

TRACKER SPILL SCHEMA

spill:

- mc
 - /spill/mc/array item/hits:
 - * channel_id
 - fiber_number
 - plane_number
 - station_number
 - tracker_number
 - type
 - * charge
 - * energy
 - * energy_deposited
 - * hit_position
 - * mass
 - * momentum
 - * pid
 - * time
 - track_id

- digits
 - *array item*: an array of events
 - * *array item*: an array of digits for each event.
 - spill/digits/array item/array item
 - * channel_id: Stores information on the location of the digit in terms of tracker parameters: tracker number, station number, plane number, channel.
 - * tdc_counts: The tracker tdc count.
 - * adc_counts: The tracker adc count.
 - * time: The time of the hit (from simulation).
 - * mc_position: Stores the true Monte Carlo position of the hit which generated this digit.
 - * true_mom: Stores the true Monte Carlo momentum of the particle which generated this digit.
 - * number_photoelectrons: The number of photoelectrons computed from the energy deposited by a hit.
 - spill/digits/array item/array item/channel_id:
 - * channel_number: The tracker channel number of the hit.

- * fiber_number: Legacy from the hit which generated this digit: stores the fibre number where the hit took place. This is used to compute the channel number, when making the bundle of 7 fibres.
 - * plane_number
 - * station_number
 - * tracker_number
 - * Type
- spacepoints
 - *array item*: an array of events
 - * *array item*: an array of spacepoints for each event.
 - spill/spacepoints/*array item/array item*
 - * channels: Stores the channel and plane number of the digits used for this space-point.
 - * chi2: Evaluates the goodness of the space-point.
 - * mc_mom: true Monte Carlo momentum of the hit closest to the computed position of the space-point.
 - * mc_pos: true Monte Carlo position of the closest hit.
 - * npe: number of photoelectrons for this space-point.
 - * pos_Error: resolution in x,y and z.
 - * position: the position computed for this space-point.
 - * station
 - * tracker
 - * timeRes
 - * time_error
 - spill/spacepoints/*array item/array item/channels*
 - * array item: contains an element for each channel excited. Will contain 3 or 2 elements (space-points are either triplets or duplets).
 - spill/spacepoints/*array item/array item/channels/array item*
 - * channel_number
 - * plane_number
 - spill/spacepoints/*array item/array item/mc_mom*
 - * x
 - * y
 - * z
 - spill/spacepoints/*array item/array item/mc_pos*
 - * x
 - * y
 - * z
 - spill/spacepoints/*array item/array item/pos_Error*
 - * x
 - * y

* Z
– spill/spacepoints/*array item/array item*/position
* X
* Y
* Z