

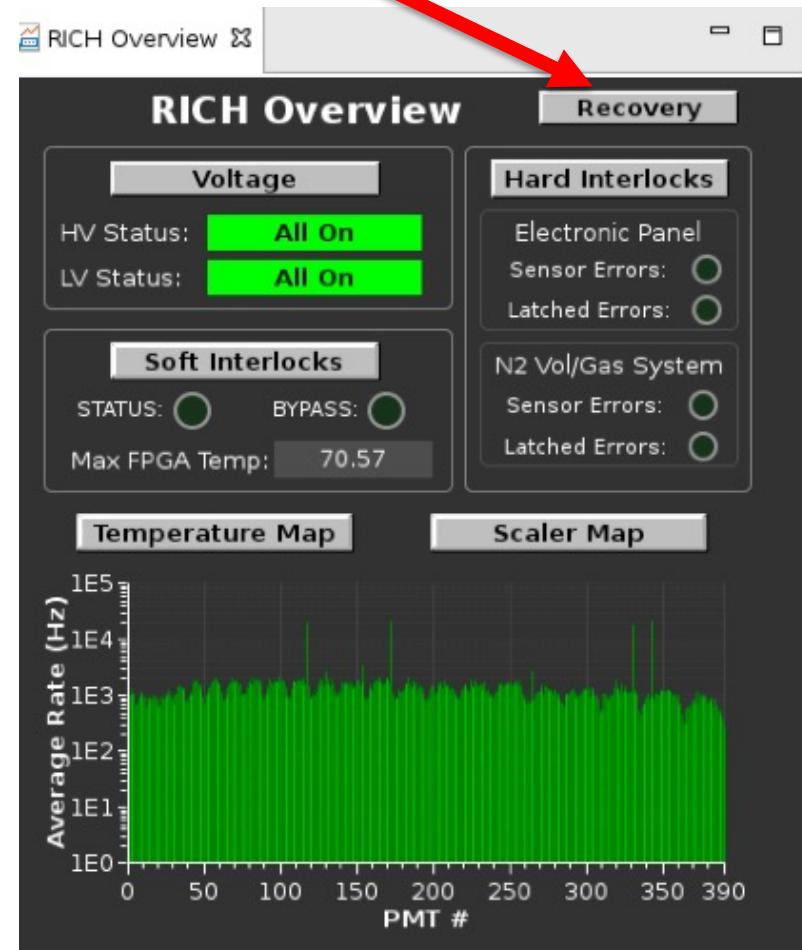
RICH Control Manual

September 20, 2021

Do RICH RECOVERY every day shift between runs and in case of missing tiles in the temperature or scaler plots

- RICH front-end is sitting in the beam of the secondary particles. The radiation damage causes the malfunction of FE . Dead tiles appear. The damage is not permanent. It can be recovered by switching LV OFF/ON.
- One click RICH recovery procedure
 - RICH LV OFF/ON
 - Reboot rich4
 - SET the DAQ parameters for RICH
 - Reboot iocrich
- **Start new run with CANCEL-RESET!**

