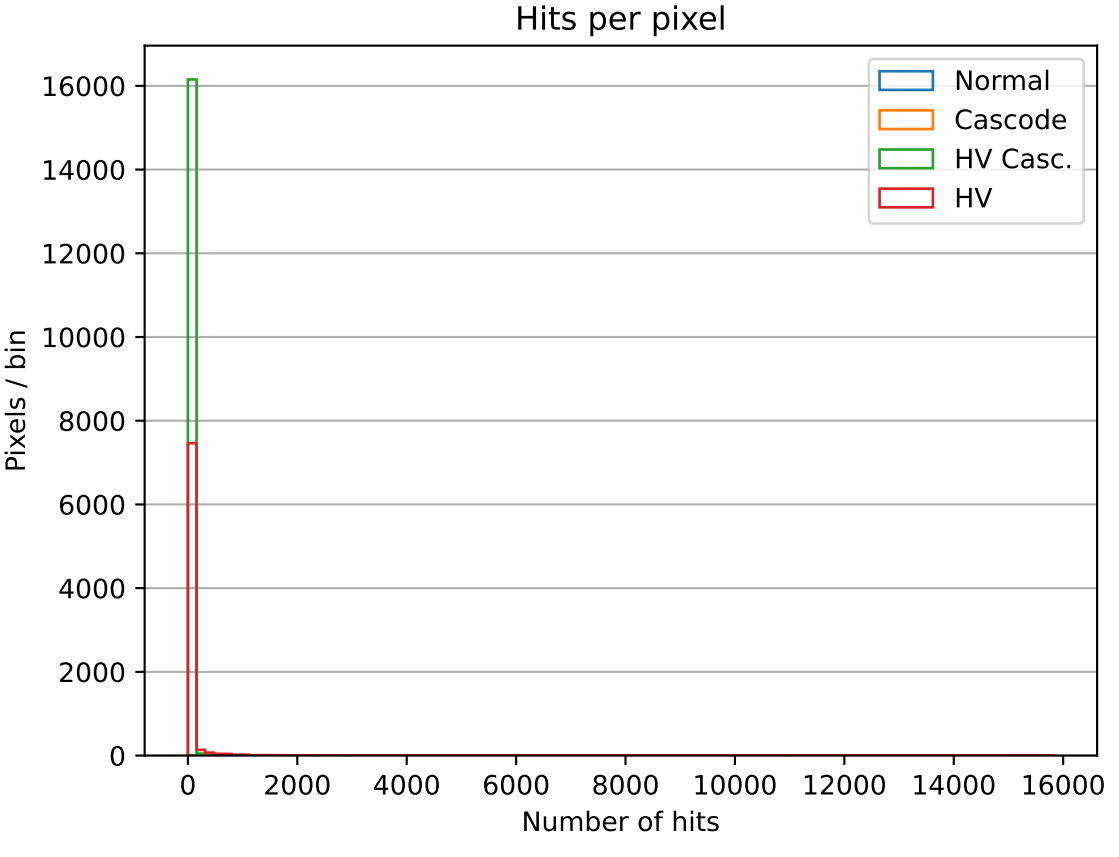
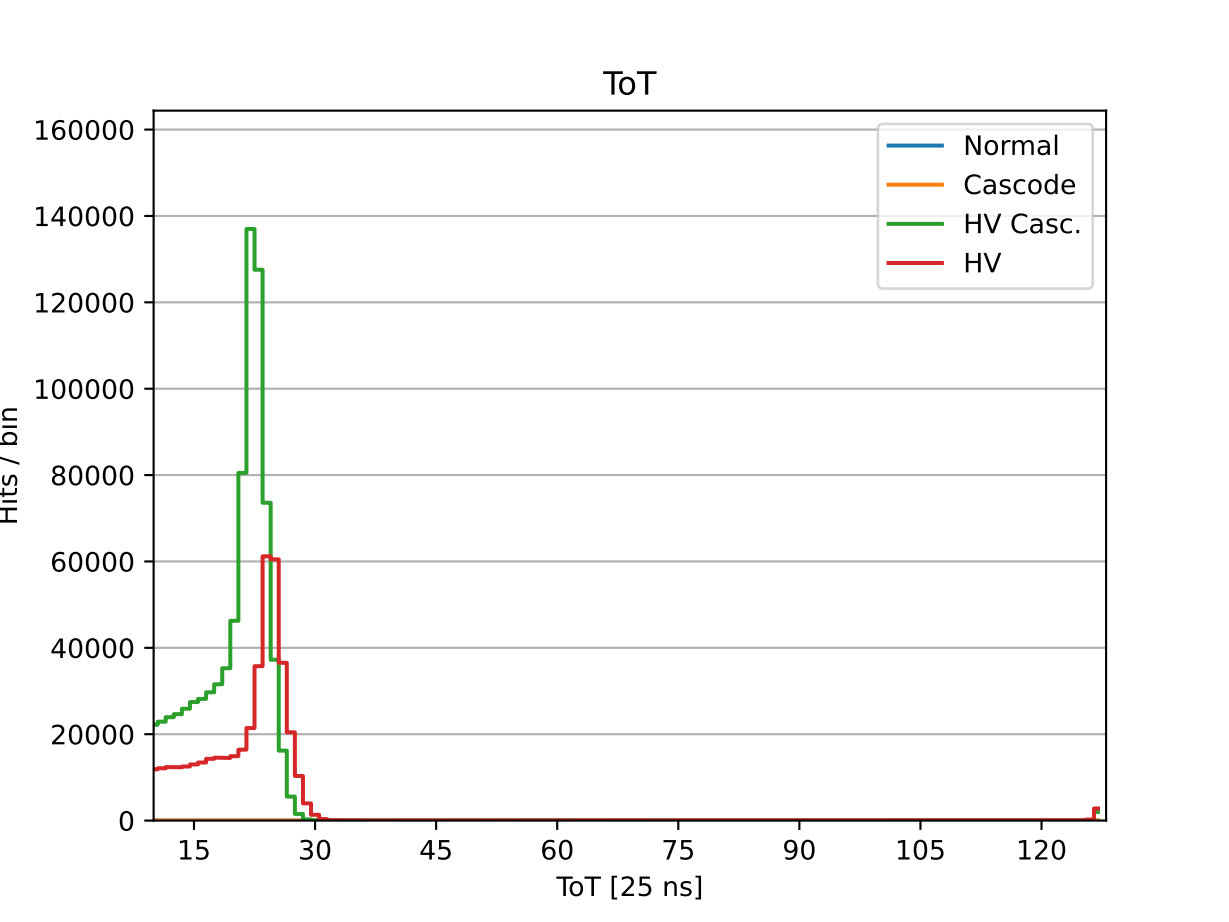
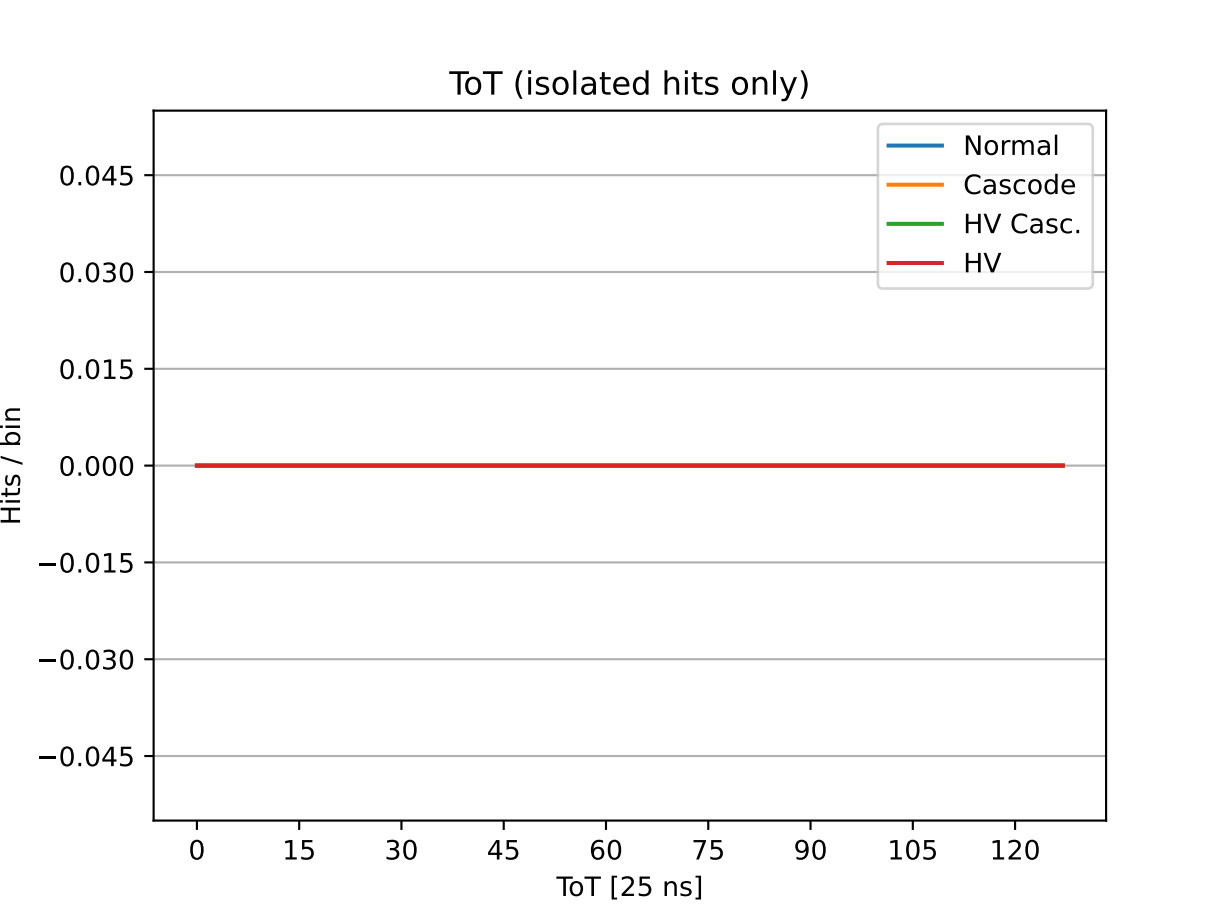
