

- ❖ For FVTX, the raw information are packet ID, chip ID and channel in chip, i.e. direct output from unpacker , which can be mapped to strip_z and ladder IDs (from [Jing Huang](#)).

- ❖ We can do things in the same way, i.e.
 - Raul pack , e.g. *chip ID and channel ID*, into the raw data.
 - Unpacker unpack the raw data into, e.g. *chip ID and channel ID*
 - Code to map, e.g. *chip ID and channel ID*, into the variables needed for offline reconstruction. according to the already established numbering convention in the reco software:
 - layer: layer index 0-3, i.e. 4 layers
 - ladder_phi: ladder index in each layer (0-11)@B0L0, (0-11)@B0L1, (0-15)@B1L0, (0-15)@B1L1
 - ladder_z: sensor index in each ladder 0-4, i.e. 4 sensors:
 - type-B(idx:1) == type-A(idx:0) == (origin) == type-A(idx:2) == type-B(idx:3)
 - strip_z: strip index along Z in each sensor, i.e. (0-7), (0-4), (0-7), (0-4)
 - strip_phi: strip index along phi in each sensor, i.e. (0-255)

- ❖ [Joseph](#) contacted [Martin](#) (on vacation till 07/04). He is now trying to figure out the spatial location of each channel to prepare for the mapping using Fun4all.