

/home/lab2/tj-monopix2-daq/tjmonopix2/scans/output\_data/module\_0/chip\_0/  
20221011\_113405\_source\_scan\_interpreted.h5

Chip = W14R12

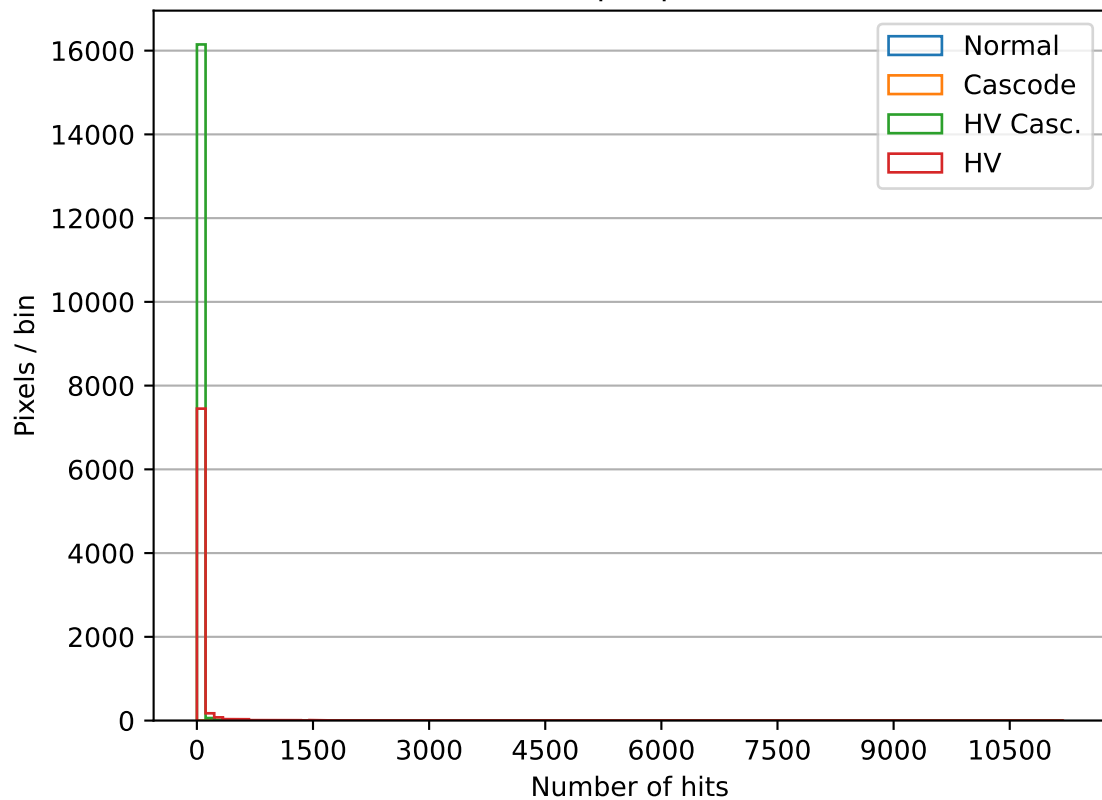
Script version = 2da00e2

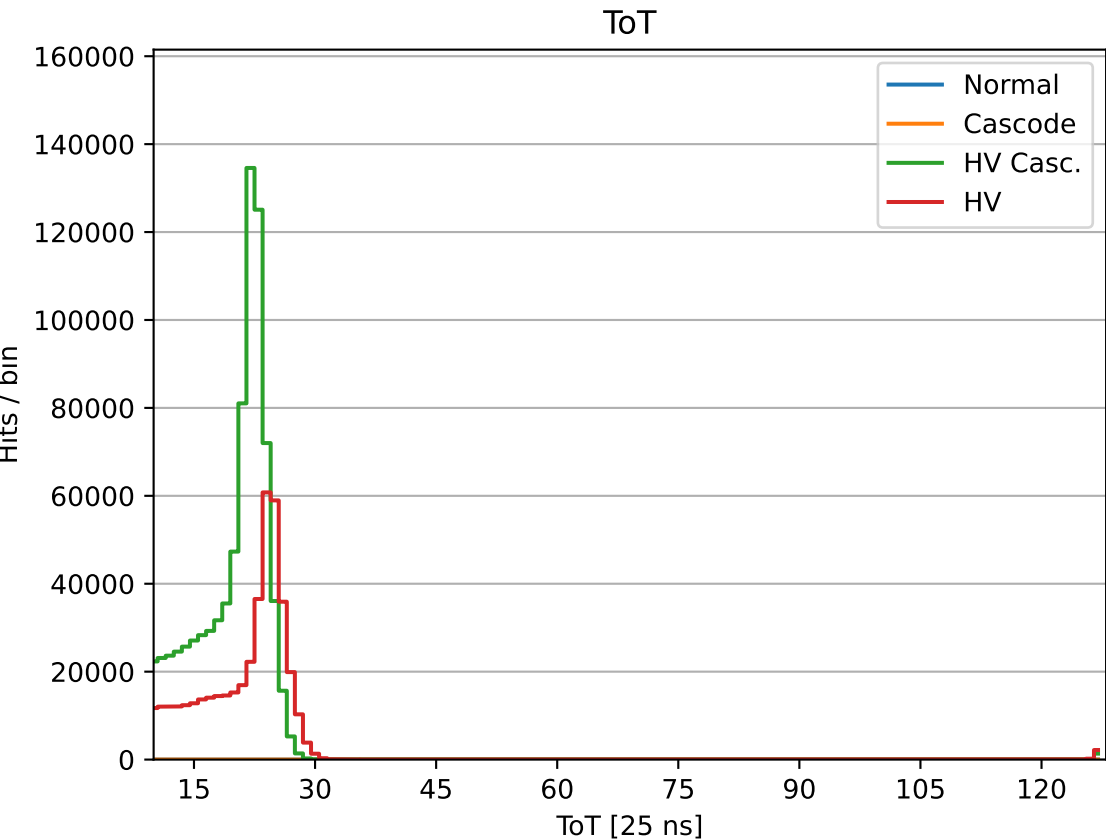
