

V3-1-fieldmap

Per Hansson Adrian 10/6/2015

Ran MP over v3-1-fieldmap internally (L1 and L6 fixed)

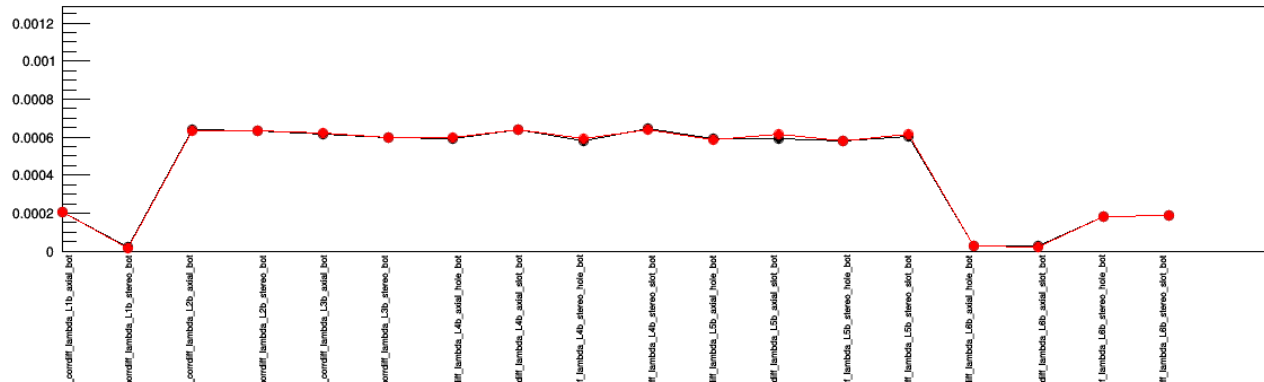
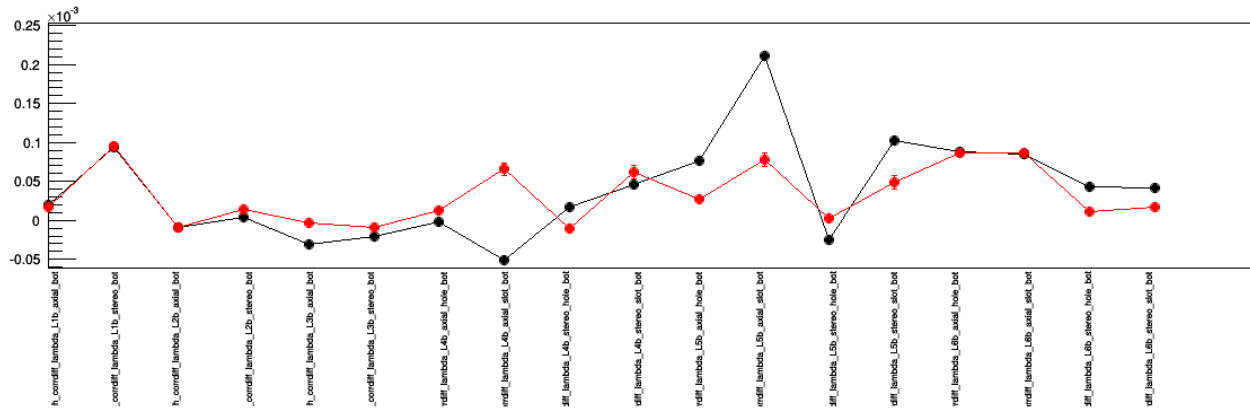
- U-translations only (one layer at a time float) improved things; more for bottom than top
- Including rotations in addition did not improve things; seems like u-residual vs position on sensor didn't really improve -> need to debug this

New detector is v3-2-fieldmap.

