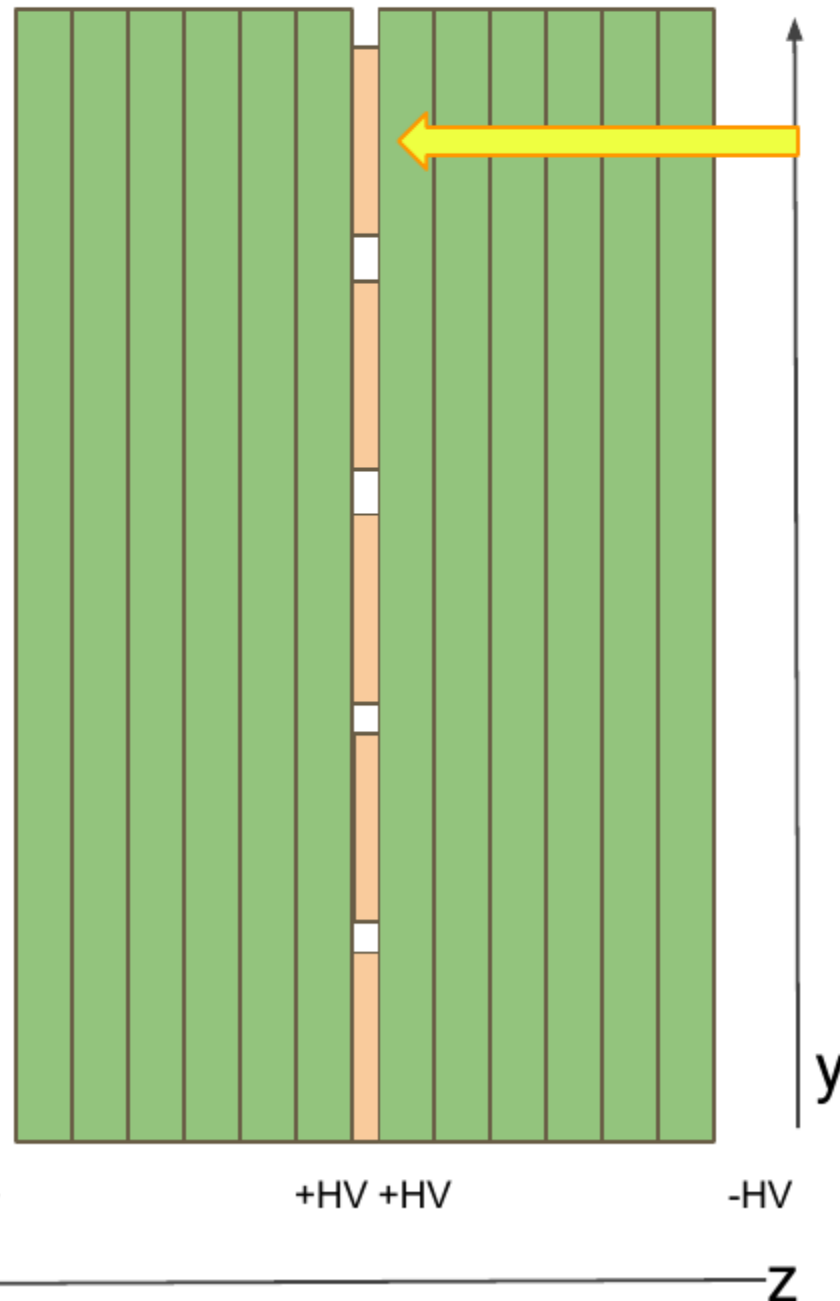


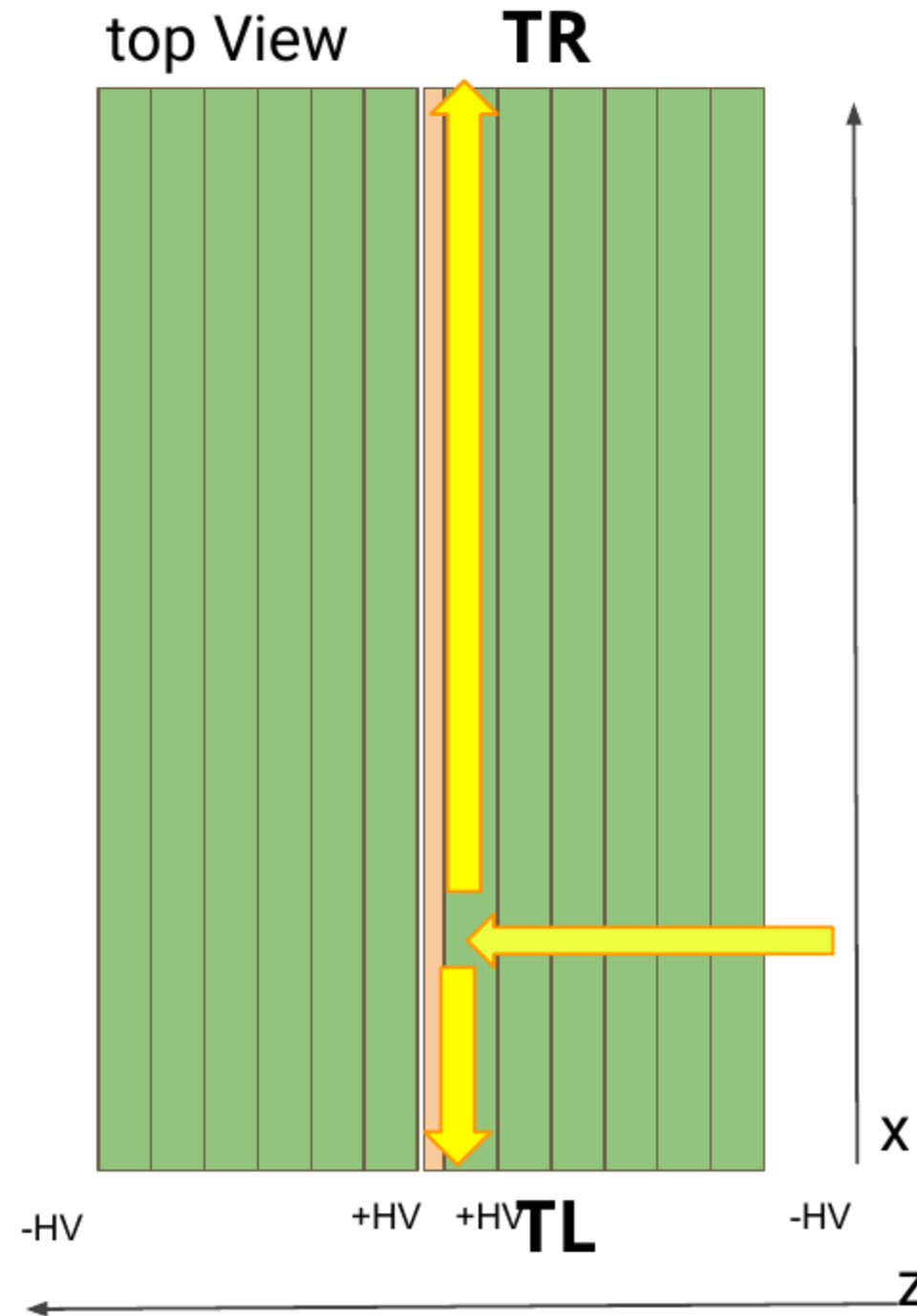
RPC Readout and Data Structure



lateral View



top View



From the readout we can obtain:

- #Strip
- Time Leading and trailing
- Side (L, R)

From this we can calculate:

- Y position from #Strip
- X position from $(TR - TL)/2$
- Time over Threshold (ToT) values that will be used to select the hit

