

/home/lab2/tj-monopix2-daq/tjmonopix2/scans/output_data/module_0/chip_0/
20221011_125911_source_scan_interpreted.h5

Chip = W14R12

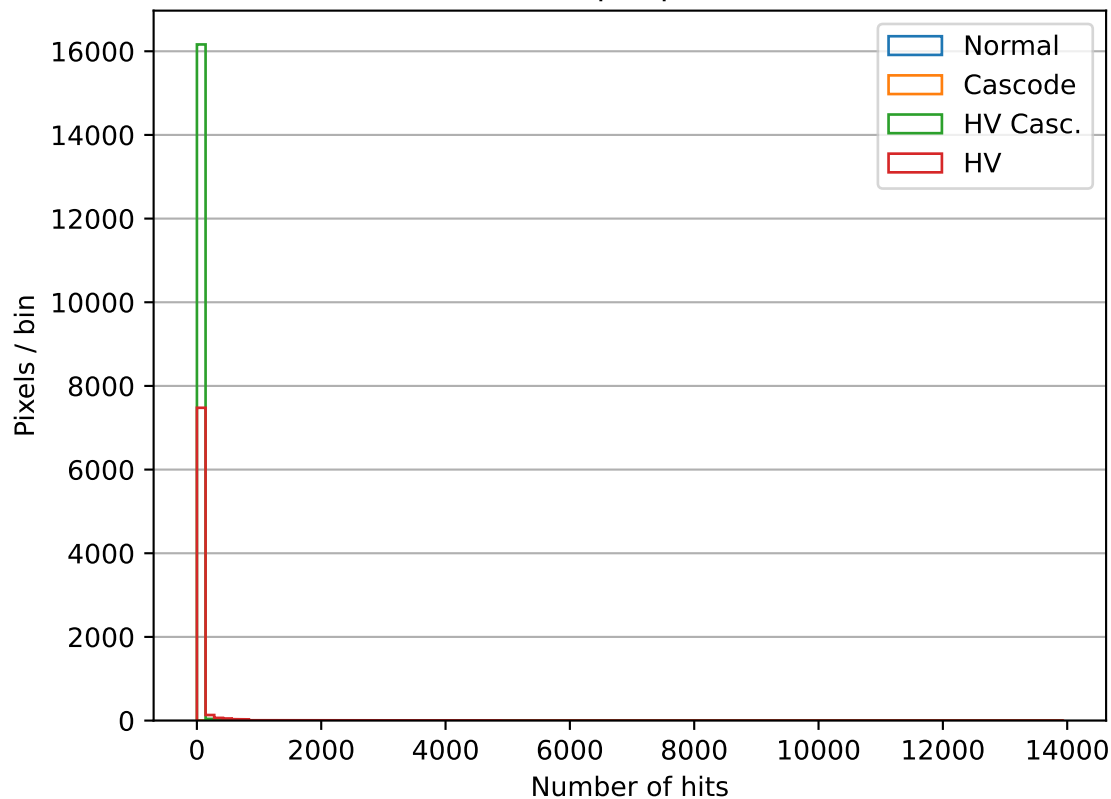
Script version = 2da00e2

IBIAS = 60, ITHR = 30, ICASN = 8, IDB = 100, ITUNE = 53, VRESET = 100, VCASP =
40, VCASC = 228, VCLIP = 255, VL = 64, VH = 115, ICOMP = 80, IDEL = 88, IRAM =
50