Pass with MP translations

Overall a little better; nothing striking

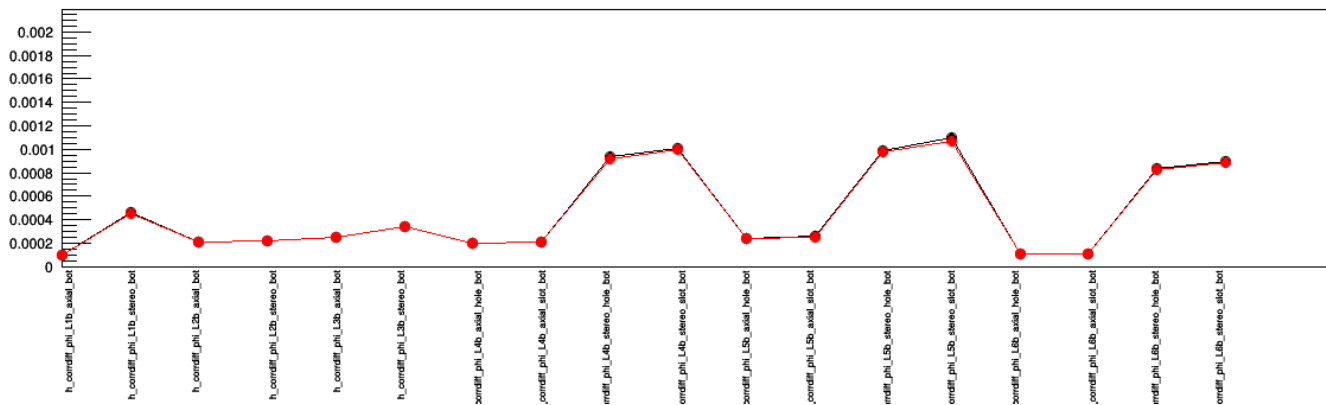
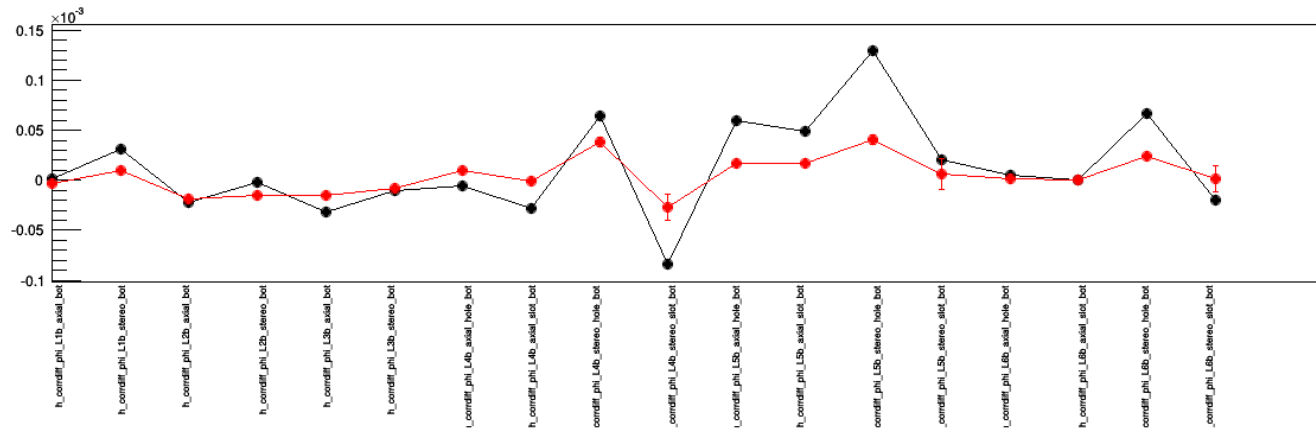
Bottom u lambda kinks



