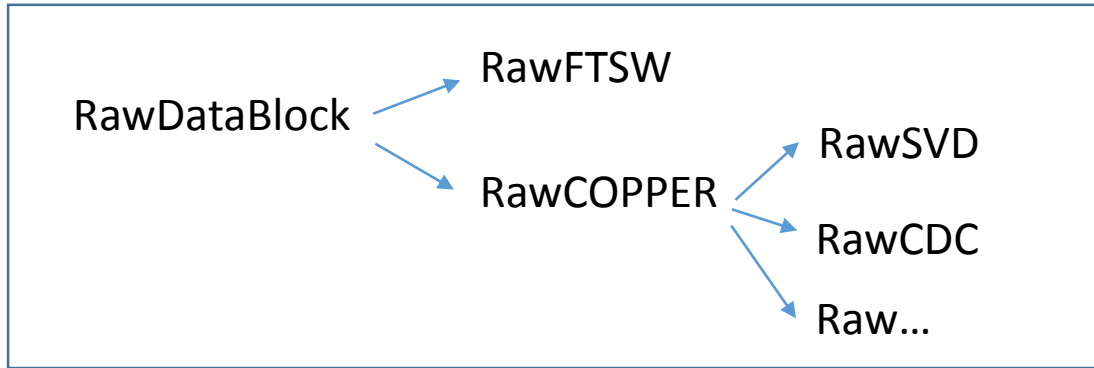


# RawCOPPER data format

Oct. 18, 2013 (svn rev.7095)

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# 1, RawDataBlock object ( to handle Raw data from COPPER board )

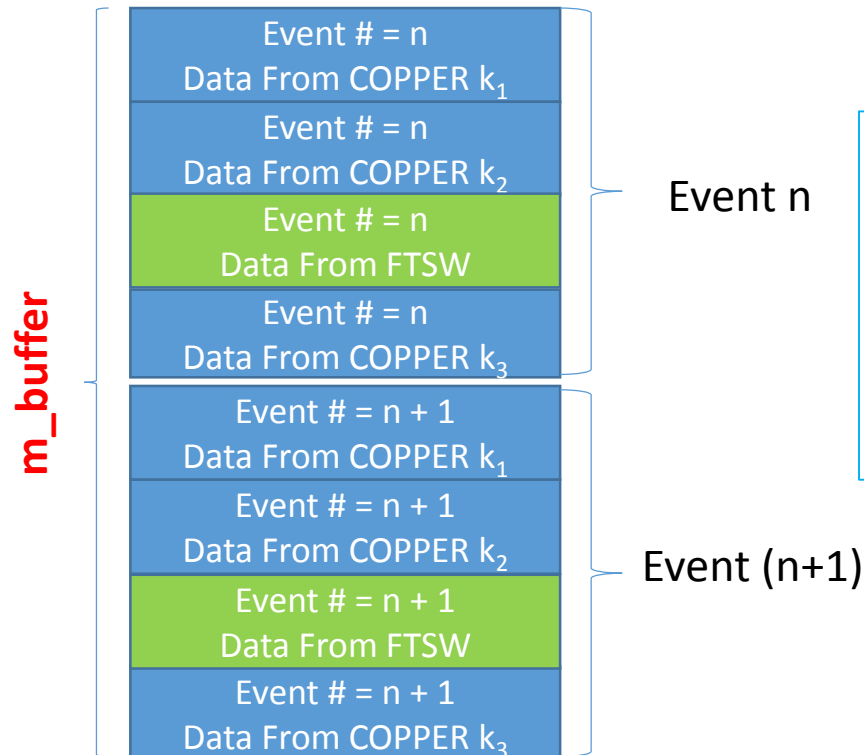


Source code :

<https://belle2.cc.kek.jp/svn/trunk/software/daq/dataobjects/include>  
<https://belle2.cc.kek.jp/svn/trunk/software/daq/dataobjects/src>

```
RawDataBlock{  
    methods to access data;  
    int m_num_nodes; // # of nodes  
    int m_num_events; // # of events  
  
    int* m_buffer; -> buffer for data  
}
```