source_scan

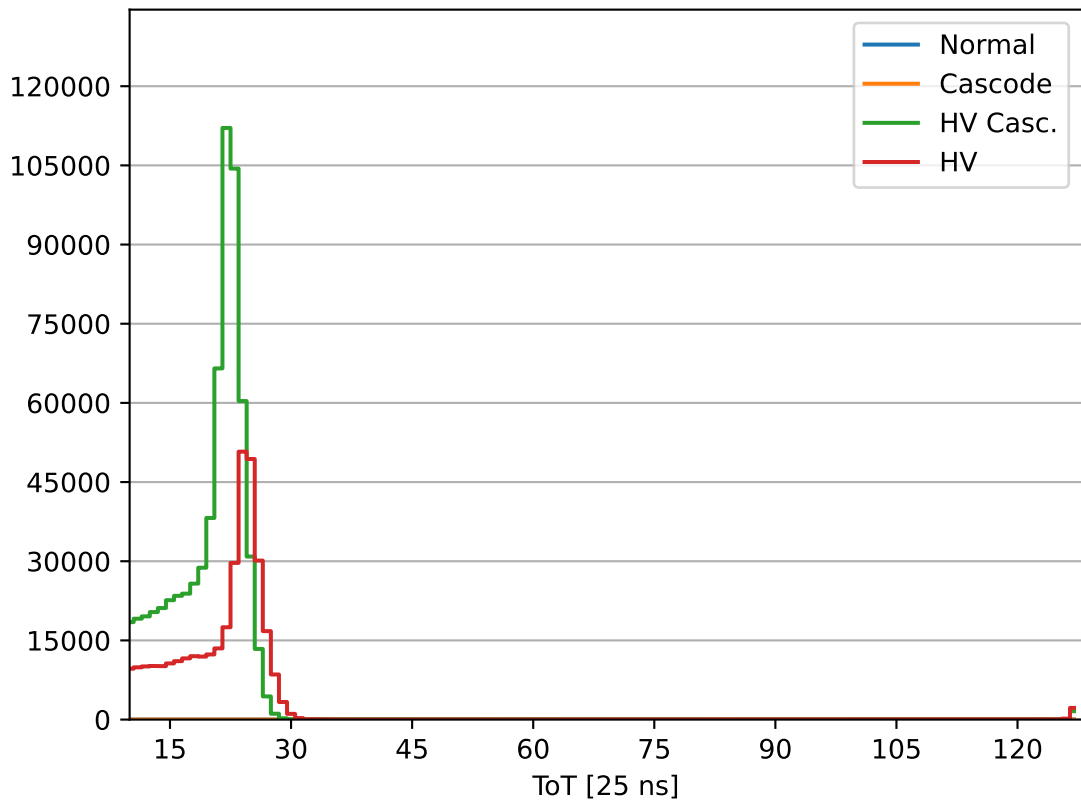
start_column = 448, stop_column = 512, start_row = 0, stop_row = 512, scan_time
= 600