Pass with MP translations

Overall a little better; nothing striking

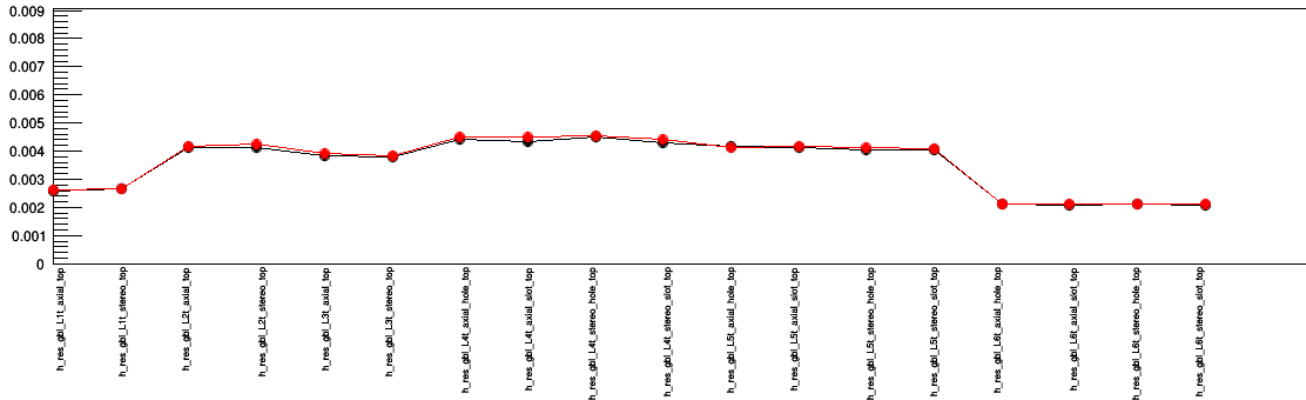
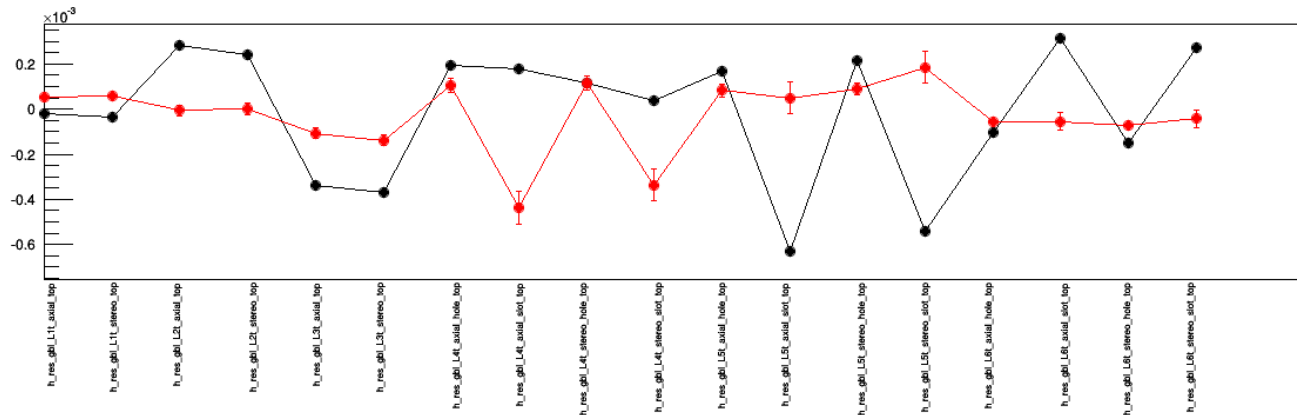
Bottom u phi kinks



