

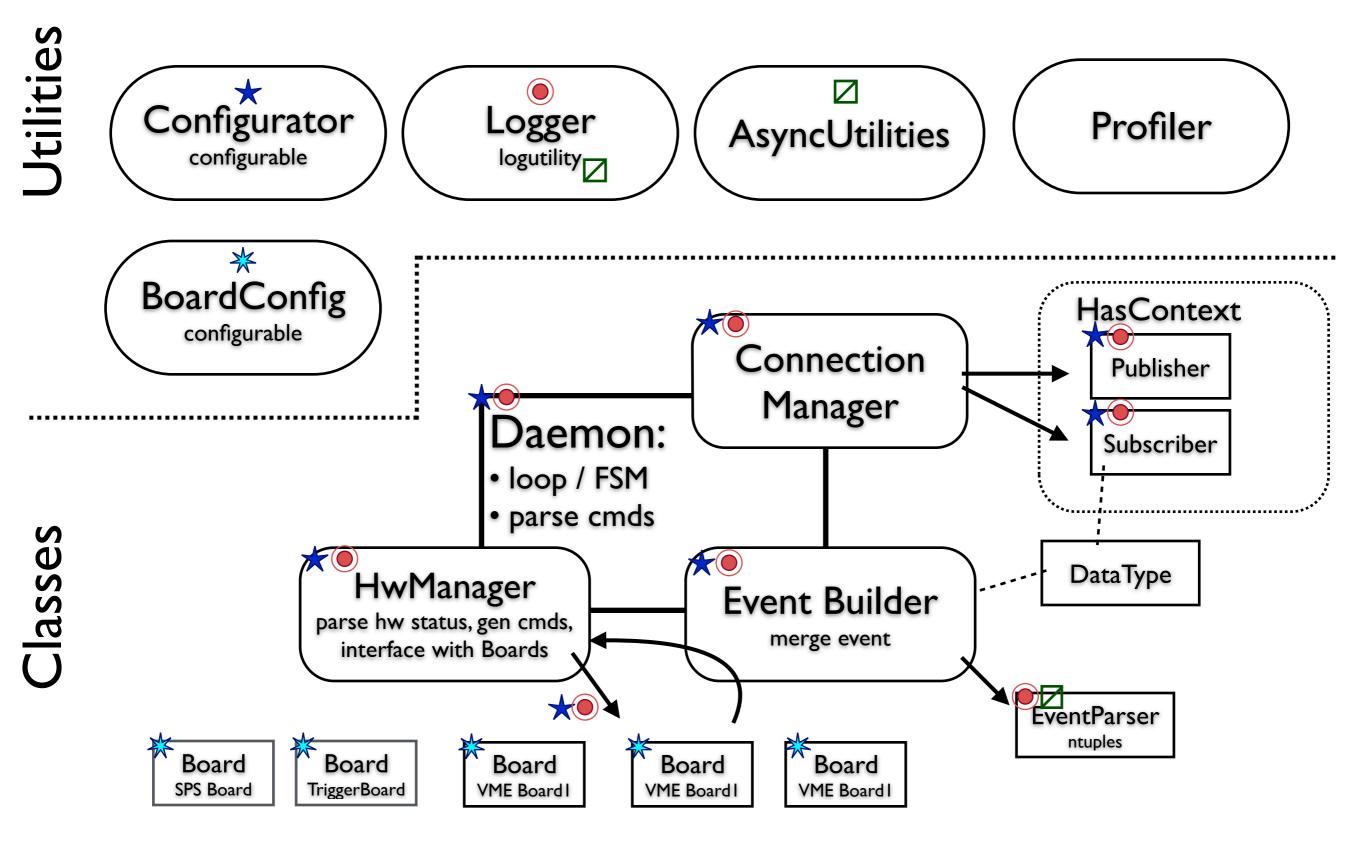


DAQ Schema

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Class Schema





Event Building



	Word = 4Byte = 32 bit
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Spill Header	Run #	Spill #	Spill size	N. Evt
Evt Header	Event #	Event size	N. Board	
Brd Header	Brd ID	Board size	•••	Brd Trailer
Brd Header	Brd ID	Board size	•••	Brd Trailer
Brd Header	Brd ID	Board size		Brd Trailer
Evt Trailer				
Evt Header	•••		Evt Trailer	

Spill Trailer

Evt Header

...

Evt Trailer

ETH Institute for FSM-DataReadOut Particle Physics **READ CLEARED START** ReadEvent Add it to buffer Read Config Wait For WE GOTO ClearBusy INIT **ENDSPILL CLEARBUSY** Init All Boards Close Spill() Clear Busy() **INITIALIZED** Send Data Wait for START RUN WAITTRIG **SENTBUFFER** Open Run Check EE if SPILLCOMPL Goto ENDSPILL Goto BEGINSPILL **BEGINSPILL** if ENDRUN Check Trigger Wait for WWE Goto INITIALIZED Goto READ **BufferClear** if DIE **OpenSpill BYE** Andrea Carlo Marini 25 Sep 2014