Hits per pixel

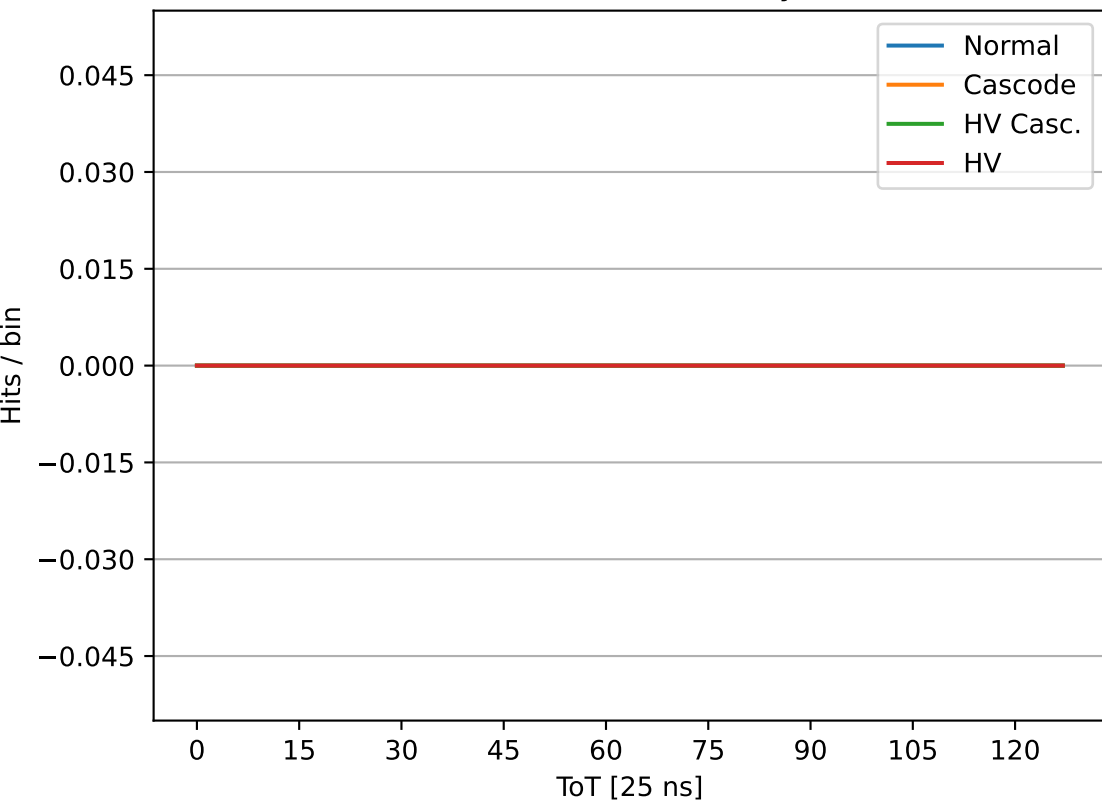


ToT

Hits / bin



ToT (isolated hits only)

