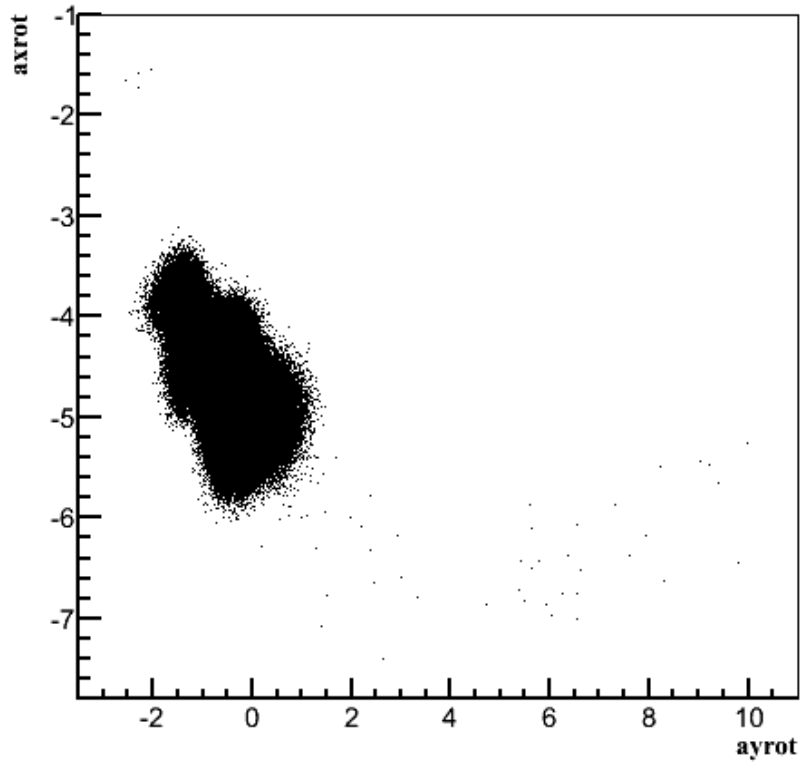


beam move judgement in position calculation

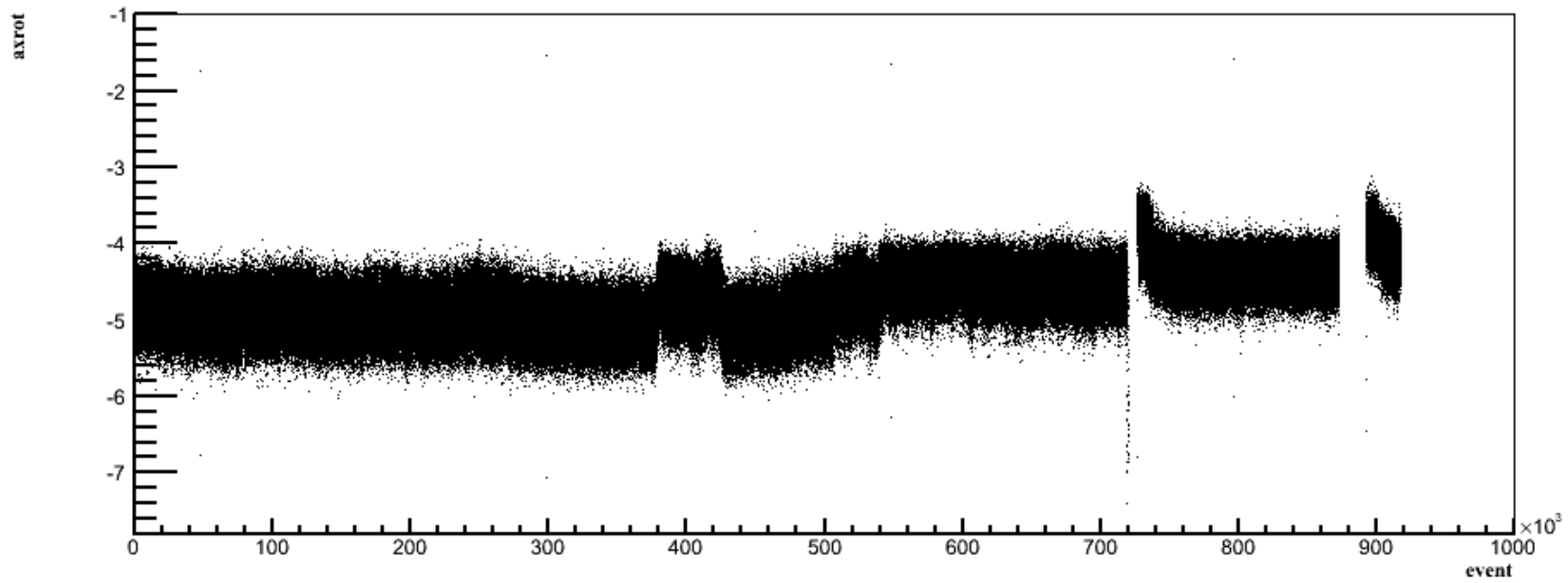
Pengjia Zhu