/home/labb2/tj-monopix2-daq/tjmonopix2/scans/output_data/module_0/chip_0/20221011_124109_source_scan_interpreted.h5
Chip = W14R12
Script version = 2da00e2

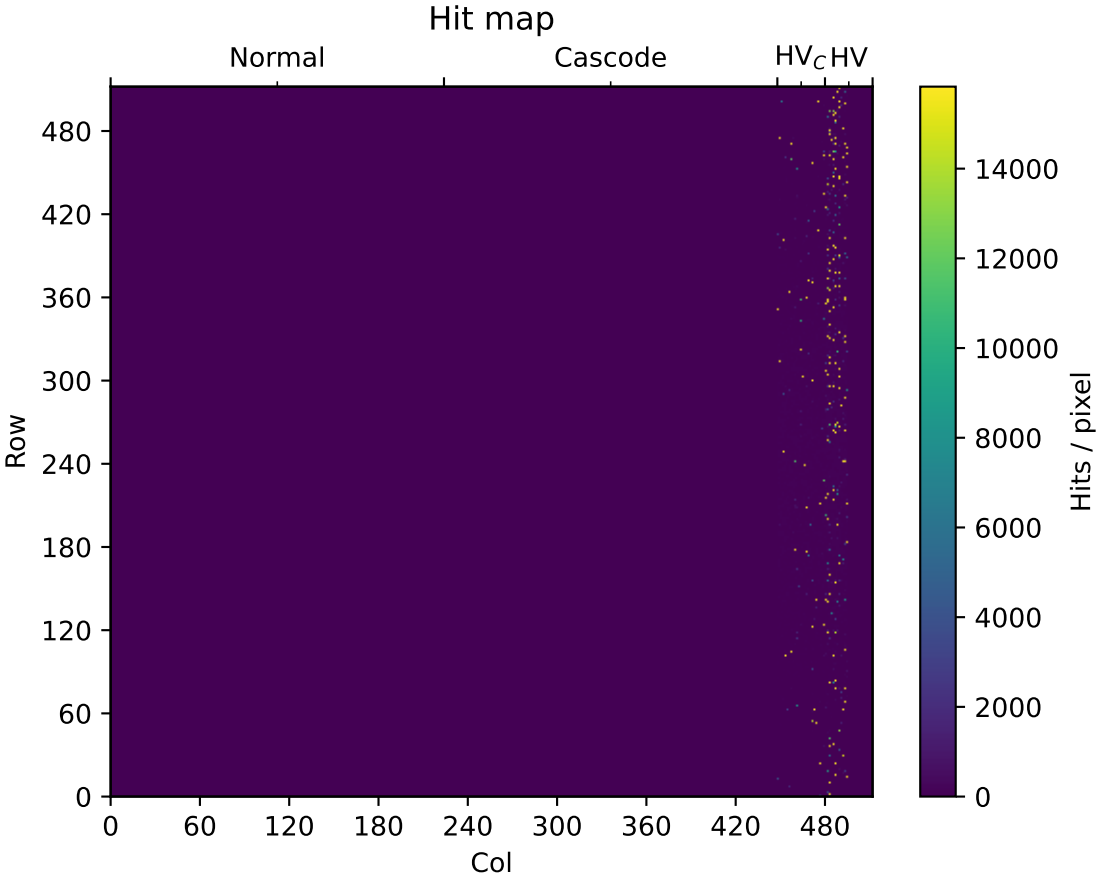
IBIAS = 60, ITHR = 30, ICASN = 8, IDB = 100, ITUNE = 53, VRESET = 100, VCASP = 40, VCASC = 228, VCLIP = 255, VL = 64, VH = 115, ICOMP = 80, IDEL = 88, IRAM = 50

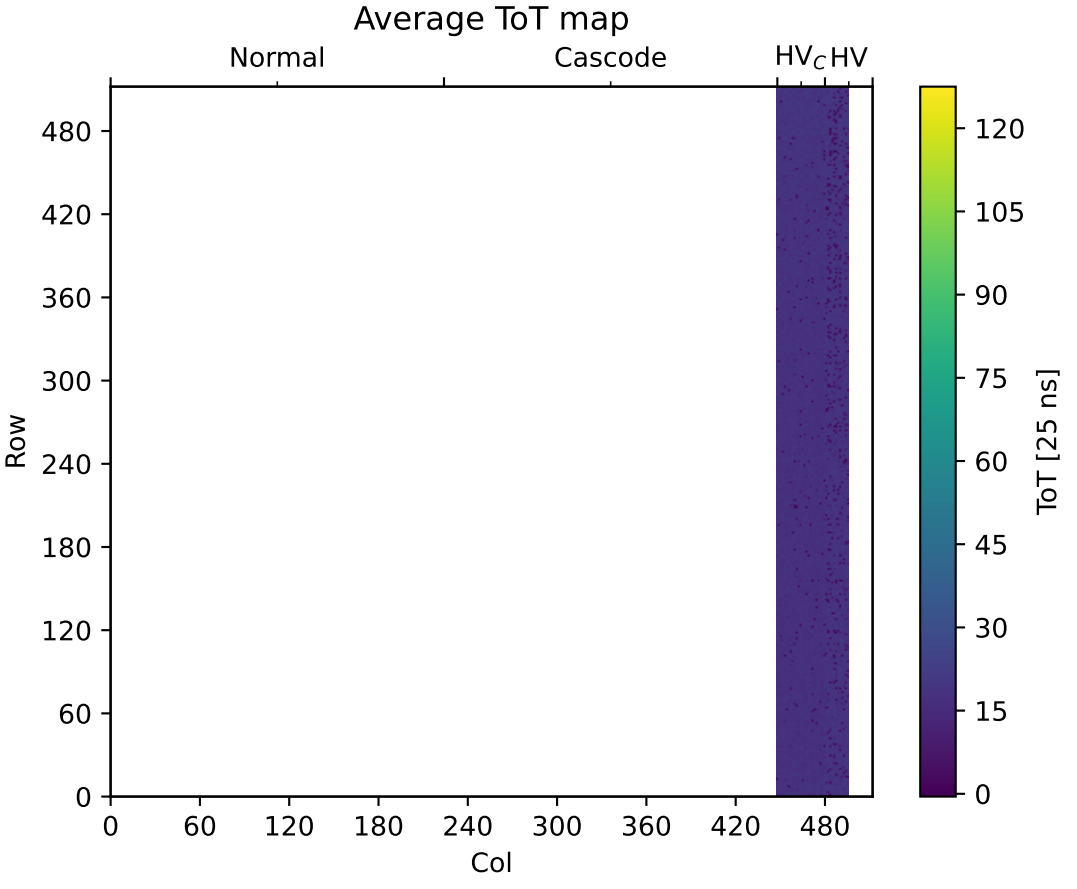
source_scan
start_column = 448, stop_column = 512, start_row = 0, stop_row = 512, scan_time = 600

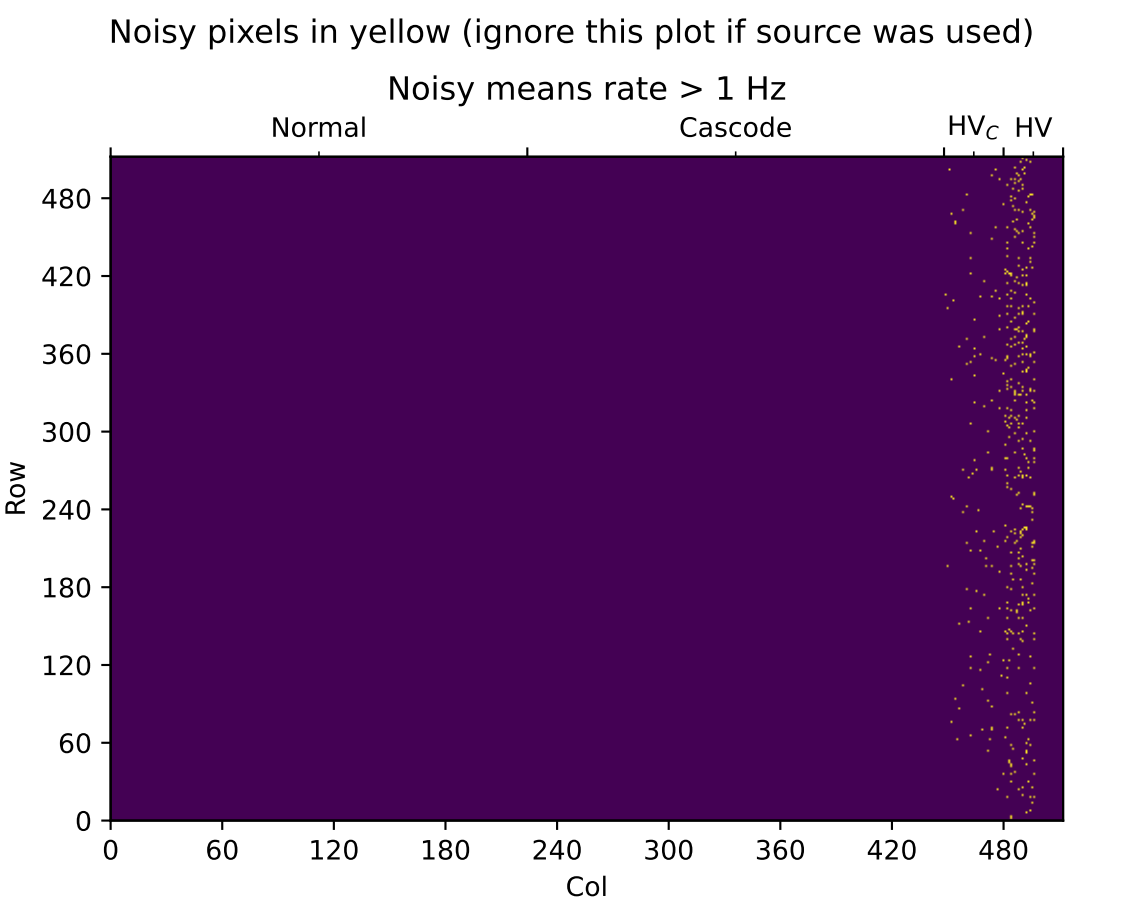

Hits per pixel
Normal
Cascode
HV Casc.
