STABLE BEAMS	0.8e34	0.6e34	
9	5.0e33	STABLE BEAMS	0.6e34	0.4e34	
10	2.5e33	STABLE BEAMS	0.4e34	-	
11	1.6e34	STABLE BEAMS	-	1.55e34	Adds 0.5kHz HLT_Physics + 0.5kHz ZeroBias. <b>Explicit HLT DOC/RFM permission required</b>
12	1.5e34	STABLE BEAMS	1.55e34	1.45e34	
13	1.4e34	STABLE BEAMS	1.45e34	1.35e34	
14	1.3e34	STABLE BEAMS	1.35e34	1.25e34	
15	1.2e34	STABLE BEAMS	1.25e34	1.15e34	
16	1.1e34	STABLE BEAMS	1.15e34	1.05e34	
17	1.0e34	STABLE BEAMS	1.05e34	0.8e34	
18	7.5e33	STABLE BEAMS	0.8e34	0.6e34	
19	5.0e33	STABLE BEAMS	0.6e34	0.4e34	
20	2.5e33	STABLE BEAMS	0.4e34	-	

Table with two Header Rows and Footer Row					
Num	Status	Action	Who	When	Progress
Num	Status	Action	Who	When	Progress
1	C	Chose new colors	John	1-Dec-02	
2	X	<b>Release</b>	John	1-Apr-02	
3		Get feedback	Anne	1-Feb-02	
12	C	Spec error handling	Jack	1-Dec-02	
5		Abc	John		

-- AlessandroThea - 2017-10-25

This topic: Main > OnlineWBL1CollisionPrescalesDraft

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