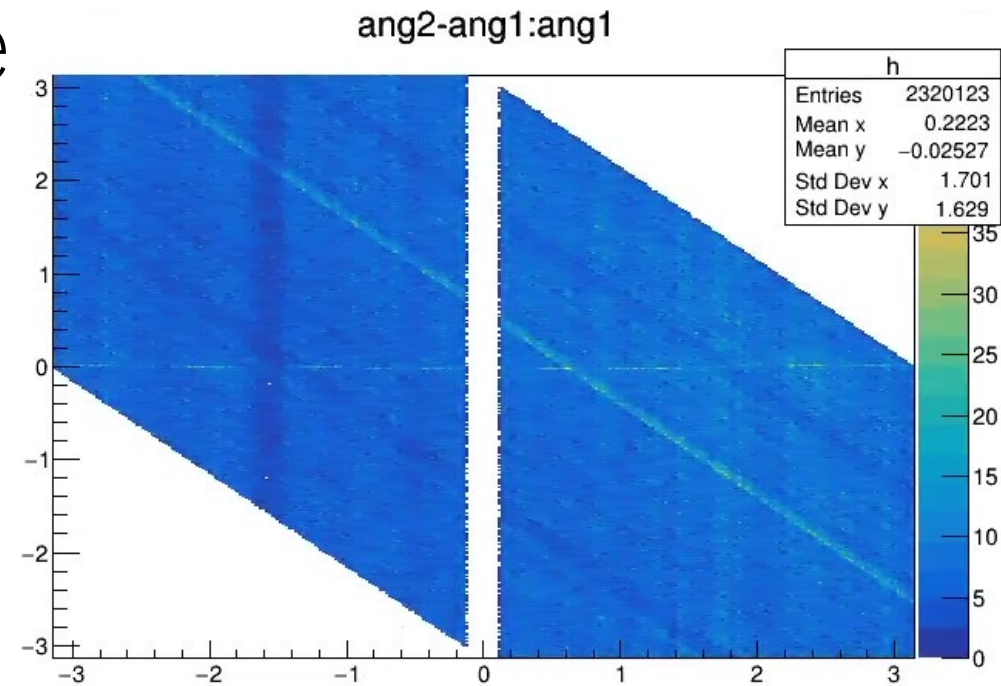


Updates on Ch conversion issue

- As reported at last meeting, Ch conversion was successful w/ old setup (Ana374 (Sep. 2))
 - Ana.374 doesn't work alone, current library neither.
 - Investigation continued
- Online → Offline Ch conversion confirmed



Online → Offline

New library

```
• InttEvent: 0 727877768076 a978e5538c 1765
• 0 0 15 57 : 6 1 11 2 57
• 0 0 15 58 : 6 1 11 2 58
• 0 0 15 59 : 6 1 11 2 59
• 0 0 15 60 : 6 1 11 2 60
• 0 0 15 61 : 6 1 11 2 61
• 0 0 15 62 : 6 1 11 2 62
• 0 0 15 63 : 6 1 11 2 63
• 0 0 15 64 : 6 1 11 2 64
• 0 0 15 65 : 6 1 11 2 65
```

