2020-02-19: Activities in EEL CL124: UVa GEMs

GEM layer#5 moved into the cosmic stand:

- We used the lift structure that we put together with the help of the Hall C machine sop team (Walter Kelner) ⇒ 5th layer on the moving lift structure
- Step next is to complete the assembly (Long HDMI cables, HV and gas tubing etc) ⇒ then HV test the 5th layer once again in N2
- Plan to start cosmic data with the 5 layers in a week or so now ⇒ Main reason for the delay is explained below
- Cosmic data with 4 GEM layers: (See Thir slides)
 - Continue to debug the mapping configuration file ⇒ Thir is getting help from Danning
 - Looks like we still have a small issue to address with misconfigured APV25 and a
 - Looking at the raw APV25 frames is crucial when we are taking cosmics to avoid days of runs with badly configured APV25 cards or other problems
- Our DAQ Computer crashes last week (Friday)
 - Looks like a serious problem under investigation with the Jlab CC crews ⇒ They are trying to re-install the OS but with no guarantee that it will solve the problem
 - Looks like the data we took so far will be recovered as they are on a separated disc than the PC hard disk, same for the CODA installation
 - We probably need an interim PC to resume data taking activities if the fix of our current computer is taking too long
- Meeting with DSG Feb 18, 2020 for update on SBS Gas System:
 - SBS Gas System: Minutes of DSG meeting Feb 18, 2020
 - UVa stand with 5th layer to be used for the test of the gas system anytime from mid March to June depending on when the DSG crew is ready
 - Evaristo: Is the NFN setup also ready to go ahead with the switch and when is the good timescale for that?
- Update on the U-V strip FT GEMs at UVa:
 - Expect the shipment of the GEMs and R/O from CERN this week ⇒ Delivery at UVa a week or two later
 - Getting the equipment for the GEM assembly in the clean room ready ⇒ parts of the refurbished stretching structure produced in the machine shop
 - Design of the new N2 box for GEM foils HV test is ongoing