```
#reset counters
#this is the generic AMC13 counter reset
rc
#this resetes EC and OC
writeT1 ACTION.LOCAL TRIG.SEND ECR 0
writeT1 ACTION.LOCAL TRIG.SEND OCR 0
#BGO Channle 1 (BCO) is sent once per default in every Orbit
#BGO command 0x2c: pixel = calibration Trigger
#BGO 15 sentt at BX 400 every orbit
#writeT1 CONF.TTC.BG00.COMMAND 0x2c
#writeT1 CONF.TTC.BG00.LONG CMD 0
#writeT1 CONF.TTC.BG00.ENABLE 1
#writeT1 CONF.TTC.BG00.ORBIT PRESCALE 0
#writeT1 CONF.TTC.BG00.BX 380
#cyclic trigger every orbit @ BX 500, all standard CMS trigger rules
writeT1 CONF.LOCAL TRIG.TYPE 0
writeT1 CONF.LOCAL TRIG.RATE 1
writeT1 CONF.LOCAL TRIG.RULES 0
#enable sending BGOs & enable internally generated L1A
writeT1 CONF.TTC.ENABLE BG0 0
writeT1 CONF.TTC.ENABLE INTERNAL L1A 1
#enable TTC on AMC Slots:
writeT1 CONF.AMC04.ENABLE MASK 1
writeT1 CONF.AMC05.ENABLE MASK 1
writeT1 CONF.AMC09.ENABLE MASK 1
writeT1 CONF.AMC10.ENABLE MASK 1
# this has to be set to actually see local L1As from the AMC13
writeT1 CONF.LOCAL TRIG.FAKE DATA ENABLE 1
#this should not be used
#writeT1 CONF.DIAG.FAKE TTC ENABLE 0
#--- Set up the TTC Filter and History ------
#--- set up local TTC capture to filter out BC0
ttc f s 0 1 0
ttc f on
#--- display TTC history, showing everything except the BC0
ttc h on
sleep 1.1
ttc h d 50
# now everything is set up, need to actually start triggers manually:
#lt <mode/count> (Enable/disable local L1A generator)
#If <mode/count> is an integer, send that many bursts of triggers (typically you would want to set the burst size to 1 u
sing the localL1A command if using this feature).
#If <mode/count> is a letter, perform one of these functions:
#Mode
         Function
#e
      Enable local trigger generator
#d
      Disable local trigger generator
#c
      Start continuous triggers
"amc13Script.amc13" 58L, 2192C
                                                                                                       1,1
                                                                                                                     Top
```