

2012/3/16 Magspec analysis note 2

* from config file, retrieve x-coordinate,
pixel number in x is always 512.

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info ② e^- Bending angle

* Screen rotation X: $\text{trj}(13)$, screen [m]
* $\text{trj}(8)$ for bottom Y: $\text{trj}(7)$, bending angle [deg]
from trjF/B , you have $y = f(x)$, " " at screen [deg]

X: is info ①, obtain info ②
note ① might do $\times 1000$ for (13) to change unit from m \rightarrow mm

= ② if necessary, change [deg] to [rad] for (7)

info ③ momentum [MeV/c]

X: same

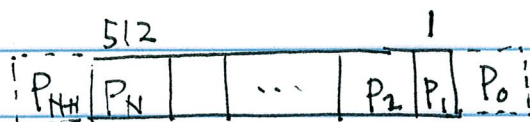
Y: $\text{trj}(2)$, momentum [MeV/c]

+ $y = f(x)$

same way, get momentum for each pixel

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← strictly speaking dp
inf ④ dE [MeV/c]



$$dp_N = \frac{P_{N+1} - P_N}{2} + \frac{P_N - P_{N+1}}{2}$$

$$= \frac{1}{2} (P_{N+1} - P_{N+1})$$

get virtual pixel for dp calc.