Pass with MP translations

Overall a little better; nothing striking

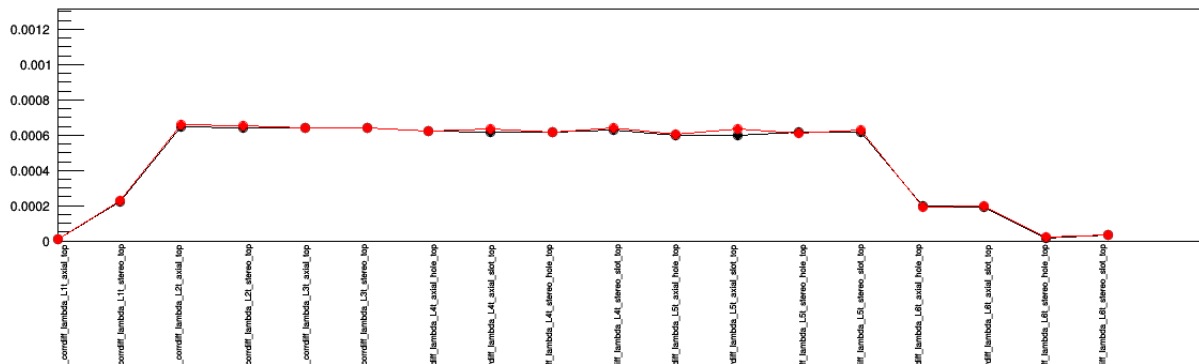
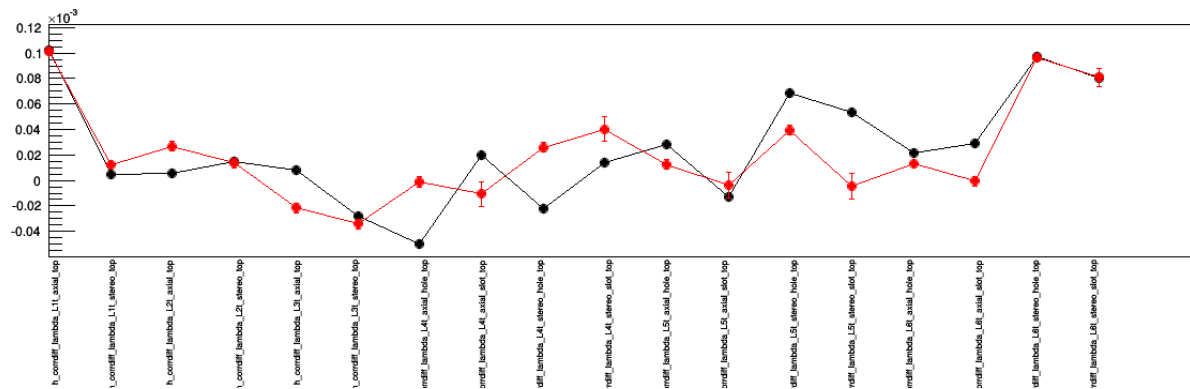
Top u residuals