Example of data structure



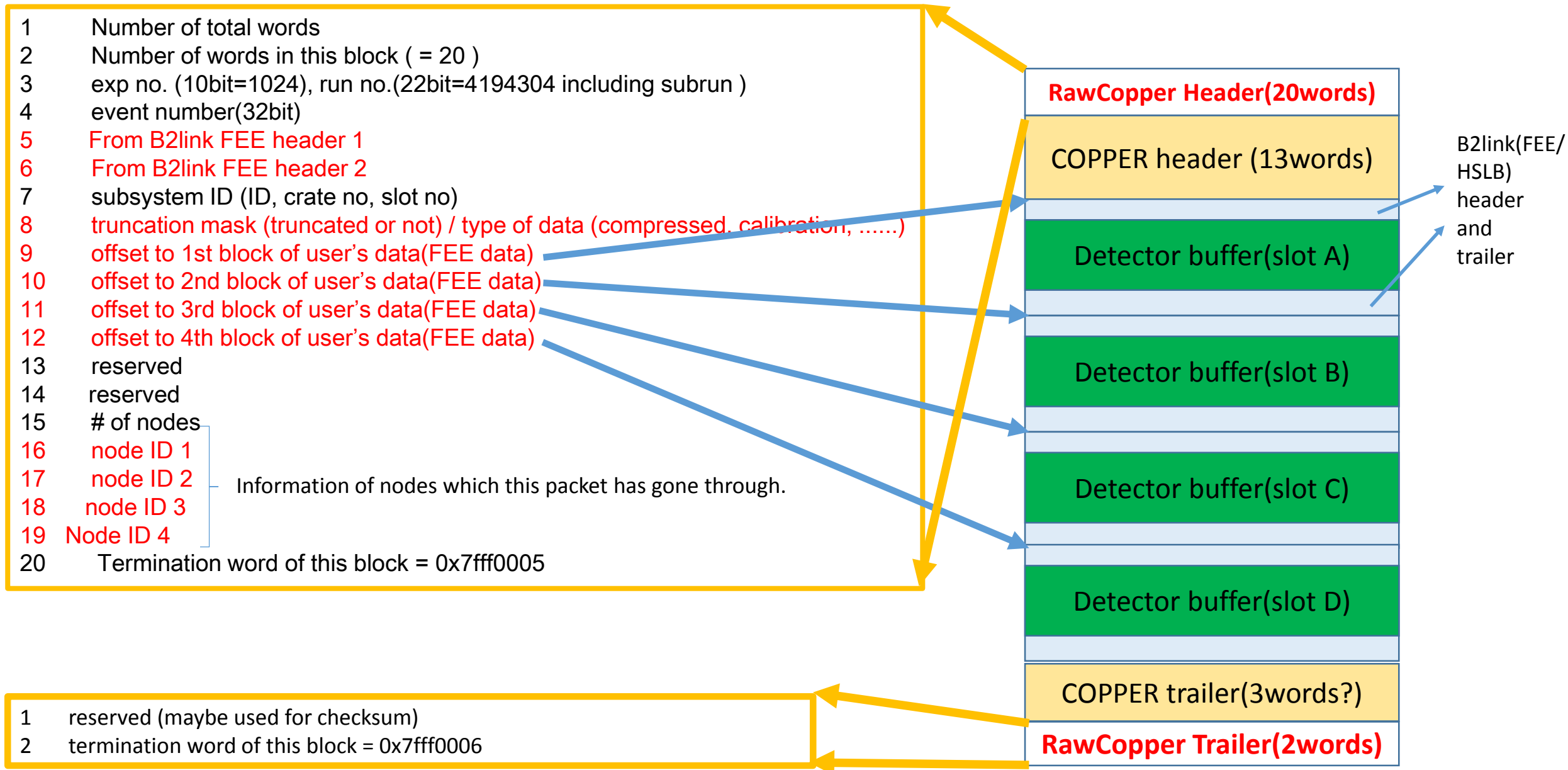
In this example,  
 $M\_num\_nodes = 4$   
 $M\_num\_events = 2$ .