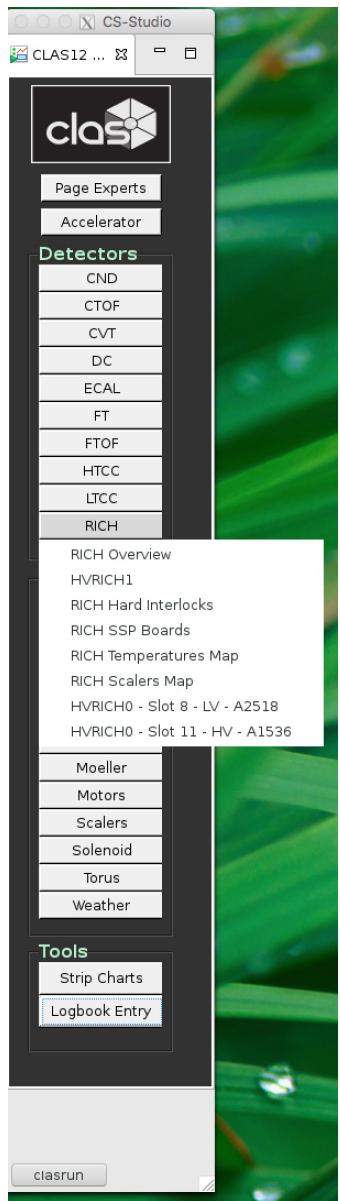
RICH Recovery



RICH mainframe remote reboot

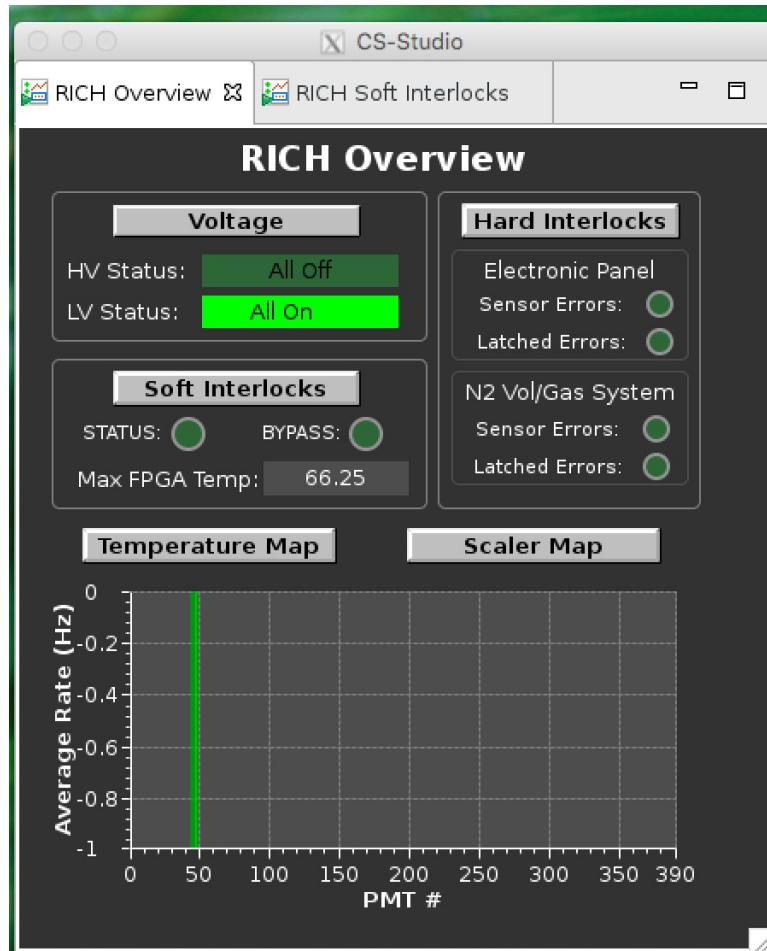
In case of communication lost with the RICH mainframe try to reboot it remotely

- To reboot only the CPU:
`caenhvReset.py --soft hvrich1`
- To power cycle the whole thing, causing all voltages to go to zero:
`caenhvReset.py --hard hvrich1`