Pass with MP translations

Overall a little better; nothing striking

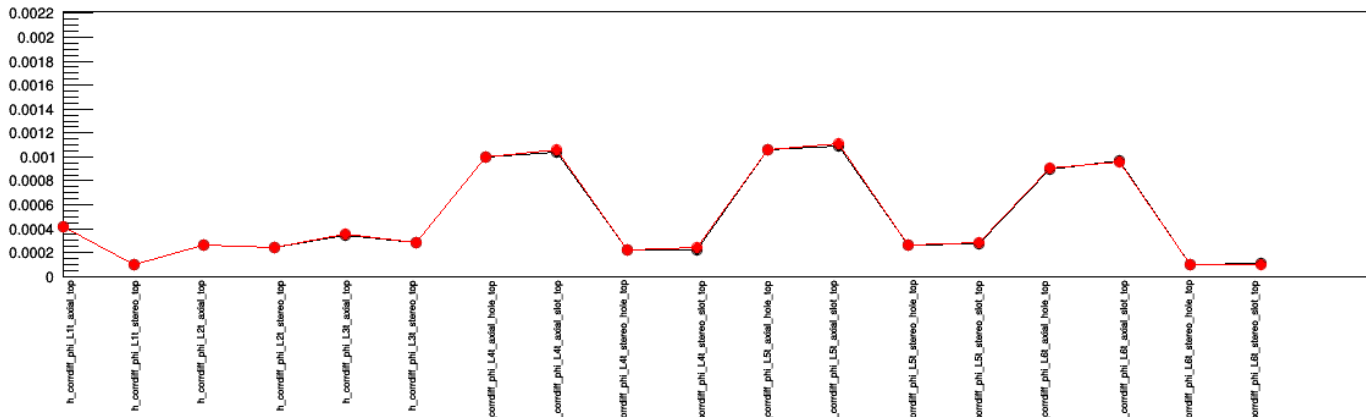
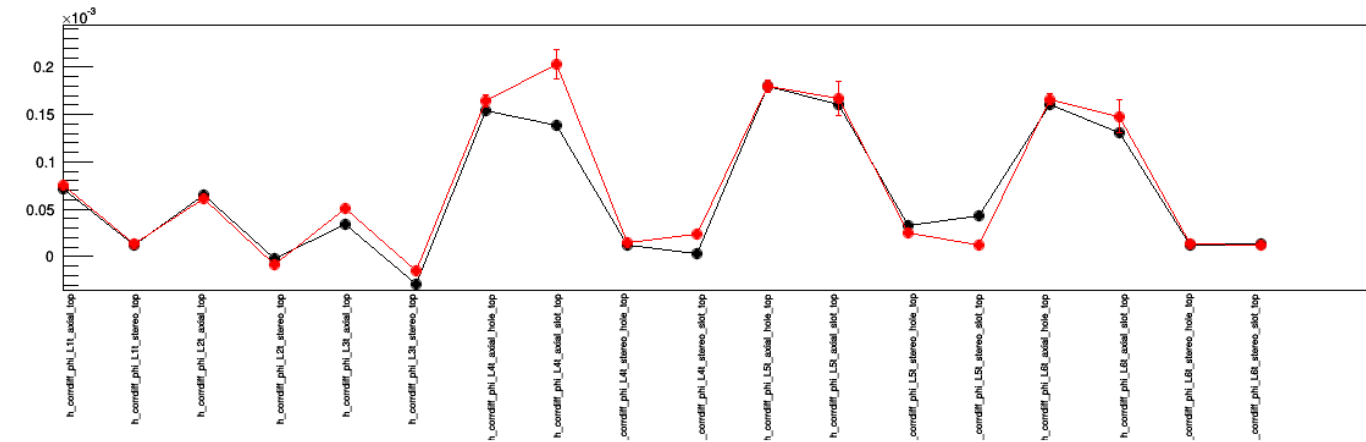
Top u lambda kinks