IBIAS = 60, ITHR = 30, ICASN = 8, IDB = 100, ITUNE = 53, VRESET = 100, VCASP =  
40, VCASC = 228, VCLIP = 255, VL = 64, VH = 115, ICOMP = 80, IDEL = 88, IRAM =  
50

source\_scan

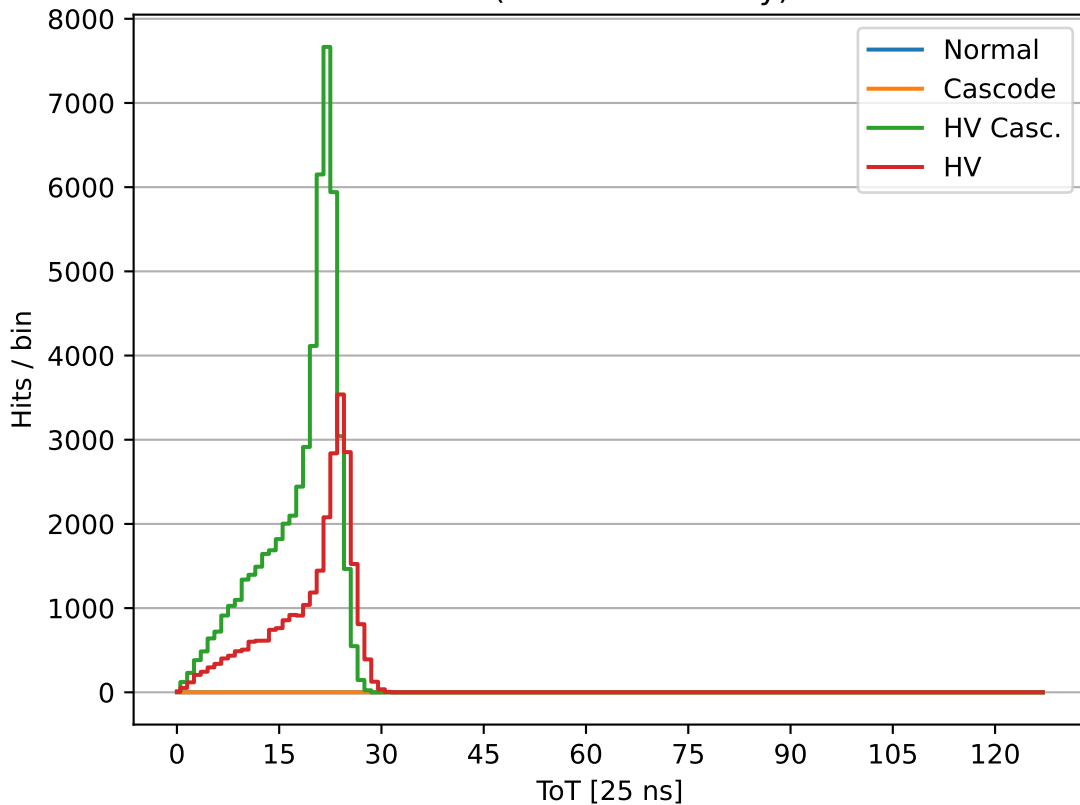
start\_column = 448, stop\_column = 512, start\_row = 0, stop\_row = 512, scan\_time  
= 600