- Press RICH on clascss menu
- Chose RICH Overview

RICH Overview



- **Voltage** control RICH HV and LV
- **Temperature Map**

Shows the temperature of the RICH electronic boards

- **Scaler Map**

Presents the rate of the MAPMT pixels

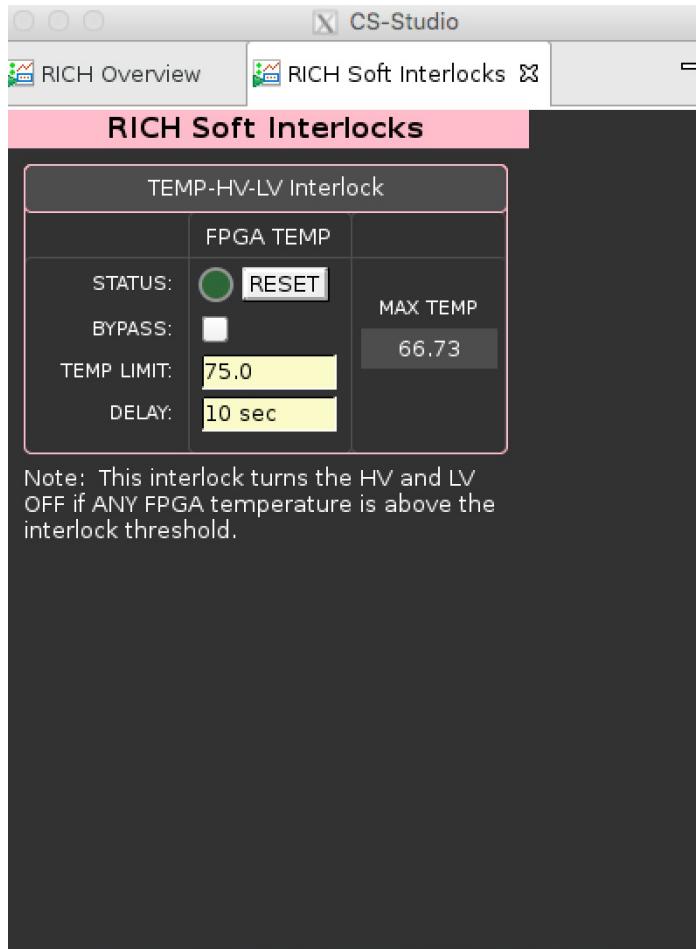
- **Hard Interlock**

Control the RICH interlock

- **Soft Interlock**

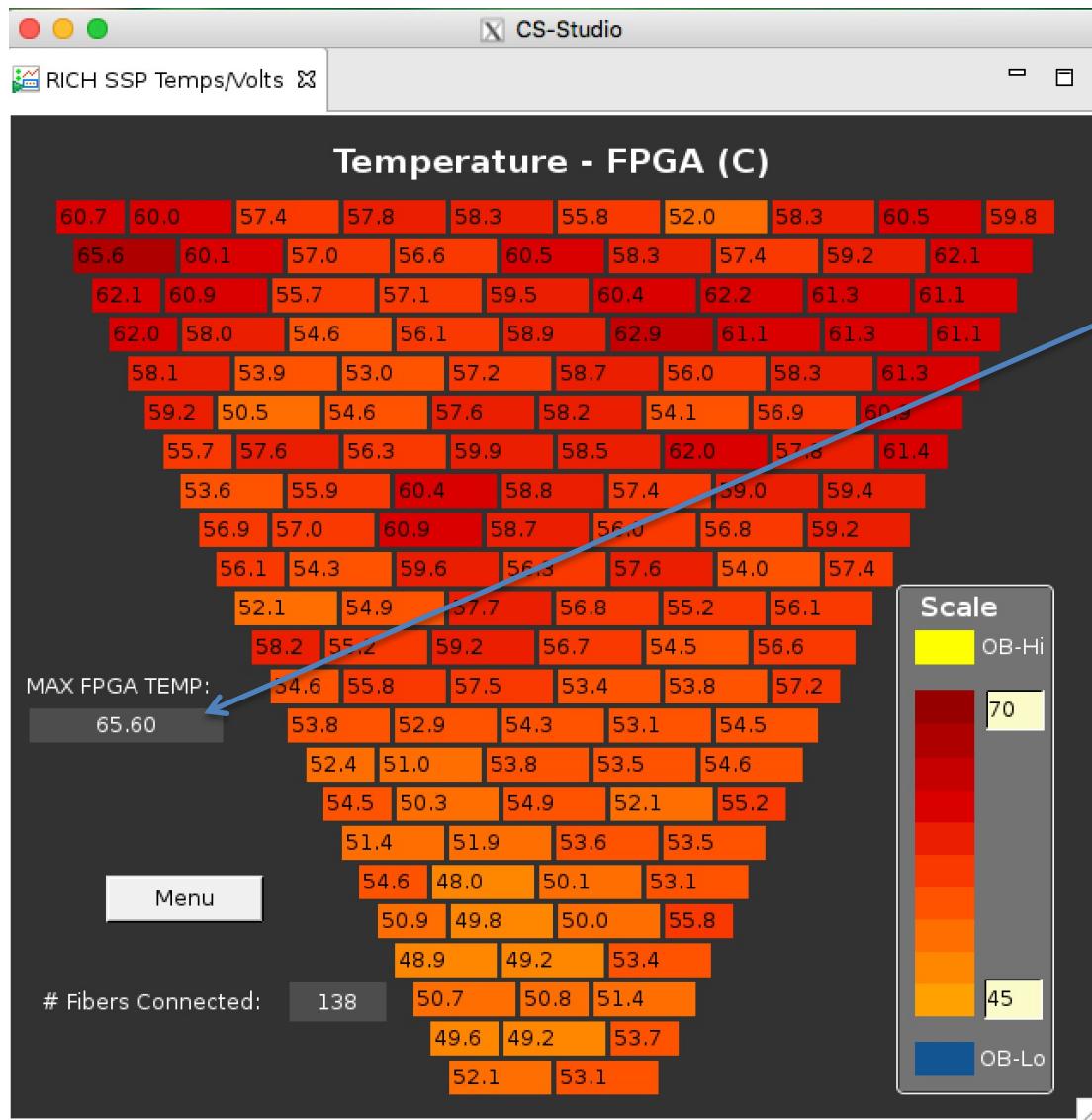
Control the max temperature of the RICH electronics