Pass with MP translations

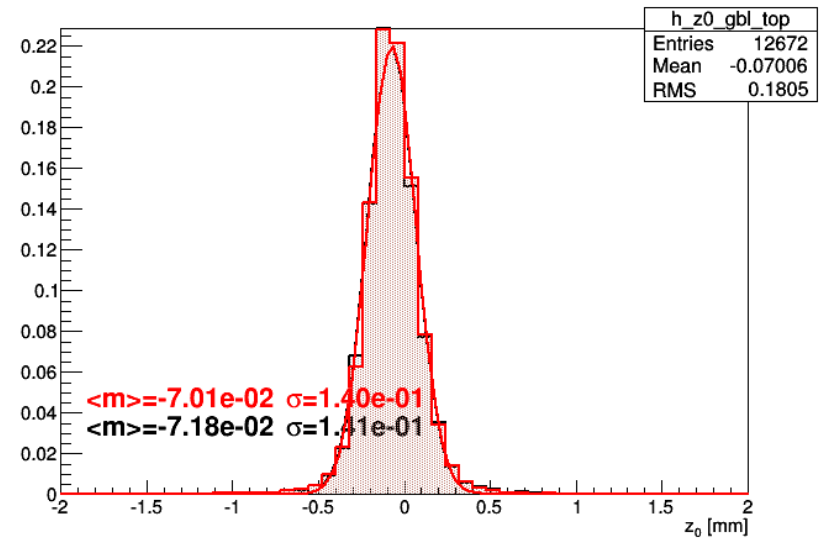
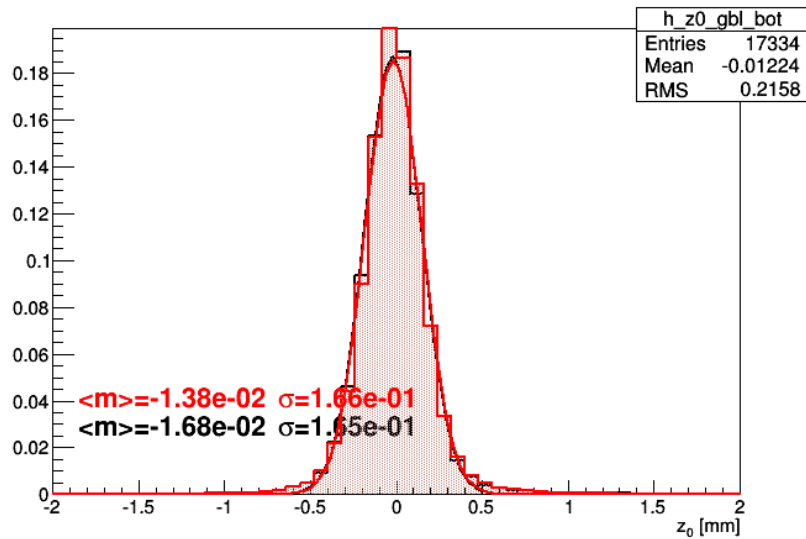
Overall a little better; nothing striking

Top u phi kinks



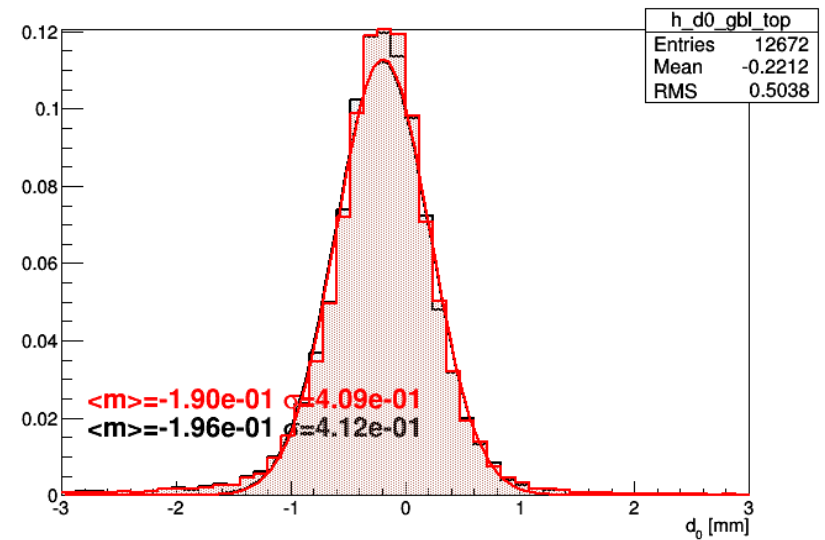
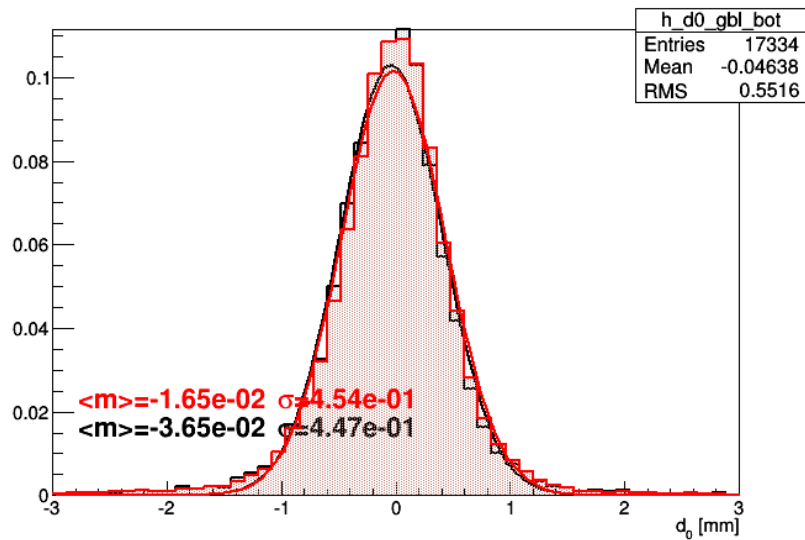
Pass with MP translations