axrot:ayrot

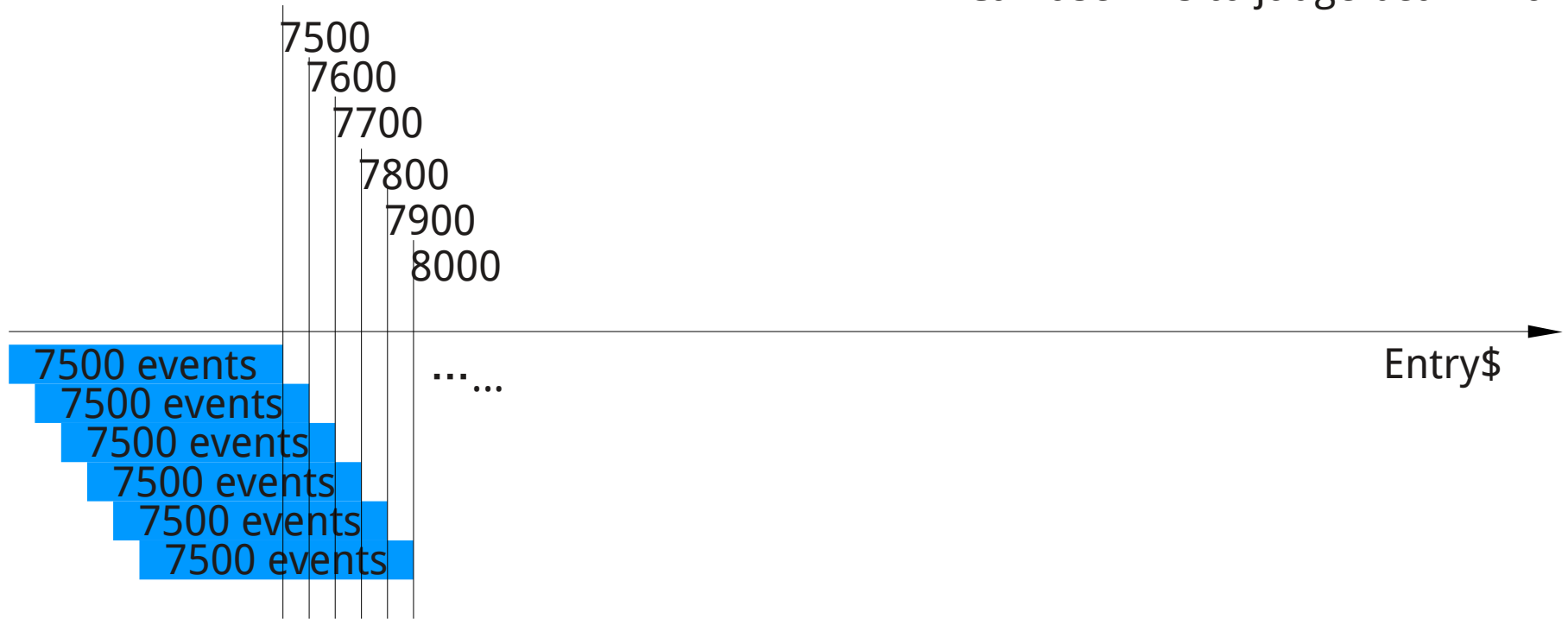


Beam is not always stable during a run

axrot:event



Can use rms to judge beam move...