# of data blocks =  $4 * 2 = 8$

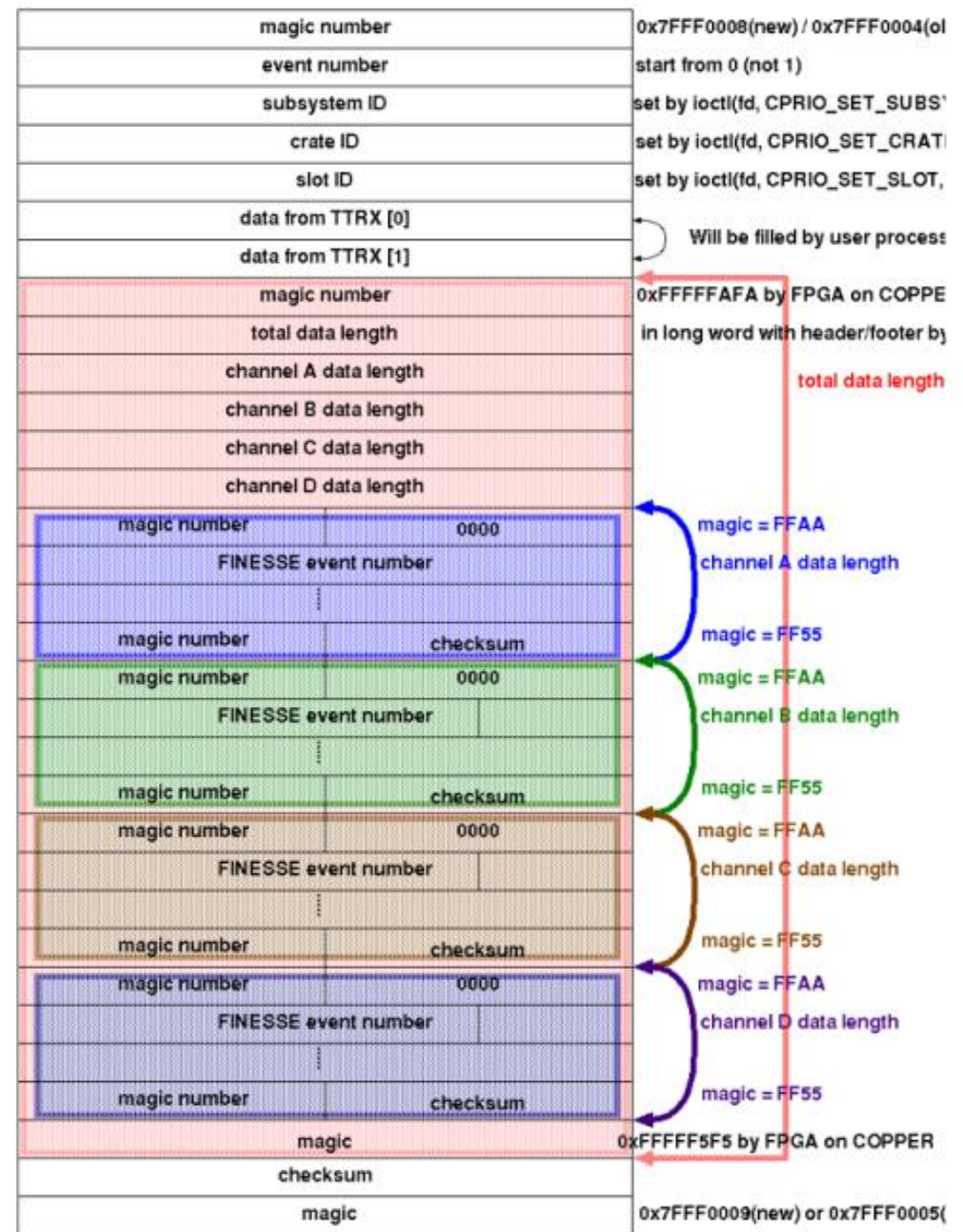
# Overview of RawCOPPER format (one data block from a COPPER board)