Soft Interlock



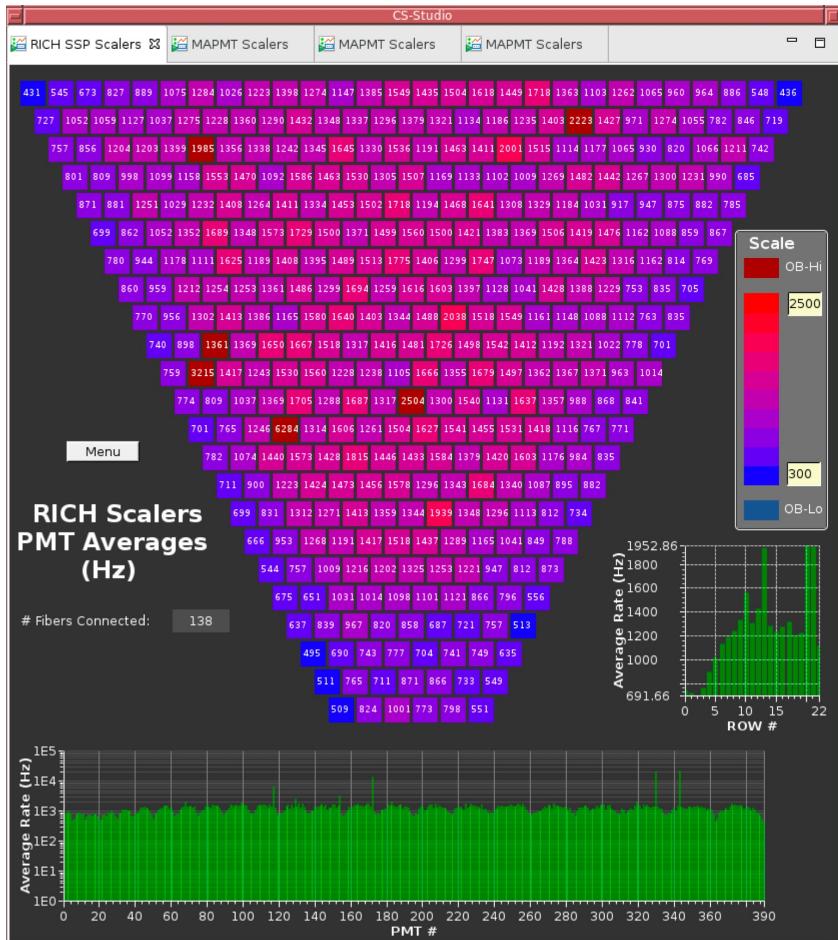
- Max temperature has to be less than 75 C
- Reset the interlock if necessary