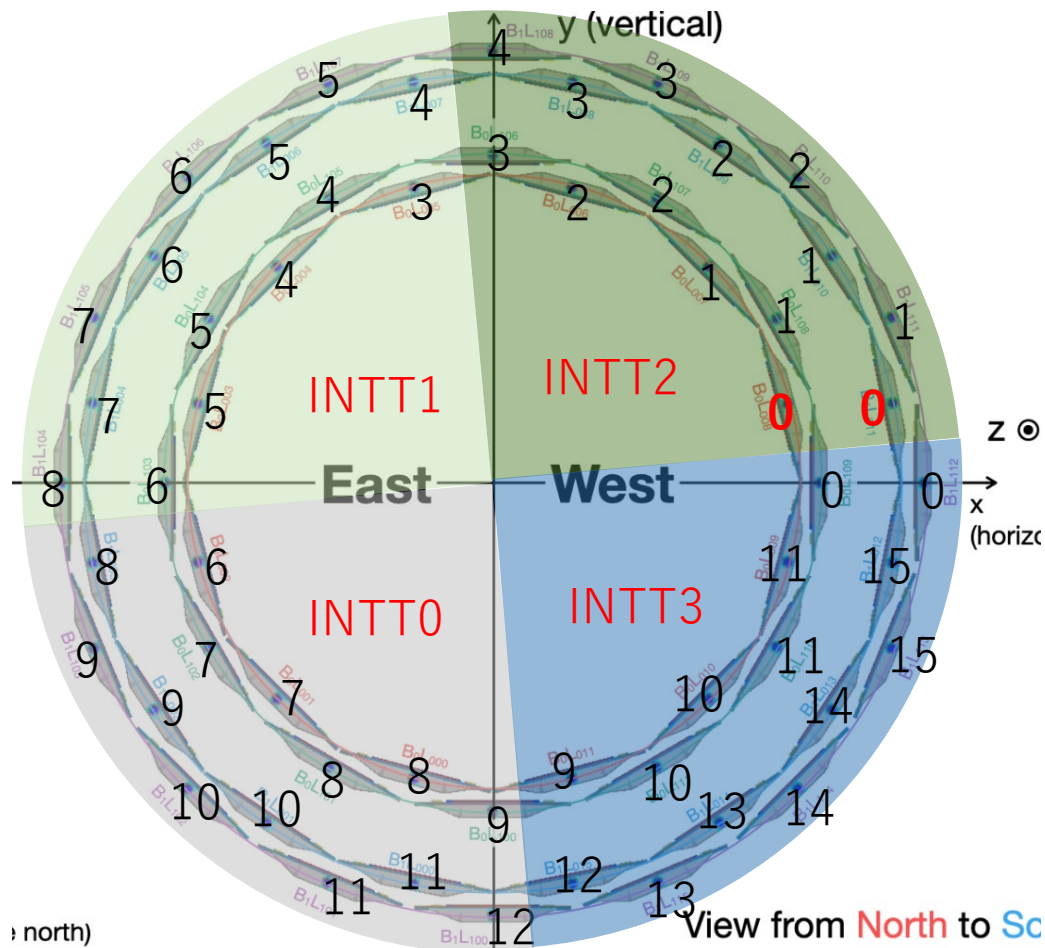
Ana374 library

```
• InttEvent: 0 727877768076 a978e5538c 1765
• 0 0 15 57 : 6 1 11 2 57
• 0 0 15 58 : 6 1 11 2 58
• 0 0 15 59 : 6 1 11 2 59
• 0 0 15 60 : 6 1 11 2 60
• 0 0 15 61 : 6 1 11 2 61
• 0 0 15 62 : 6 1 11 2 62
• 0 0 15 63 : 6 1 11 2 63
• 0 0 15 64 : 6 1 11 2 64
• 0 0 15 65 : 6 1 11 2 65
```