- RawCOPPER header
  - COPPER header
    - B2link HSLB header (slot A FINNESSE)
      - B2link FEE header(slot A FINNESSE)
        - Data contents(Detector buffer) (slot A FINNESSE)
      - B2link FEE trailer (slot A FINNESSE)
    - B2link HSLB trailer (slot A FINNESSE)
    - B2link HSLB header (slot B FINNESSE)
      - B2link FEE header(slot B FINNESSE)
        - Data contents(Detector buffer) (slot B FINNESSE)
      - B2link FEE trailer (slot B FINNESSE)
    - B2link HSLB trailer (slot B FINNESSE)
    - B2link HSLB header (slot C FINNESSE)
      - B2link FEE header(slot C FINNESSE)
        - Data contents(Detector buffer) (slot C FINNESSE)
      - B2link FEE trailer (slot C FINNESSE)
    - B2link HSLB trailer (slot C FINNESSE)
    - B2link HSLB header (slot D FINNESSE)
      - B2link FEE header(slot D FINNESSE)
        - Data contents(Detector buffer) (slot D FINNESSE)
      - B2link FEE trailer (slot D FINNESSE)
    - B2link HSLB trailer (slot D FINNESSE)
  - COPPER trailer
- RawCOPPER trailer

## 2, “RawCOPPER header” and trailer format : 2013/8/26 ( Not yet confirmed )



### 3, COPPER header and trailer from Belle document



## 4, B2link FEE header/Trailer, B2link HSLB header/Trailer (tentative)



1: 0xffaa\*\*\*\*

1: ftsw\_data[0];

2: ftsw\_data[1];

3: (exp\_number << 22) | (run\_number << 0);

4: b2l\_time;

ftsw\_data[0] bit [31] (1-bit) --- always 0

ftsw\_data[0] bit [30:4] (27-bit) --- ctime (127 MHz counter)

ftsw\_data[0] bit [3:0] (4-bit) --- trigger type

ftsw\_data[1] bit [31:16] (16-bit) --- utime (lower 16 bit of unix time)

ftsw\_data[1] bit [15:0] (16-bit) --- event tag ( start from 0)

1: ftsw\_data[1] (copy)

1: 0xff55\*\*\*\*

## 5, Example : how to get information of RawCOPPER header

You can get event # info from RawCOPPER object like this;

```
for ( int i = 0; i < raw_copper.GetNumEntries(); i++) {  
//      Get Event number  
    unsigned int event_no = raw_copper.GetEveNo( i );  
//      Get RawCOPPER data block  
    int* buf = raw_copper.GetBuffer( i );  
//      See contents of a data block (from RawCOPPER header to RawCOPPER trailer)  
    for( int j = 0; j < raw_copper.GetBlockNwords(); j++ ){  
        printf(“%d¥n”, buf[ j ] );    }  
//      Get Detector Buffer (raw data from detector electronics)  
    int* buf_slot_a = raw_copper.Get1stDetectorBuffer( i );  
    int* buf_slot_b = raw_copper.Get2ndDetectorBuffer( i );  
    int* buf_slot_c = raw_copper.Get3rdDetectorBuffer( i );  
    int* buf_slot_d = raw_copper.Get4thDetectorBuffer( i );  
//      See contents of raw data from detector  
    for( int j = 0; j < raw_copper.Get1stDetectorNwords( i ); j++ ){  
        printf(“%d¥n”, buf[ j ] );    }  
    for( int j = 0; j < raw_copper.Get2ndDetectorNwords( i ); j++ ){  
        printf(“%d¥n”, buf[ j ] );    }  
    .....  
}
```