Temperature Map



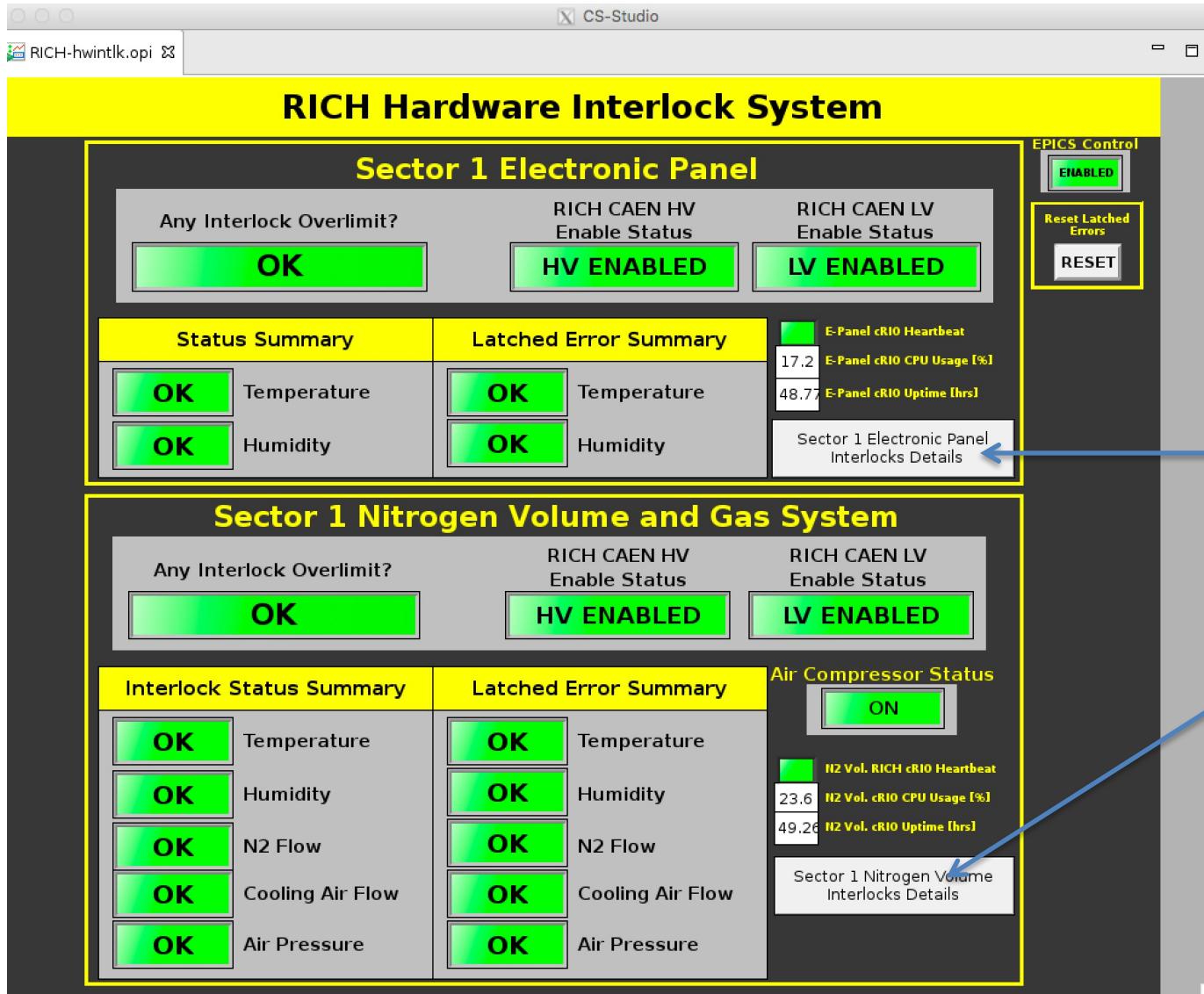
- Max temperature has to be less than 75 C
- Soft interlock switches off The RICH HV and LV if $t > 75^{\circ}\text{C}$
- All tiles have to be present

