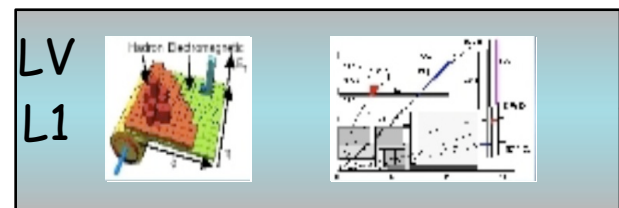
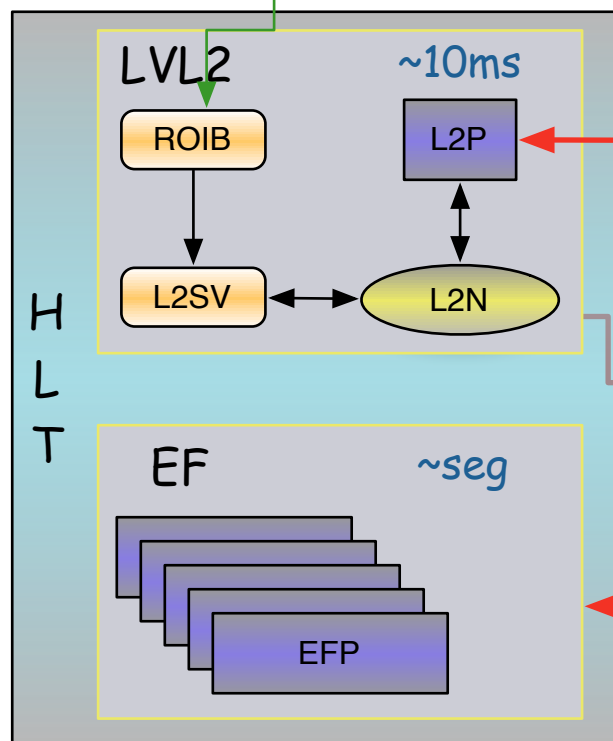


Trigger

DAQ



Rol = 2% do evento



Dados Rol

taxa
Lvl2 = ~2kHz

taxa
EF = ~200Hz

