

Progress of Trigger Reconstruction module

What has happened

- Connection map is more or less well-defined
- Raw2Root is updated to use connection map
- TrigReco module is started
- TrigInput and TrigBit objects exist in RawData

What needs to happen (descending priority)

- Agree on the first-pass solution and implement it
- Get connection map into database

Present Zeroth Order Plan

- Create trigger bit and trigger input “words” for T0 and for all other times to which TDC is sensitive
 - Order of trigger bits is static, but definitions may change. I'm not sure what would be the best way to address that. Example: in some runs proton trigger bit is actually kaon trigger.
 - Order of trigger inputs (in the word) will be defined by connection map, so those should be stable if connection map is correct

First Order Plan (more like BckovReco)

- Using information from beam chambers, we will define the trajectory of incoming particle. Then using beam Cherenkov information, determine what kind of particle it is.