Hits per pixel





ToT (isolated hits only)

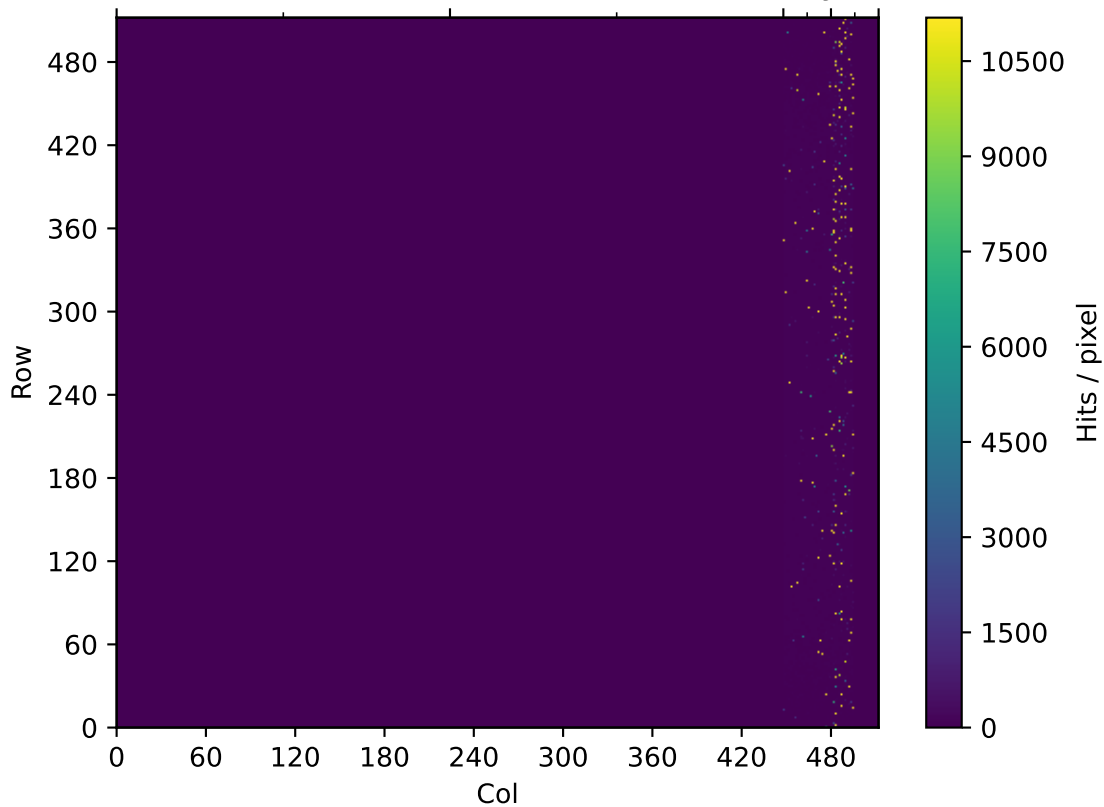


# Hit map

Normal

Cascode

HV<sub>C</sub>HV

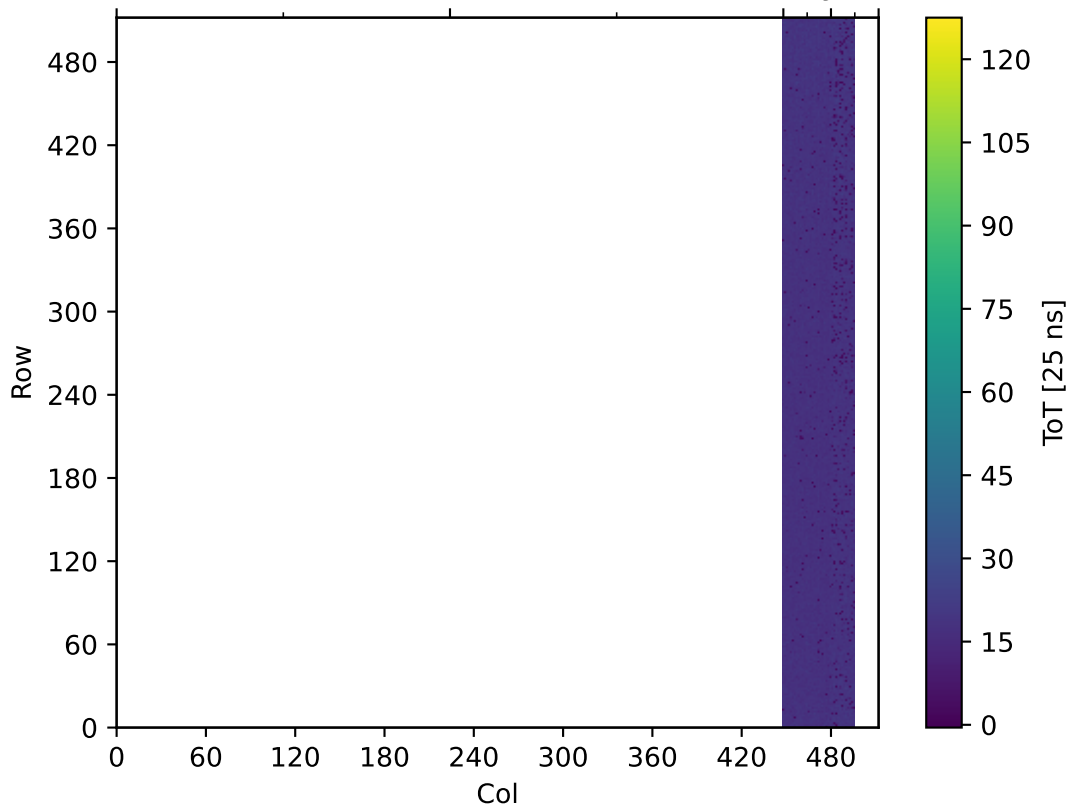


# Average ToT map

Normal

Cascode

HV<sub>C</sub>HV



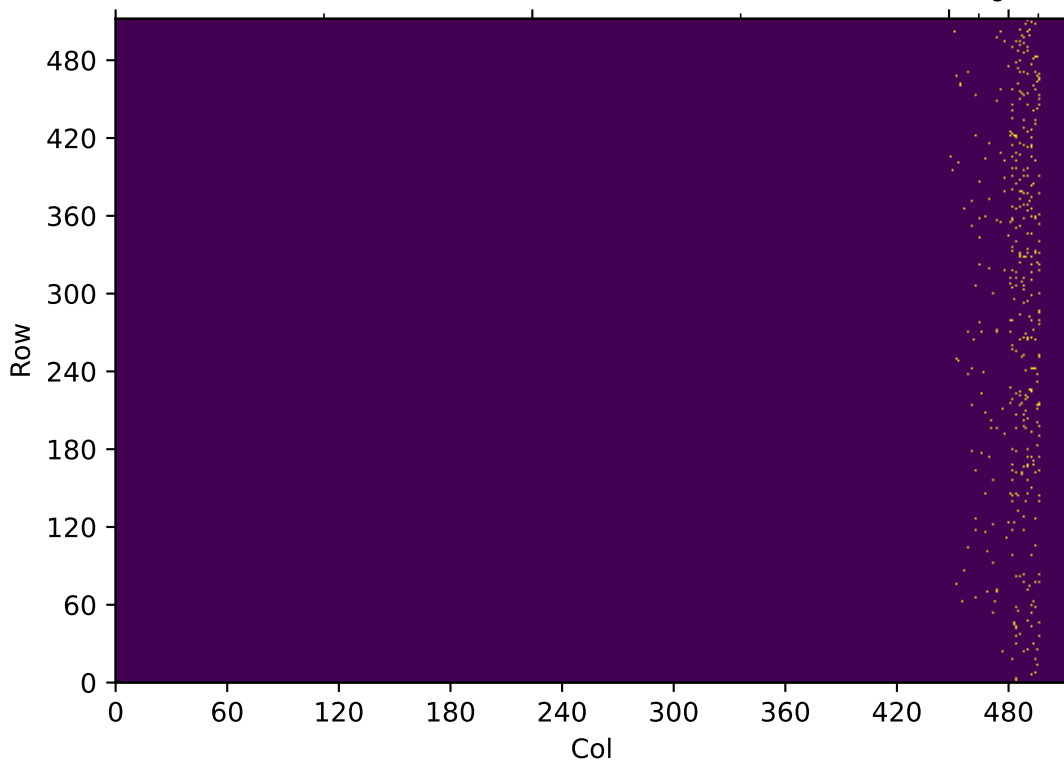
Noisy pixels in yellow (ignore this plot if source was used)

Noisy means rate  $> 1$  Hz

Normal

Cascode

HV<sub>C</sub> HV



(493, 242) = 2.42e+04, (483, 283) = 2.12e+04, (494, 442) = 1.68e+04,  
 (476, 211) = 1.23e+04, (487, 395) = 1.06e+04, (485, 491) = 1.04e+04,  
 (494, 482) = 7.55e+03, (487, 16) = 7.28e+03, (483, 2) = 7.12e+03, (468,  
 101) = 7.06e+03  
 (449, 474) = 6.99e+03, (469, 372) = 6.95e+03, (487, 452) = 6.23e+03,  