RICH scalers



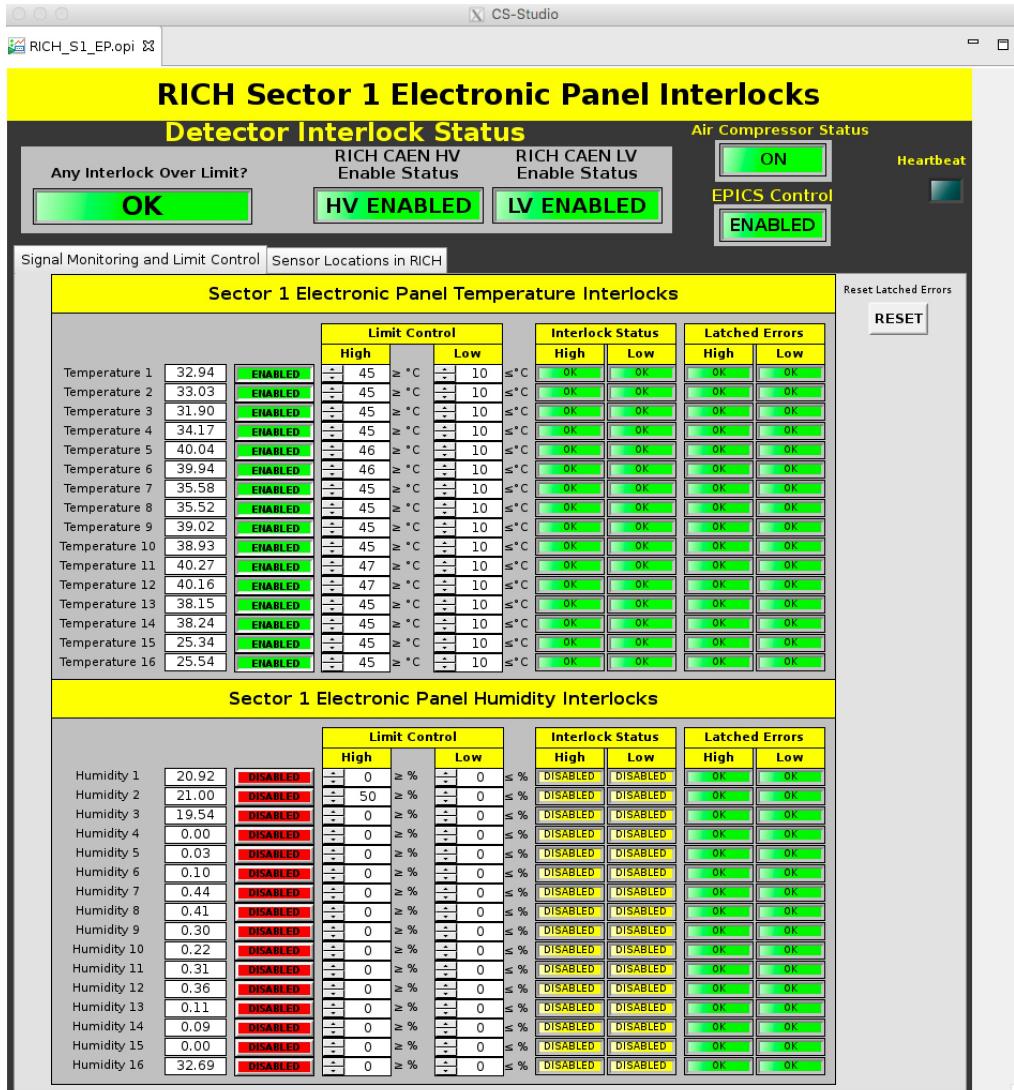
- The plot presents the average rate of the MAPMT pixels
- ALL MAPMTs have to be present