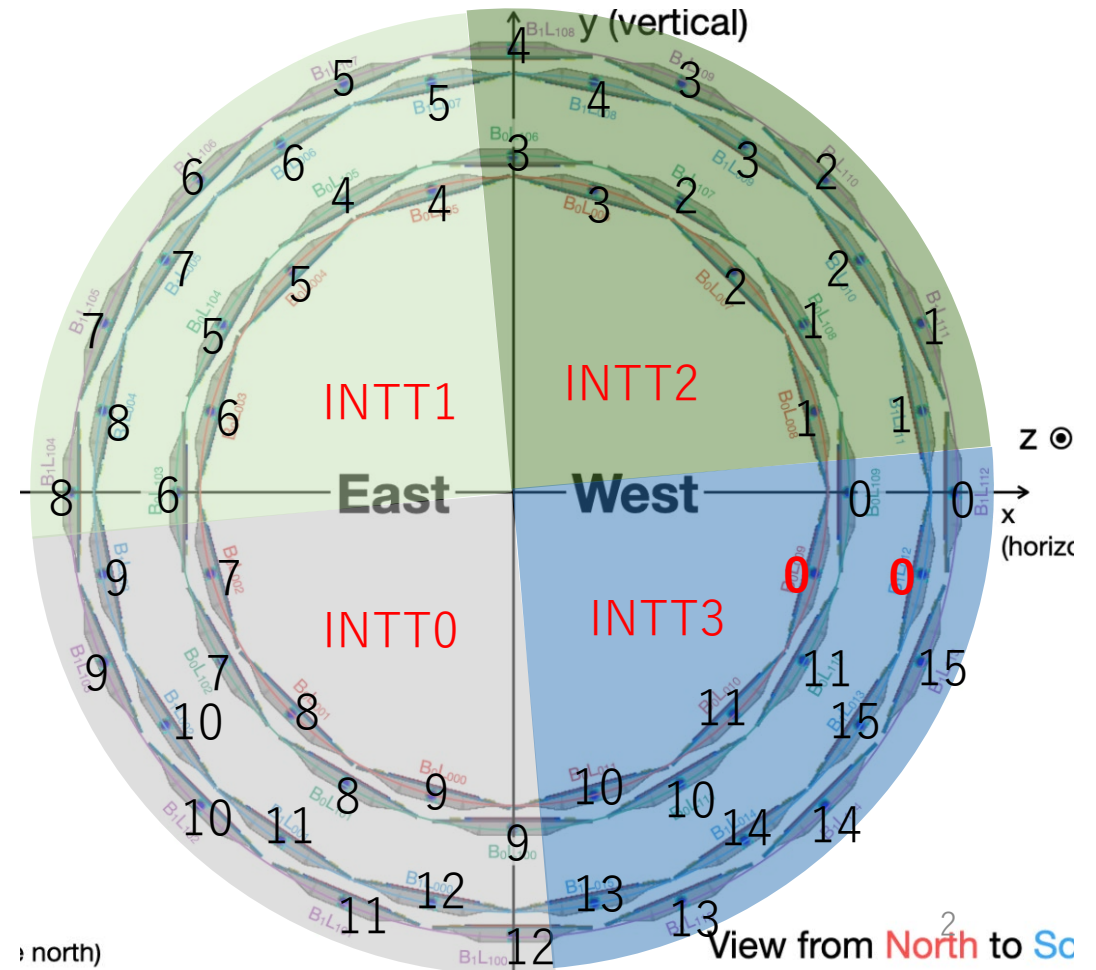
Offline Ch to 3D Ladder position

- Found the inconsistent conversion btw the ladder ID and ladder position

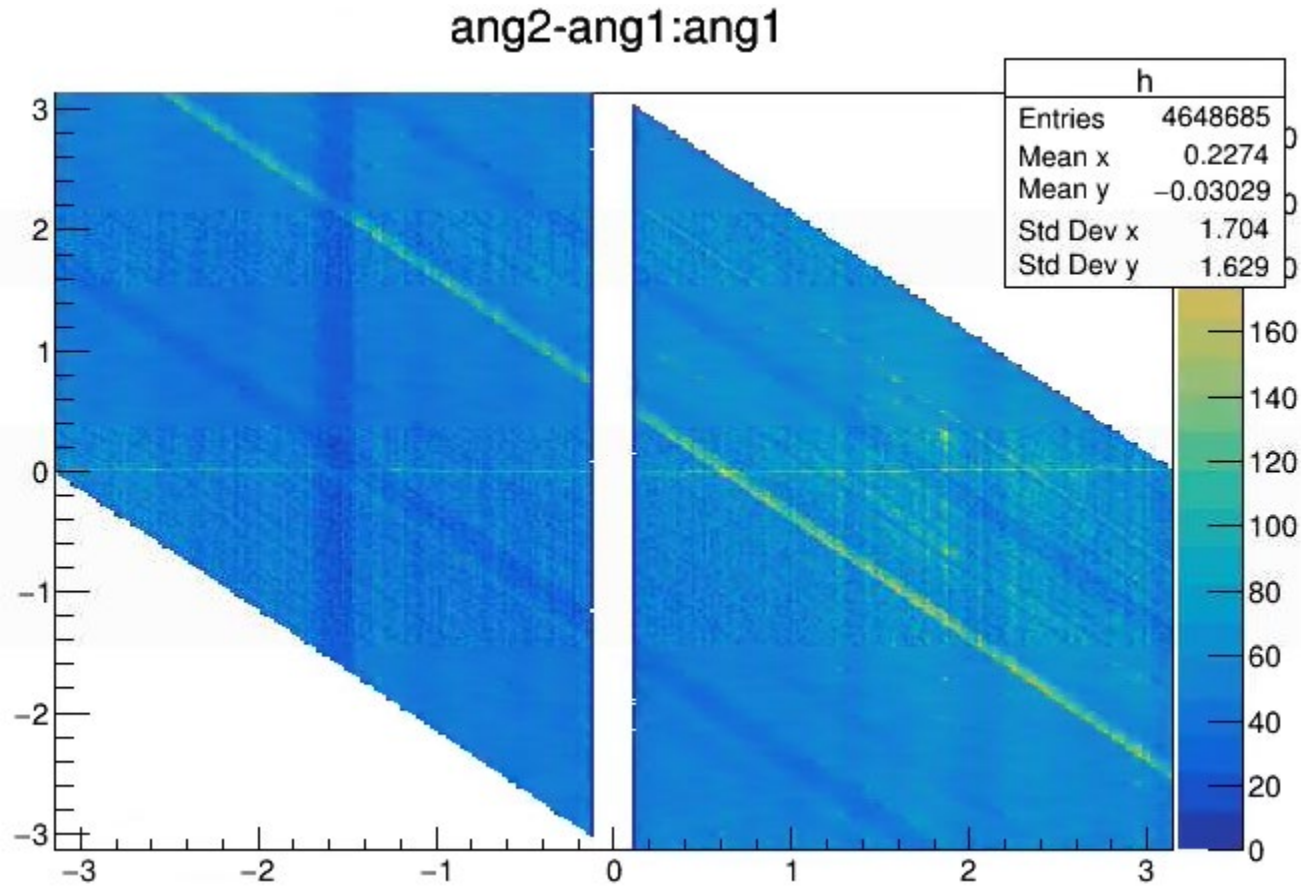
Ladder ID in current lib



Offline ladder ID



Fixed conversion in InttMapping



- A clear correlation is seen w/ fixed InttMapping + new lib
- I will do PR immediately

```
struct InttNameSpace::Offline_s InttNameSpace::ToOffline(struct Online_s const& _s)
{
```

```
    struct Offline_s s;
    int n_ldr = _s.lyr < 2 ? 12 : 16;
```

```
    s.layer = _s.lyr + 3;
    //--s.ladder_phi = (7 * n_ldr / 4 - _s.ldr + (_s.lyr % 2 ? 0 : n_ldr - 1)) % n_ldr;
    s.ladder_phi = (7 * n_ldr / 4 - _s.ldr) % n_ldr;
```