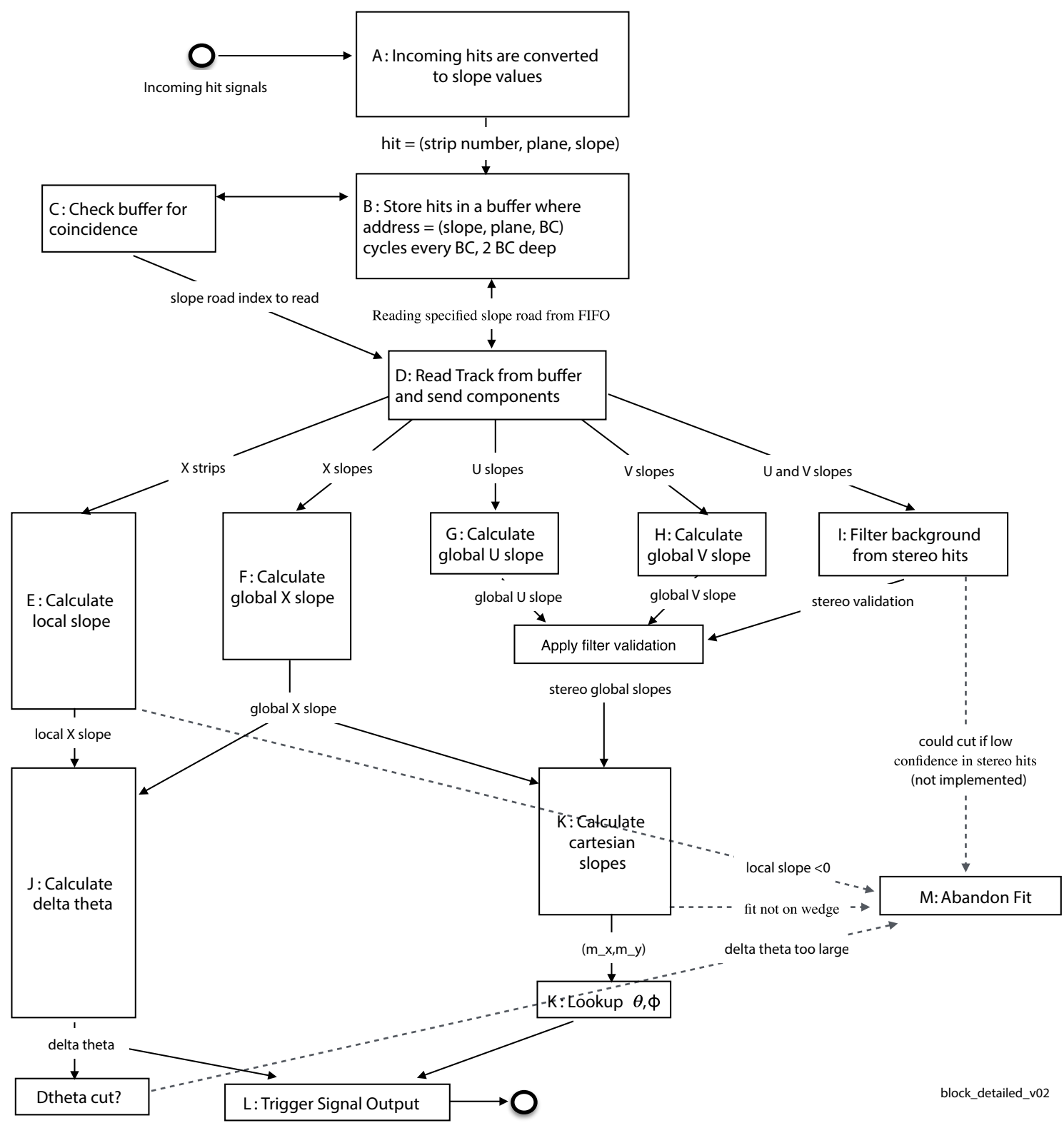
Incoming hit signals
A : Incoming hits are converted to slope values
hit = (strip number, plane, slope)
B : Store hits in a buffer where address = (slope, plane, BC) cycles every BC, 2 BC deep
C : Check buffer for coincidence
slope road index to read
Reading specified slope road from FIFO
D: Read Track from buffer and send components
X strips
X slopes
U slopes
V slopes
U and V slopes
E : Calculate local slope
F : Calculate global X slope
G : Calculate global U slope
H : Calculate global V slope
I: Filter background from stereo hits
global U slope
global V slope
stereo validation
Apply filter validation
stereo global slopes
global X slope
local X slope
could cut if low confidence in stereo hits (not implemented)
J : Calculate delta theta
K : Calculate cartesian slopes
local slope <0
M: Abandon Fit
fit not on wedge
(m_x,m_y)
delta theta too large
K : Lookup θ,ϕ
delta theta
Dtheta cut?
L : Trigger Signal Output
block_detailed_v02