HV
Pixels / bin
0
2000
4000
6000
8000
10000
12000
14000
16000
Number of hits


ToT
Normal
Cascode
HV Casc.
HV
Hits / bin
0
20000
40000
60000
80000
100000
120000
140000
160000
15
30
45
60
75
90
105
120
ToT [25 ns]

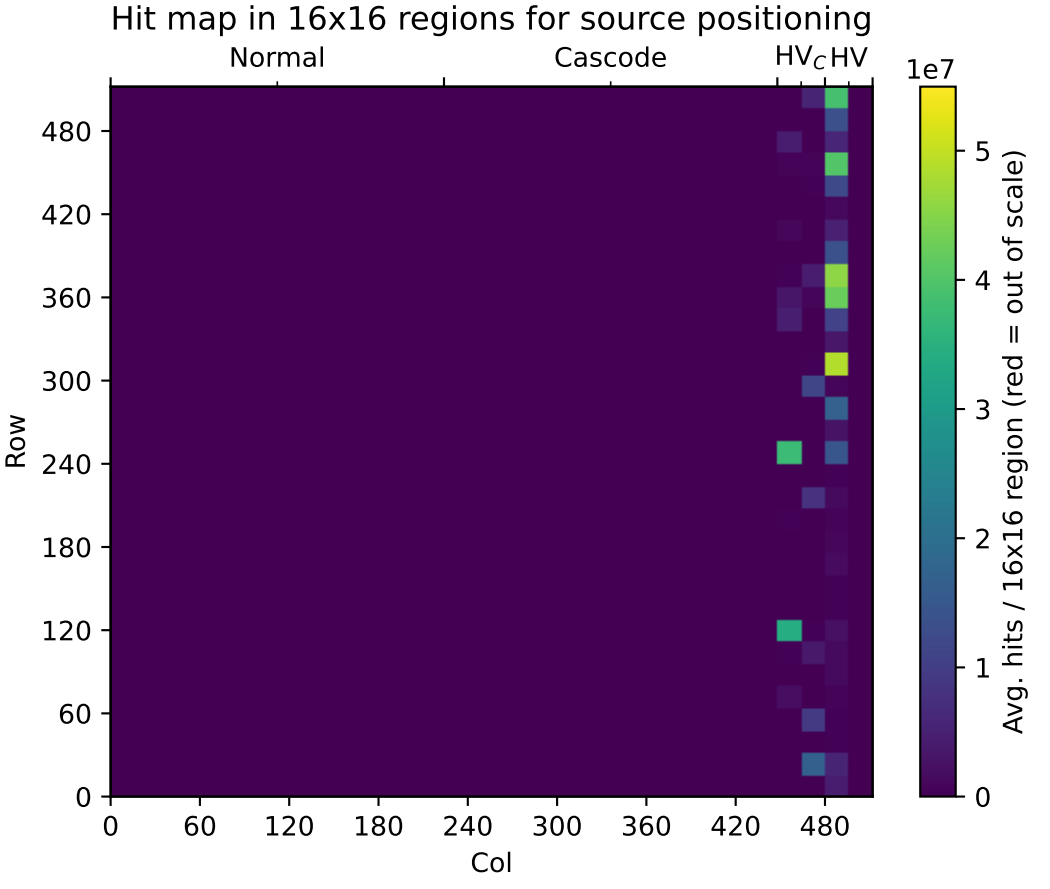

ToT (isolated hits only)
Normal
Cascode
HV Casc.
