

INTT dead/noise map status

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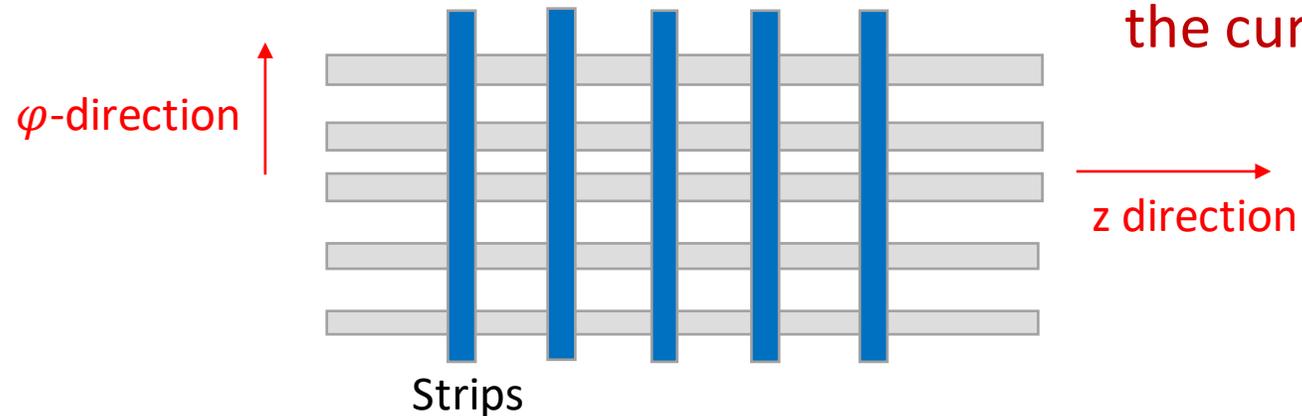
Previous dead/noise map simulation

```
const int nladder_phi = 64;  
const int nladder_z = 4;  
const int nstrip_z = ladder_type ? 8 : 128 * 5;  
const int nstrip_phi = ladder_type ? 256 : 1;
```

- nladder_phi is number of ladder or staves in azimuth direction
- nladder_z is number of sensor in z direction
- nstrip_z is number of z strips in each sensor
- nstrip_phi is number of phi strips in each sensor

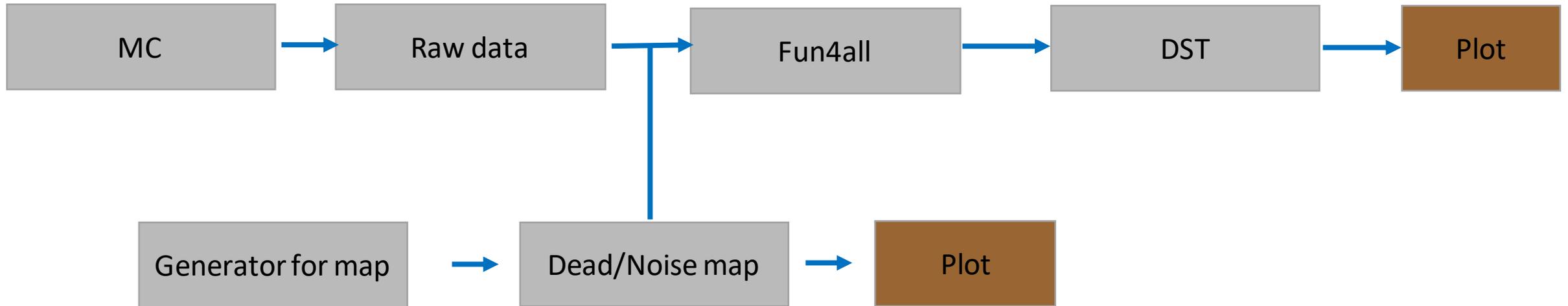
```
const int nstrip_fphx = 128;
```

Using Poisson distribution to generate random dead map in sensors, FPHX chips, and channels



The framework was built up by Jin Huang about three years ago, and it is not fit in the current INTT design.

Procedure for implementing dead/noise map



- Contact Jin Huang for the updates
- Modify the setting for dead/noise map and accommodate it into updated Fun4all within two weeks