Hard Interlock



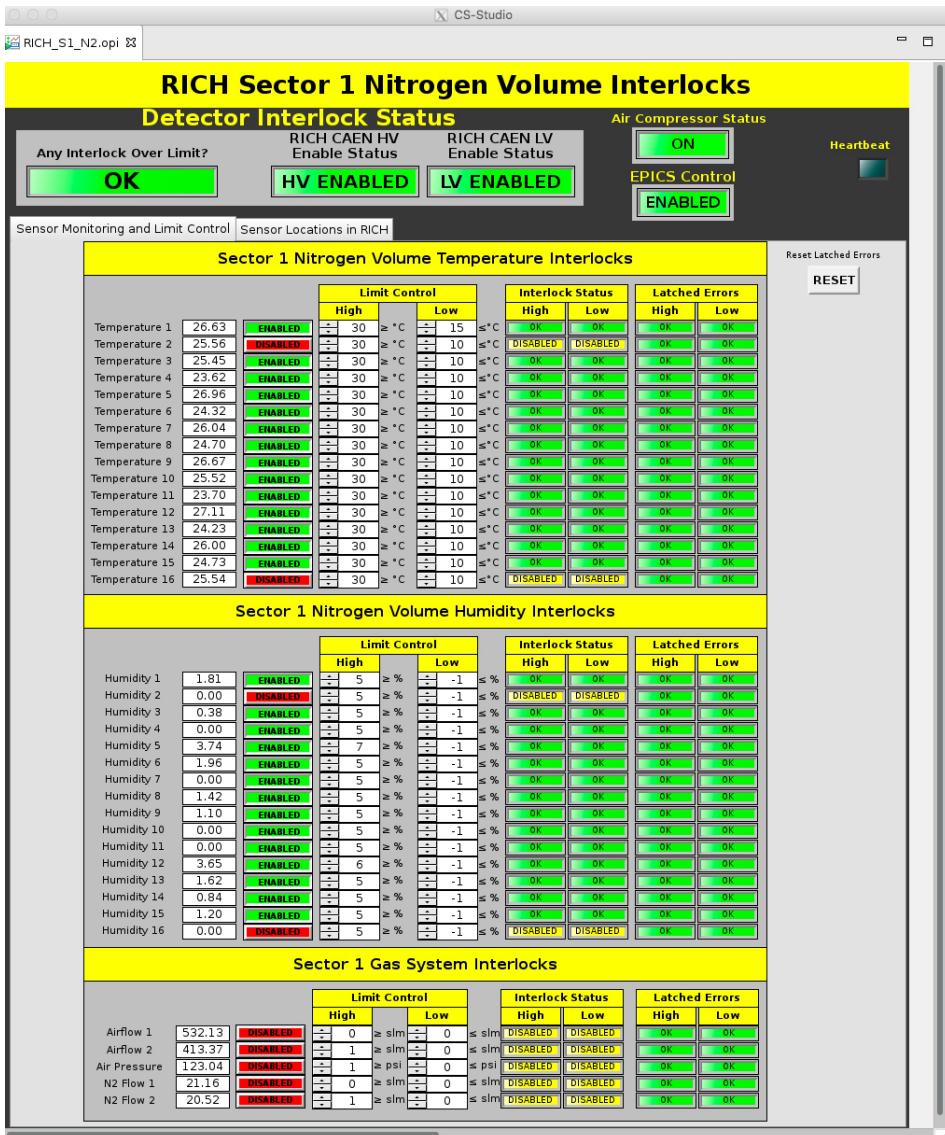
- Hard Interlock controls the temperature and humidity inside the RICH detector
- Press this button to view the Electronic panel Interlock
- Press this button to view the Nitrogen volume Interlock

Electronic Panel Interlock



Check the temperature and humidity

Nitrogen Interlock



Check the temperature and humidity