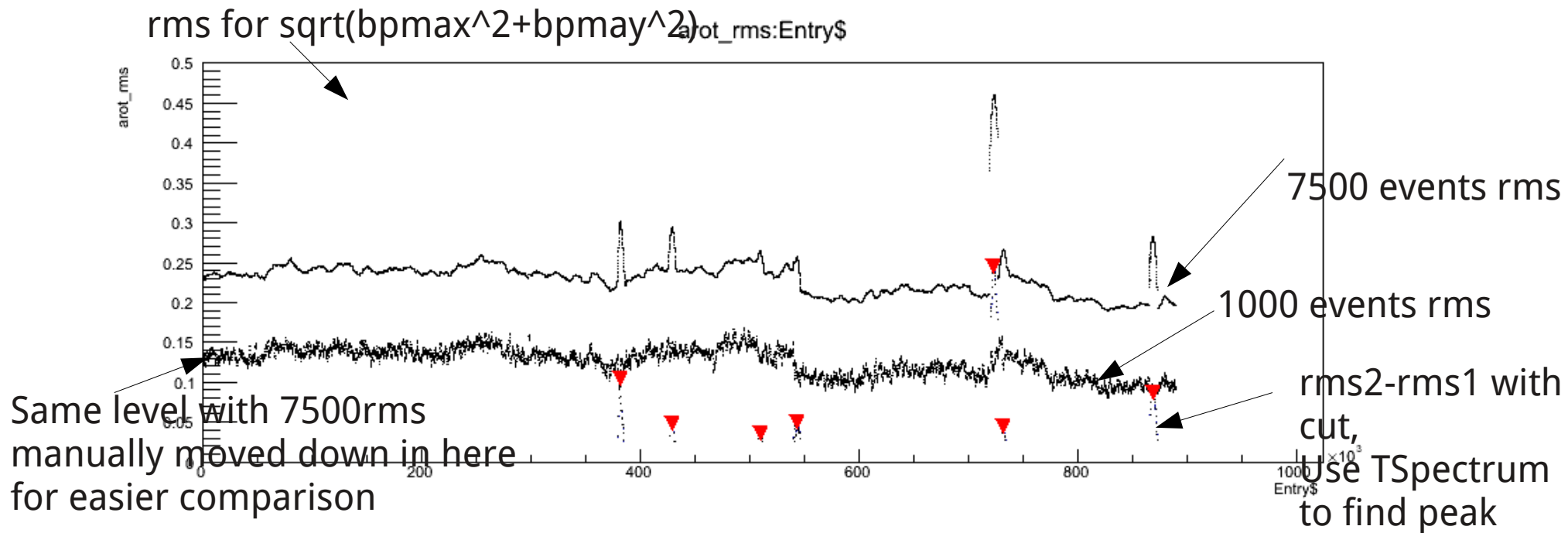
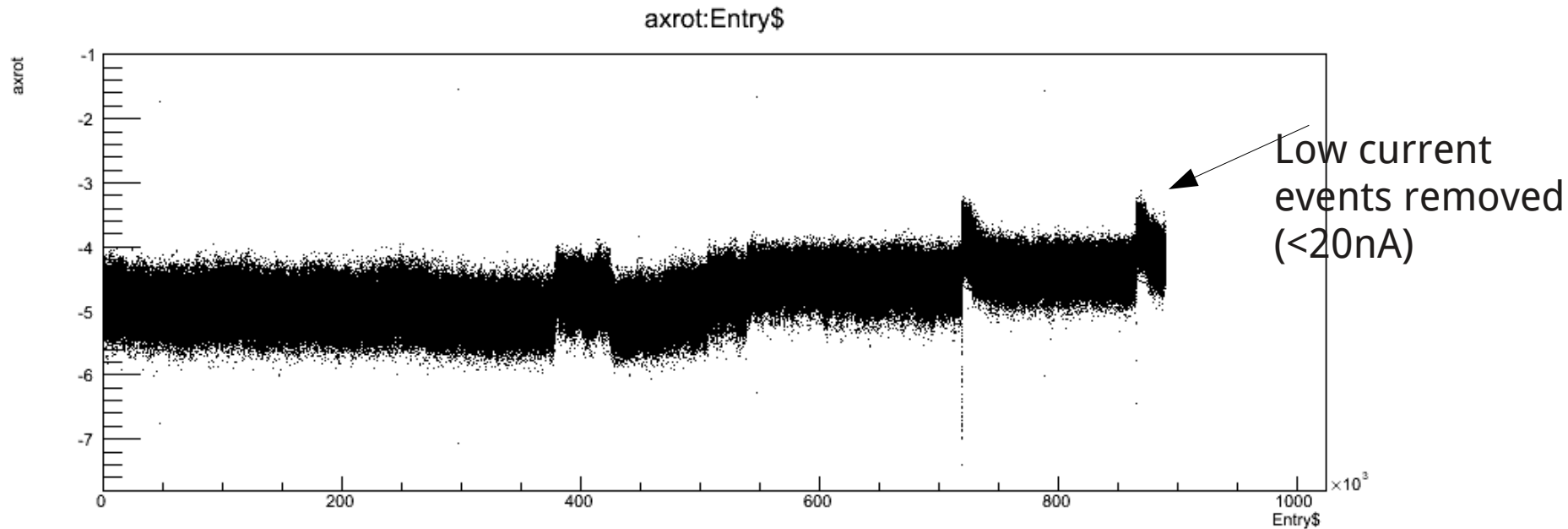