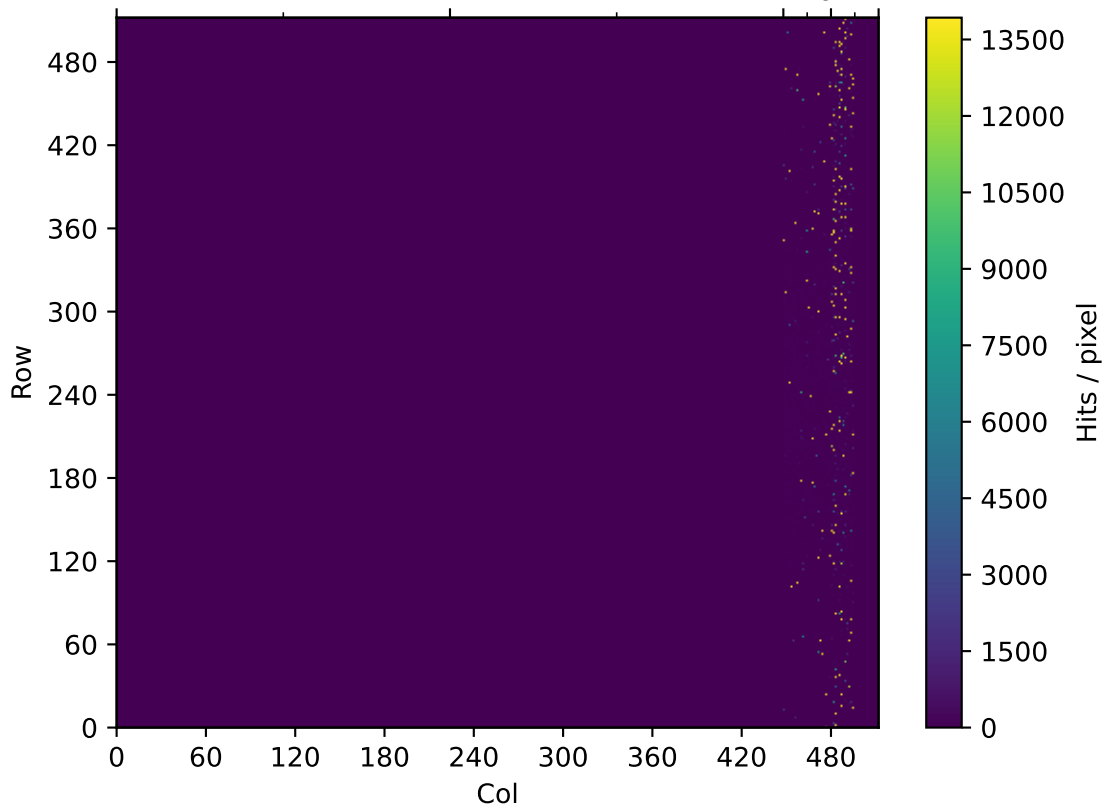


Hit map

Normal

Cascode

HV_CHV

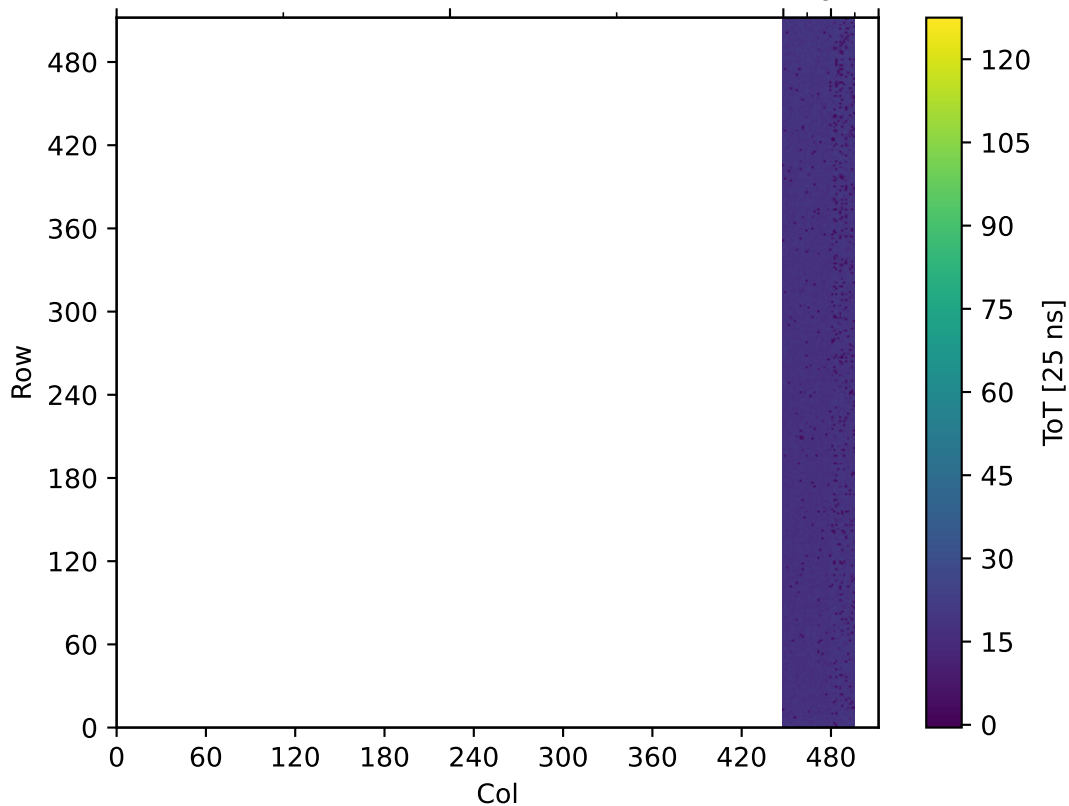


Average ToT map

Normal

Cascode

HV_CHV



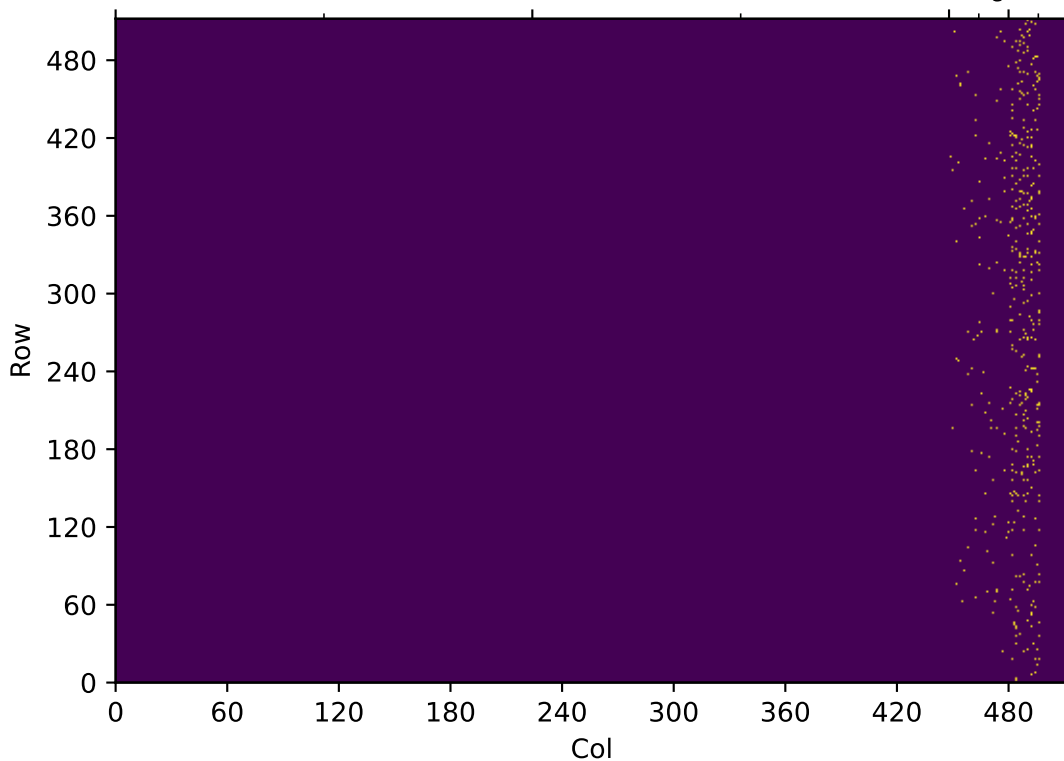
Noisy pixels in yellow (ignore this plot if source was used)

Noisy means rate > 1 Hz

Normal

Cascode

HV_C HV



(483, 283) = 1.85e+04, (493, 242) = 1.84e+04, (465, 302) = 1.68e+04,
 (474, 53) = 1.26e+04, (487, 395) = 1.13e+04, (483, 340) = 1.1e+04,
 (476, 211) = 1.01e+04, (473, 497) = 8.41e+03, (487, 16) = 7.33e+03,
 (448, 351) = 5.79e+03, (494, 482) = 5.41e+03, (449, 474) = 5.11e+03,
 (469, 372) = 5.02e+03
 (483, 2) = 5e+03, (468, 101) = 4.34e+03, (481, 394) = 4.33e+03, (489,
 510) = 3.85e+03
 (483, 477) = 3.64e+03, (456, 363) = 3.49e+03, (484, 461) = 3.17e+03,
 (495, 318) = 3.14e+03
 (481, 257) = 2.82e+03, (483, 402) = 2.78e+03, (481, 118) = 2.75e+03,
 (451, 76) = 2.42e+03
 (491, 342) = 1.94e+03, (493, 407) = 1.9e+03, (483, 160) = 1.79e+03,
 (495, 466) = 1.75e+03
