

Pixel DAQ Finite State Machine

---SVN version---

If in doubt, click [here](#) to refresh

<p>Current State: Halted</p> <p>Run Number:</p> <p>States of underlying supervisors:</p> <p>PixelTKFECSupervisor 1: Initial</p> <p>PixelFECSupervisor 1: Initial</p> <p>PixelFEDSupervisor 1: Initial</p>		<div><div><input type="radio"/> Physics</div><div><input type="radio"/> PhysicsEmulator</div><div><input type="radio"/> Delay25</div><div><input checked="" type="radio"/> TBMDelay</div><div><input type="radio"/> VcThrCalDel</div><div><input type="radio"/> VcThr</div><div><input type="radio"/> PixelAlive</div><div><input type="radio"/> PixelAlive5x5</div><div><input type="radio"/> SCurve99by3</div><div><input type="radio"/> TrimDefaultShort</div><div><input type="radio"/> TrimVcThrShort</div><div><input type="radio"/> TrimVtrimShort</div><div><input type="radio"/> TrimOnShort</div><div><input type="radio"/> TrimOffShort</div><div><input type="radio"/> TrimDefault</div><div><input type="radio"/> LinearityVsVsf</div><div><input type="radio"/> Vsf</div><div><input type="radio"/> VHldDel</div><div><input type="radio"/> PHRange</div><div><input type="radio"/> Gain99By3</div><div><input type="radio"/> GainBy3</div><div><input type="radio"/> Iana</div><div><input type="radio"/> ROCDelay</div><div><input type="radio"/> ReadbackCalibration</div></div>
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