Overall a little better; nothing striking



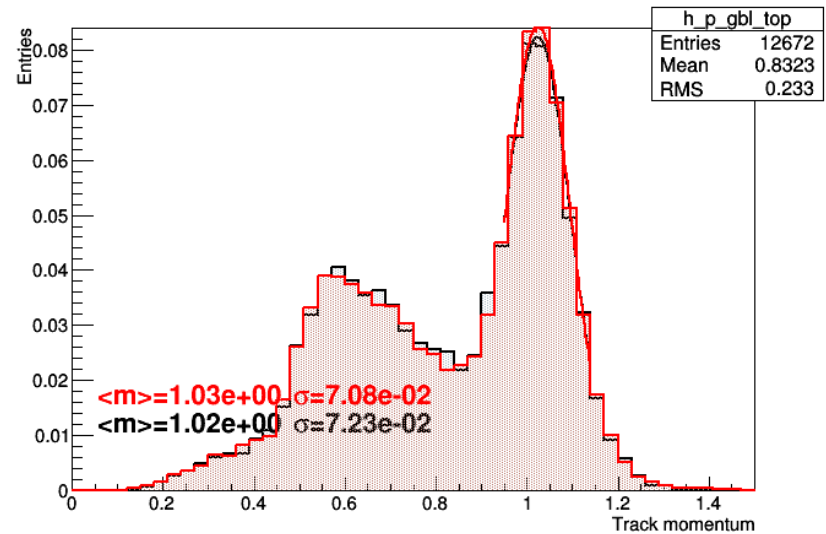
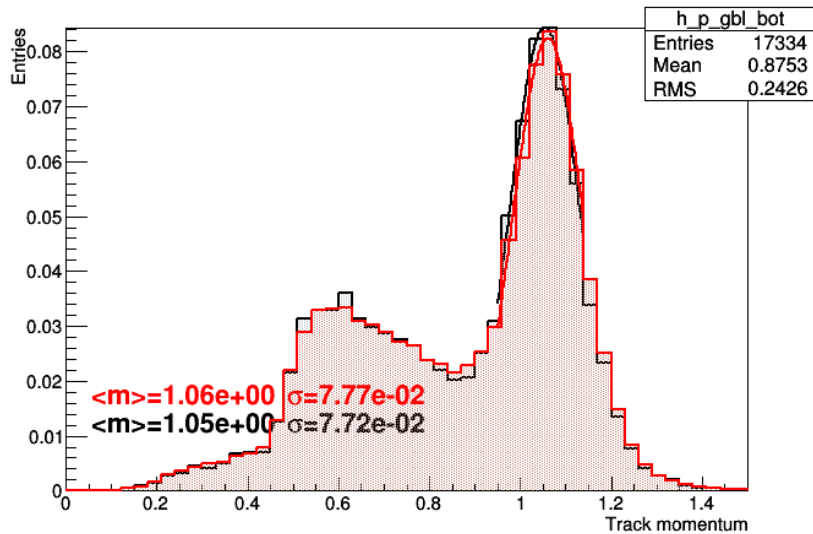
Pass with MP translations

Overall a little better; nothing striking



Pass with MP translations

Overall a little better; nothing striking



Next steps

Debug rotations

Try to use beamspot (see other slides) for opening angle and top vs bottom alignment

Straight trough's as always