 (495, 279) = 1.6e+03, (489, 308) = 1.59e+03, (495, 322) = 1.37e+03,
 (452, 401) = 1.27e+03
 (485, 440) = 1.25e+03, (491, 328) = 1.15e+03, (494, 183) = 1.12e+03,
 (489, 501) = 1.11e+03
 (491, 437) = 1.11e+03, (480, 83) = 1.06e+03, (491, 414) = 1.01e+03,
 (487, 377) = 954
 (495, 340) = 910, (487, 306) = 881, (481, 98) = 856, (467, 359) = 851
 (480, 424) = 837, (486, 309) = 790, (483, 330) = 748, (453, 461) = 734
 (493, 470) = 723, (493, 332) = 653, (471, 456) = 626, (480, 215) = 626
 (489, 396) = 606, (481, 200) = 601, (493, 402) = 585, (494, 14) = 554
 (483, 223) = 511, (493, 457) = 500, (491, 422) = 493, (479, 434) = 490
 (483, 312) = 484, (489, 377) = 473, (491, 240) = 469, (487, 78) = 456
 (481, 332) = 450, (451, 194) = 449, (495, 469) = 419, (483, 480) = 414
 (493, 499) = 408, (485, 221) = 402, (493, 106) = 391, (492, 460) = 372
 (489, 302) = 370, (495, 274) = 360, (485, 234) = 330, (491, 120) = 316

Hit map in 16x16 regions for source positioning

Normal

Cascode

HV_CHV