 (456, 363) = 4.95e+03, (489, 510) = 3.96e+03, (481, 394) = 3.88e+03,  
 (495, 318) = 3.42e+03, (483, 477) = 3.2e+03, (484, 461) = 2.83e+03,  
 (481, 118) = 2.63e+03, (483, 402) = 2.61e+03, (451, 76) = 2.49e+03,  
 (491, 342) = 2e+03, (493, 407) = 1.69e+03, (495, 279) = 1.6e+03, (483,  
 160) = 1.32e+03  
 (491, 328) = 1.23e+03, (480, 83) = 1.2e+03, (489, 308) = 1.08e+03,  
 (491, 414) = 1.04e+03, (491, 437) = 1.04e+03, (467, 359) = 1.03e+03,  
 (489, 501) = 997, (481, 98) = 994, (495, 322) = 959, (487, 377) = 861  
 (487, 306) = 836, (495, 340) = 823, (486, 309) = 804, (480, 424) = 720  
 (483, 330) = 700, (453, 461) = 697, (491, 240) = 660, (489, 396) = 648  
 (493, 470) = 642, (471, 456) = 638, (480, 215) = 597, (493, 402) = 585  
 (481, 200) = 582, (451, 373) = 493, (483, 223) = 489, (494, 14) = 474  
 (483, 312) = 469, (493, 457) = 460, (489, 377) = 452, (489, 302) = 448  
 (491, 422) = 448, (479, 434) = 442, (487, 78) = 397, (495, 469) = 391  
 (485, 234) = 391, (481, 332) = 381, (492, 460) = 378, (493, 327) = 361  
 (483, 480) = 357, (452, 401) = 351, (483, 82) = 339, (464, 61) = 336  
 (493, 106) = 334, (495, 274) = 317, (451, 194) = 314, (487, 312) = 295  
 (493, 402) = 286, (477, 212) = 278, (481, 102) = 273, (489, 507) = 273



# Hit map in 16x16 regions for source positioning

Normal

Cascode

HV<sub>CHV</sub>