HV
0.045
0.030
0.015
0.000
−0.015
−0.030
−0.045
Hits / bin
0
15
30
45
60
75
90
105
120
ToT [25 ns]


Hit map
Normal
Cascode
HV$_C$
HV
Row
Col
Hits / pixel
0
60
120
180
240
300
360
420
480
2000
4000
6000
8000
10000
12000
14000


Average ToT map
Normal
Cascode
HV$_C$
HV
Row
Col
ToT [25 ns]
0
60
120
180
240
300
360
420
480
0
15
30
45
60
75
90
105
120


Noisy pixels in yellow (ignore this plot if source was used)
Noisy means rate > 1 Hz
Normal
Cascode
HV$_C$
HV
Row
Col
0
60
120
180
240
300
360
420
480

(494, 442) = 1.65e+04
(487, 395) = 1.64e+04, (474, 53) = 1.5e+04, (483, 340) = 1.41e+04, (476, 211) = 1.31e+04
(485, 491) = 1.27e+04, (487, 16) = 9.07e+03, (473, 497) = 8.87e+03, (494, 482) = 8.59e+03
(487, 452) = 7.66e+03, (448, 351) = 7.52e+03, (449, 474) = 7e+03, (469, 372) = 6.93e+03
(483, 2) = 6.64e+03, (468, 101) = 5.7e+03, (489, 510) = 5.23e+03, (456, 363) = 5.1e+03
(481, 394) = 5.08e+03, (483, 477) = 4.7e+03, (481, 257) = 4.01e+03, (495, 318) = 3.88e+03
(484, 461) = 3.88e+03, (483, 402) = 3.28e+03, (481, 118) = 3.21e+03, (451, 76) = 2.99e+03
(495, 466) = 2.63e+03, (491, 342) = 2.48e+03, (493, 407) = 2.41e+03, (483, 160) = 2.22e+03
(495, 279) = 1.88e+03, (485, 440) = 1.85e+03, (489, 308) = 1.8e+03, (452, 401) = 1.6e+03
(489, 501) = 1.47e+03, (491, 437) = 1.43e+03, (494, 183) = 1.35e+03, (491, 414) = 1.34e+03
(491, 328) = 1.34e+03, (495, 322) = 1.32e+03, (480, 83) = 1.27e+03, (481, 98) = 1.26e+03
(487, 377) = 1.24e+03, (467, 359) = 1.07e+03, (486, 309) = 1.02e+03, (453, 461) = 1.01e+03
(487, 306) = 1.01e+03, (495, 340) = 1e+03, (480, 424) = 927, (483, 330) = 885
(493, 470) = 787, (480, 215) = 769, (471, 456) = 740, (489, 396) = 733
(493, 457) = 722, (481, 200) = 706, (493, 332) = 699, (493, 402) = 676
(483, 312) = 667, (494, 14) = 663, (483, 223) = 648, (491, 422) = 640
(479, 434) = 585, (489, 377) = 579, (491, 240) = 570, (493, 106) = 561
(451, 194) = 552, (487, 78) = 547, (483, 480) = 541, (481, 332) = 523
(489, 302) = 523, (451, 373) = 464, (492, 460) = 450, (495, 469) = 449


Hit map in 16x16 regions for source positioning
Normal
Cascode
HV$_C$
HV
Row
Col
0
60
120
180
240
300
360
420
480
1e7
0
1
2
3
4
5
Avg. hits / 16x16 region (red = out of scale)