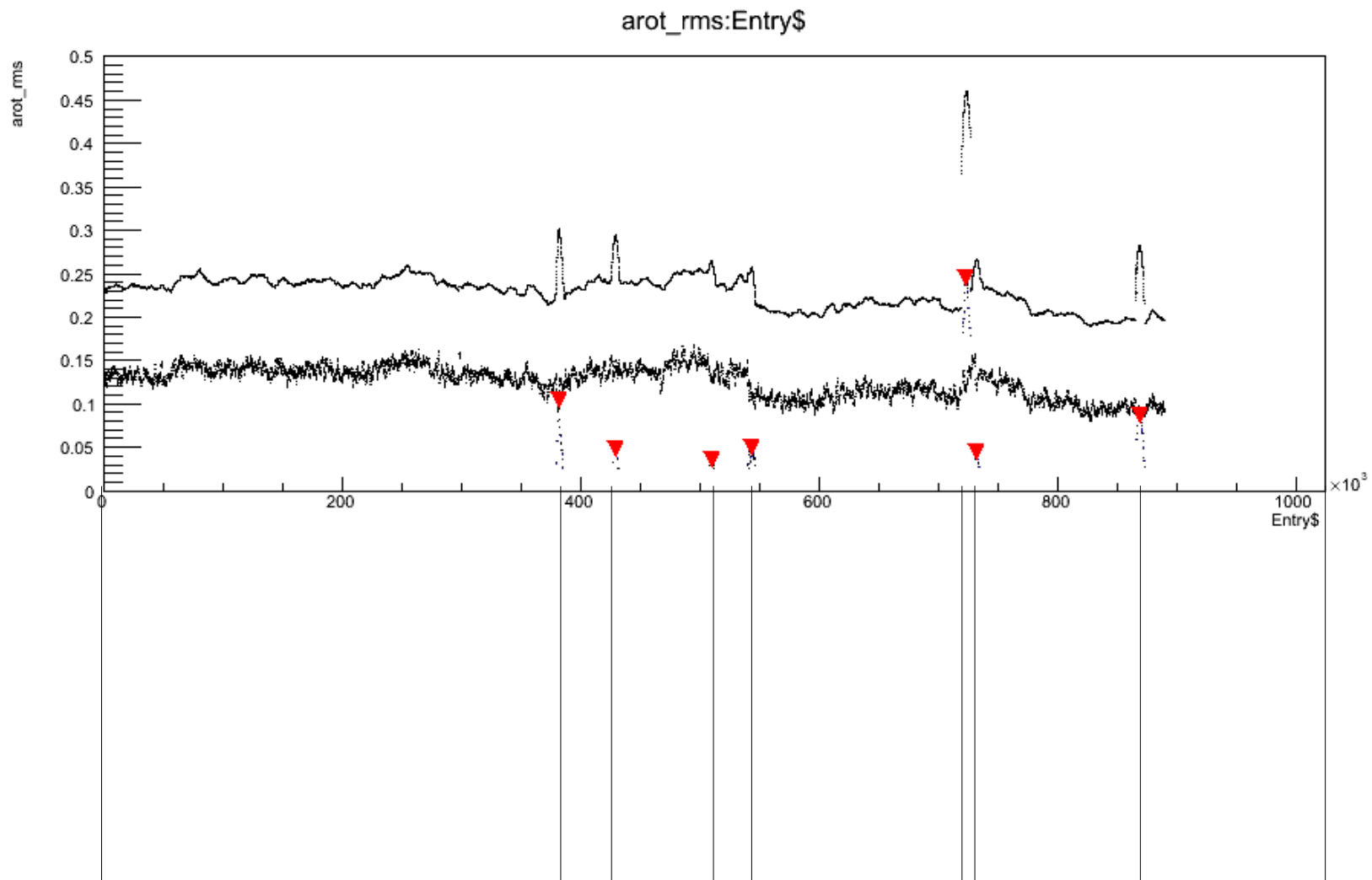
What I do:

Calculate rms with 7500 events frequencily

(one time per 100 events ,(one time per event will cause program too slow))

Also use c++ code to speed the replay





Calculate average beam position for each period