1 How to insert/remove the DC ADCs from Data Acquisition

ADC modules have been installed in chain 3/crate 4.

In order to remove a crate from Data Acquisition, two maps need to be edited:

/runcond/db/online/maps/geomap

/runcond/db/online/maps/fiomap

1.1 geomap

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%                           GeoVme map                             %
%                           run     -1                             %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Chain | Crate | Slot || Addr   | Offset  || Board  || Token Bypass
%%                                                        0=ON/1=OFF
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
     1       0       9   a0000000        0       ROCKM            0
%%------------------------------------------------------------------
     1       1       1   10000000   900000     VIC8250            0
     1       1      14   10000000     9000       DCTDC            0
     1       1      15   10000000     a000       DCTDC            0

%%------------------------------------------------------------------
%    3       4       1   40000000   900000     VIC8250            0
%    3       4       5   40000000        0       DCADC            0
%    3       4       6   40000000     1000       DCADC            0
%    3       4       7   40000000     2000       DCADC            0
%    3       4       8   40000000     3000       DCADC            0
%    3       4       9   40000000     4000       DCADC            0
%    3       4      10   40000000     5000       DCADC            0
%    3       4      11   40000000     6000       DCADC            0
....................................................................
%    3       4      17   40000000     c000       DCADC            0
%    3       4      18   40000000     d000       DCADC            0
%    3       4      19   40000000     e000       DCADC            0
%    3       4      20   40000000     f000       DCADC            0
%    3       4      21   40000000   100000        ROCK            0
%%------------------------------------------------------------------
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

....................................................................
```

This map contains a line for any slot in any acquisition crate. In the example, all modules in crate 4 of chain 3 are removed from the acquisition.

Note that also the ROCK line is commented because is the last crate in the chain.

1.2 fiomap

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%  FIO channel map
%    describes connections from FIO channels to ROCKs
%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% slot   chan    chain   crate
% fio    fio     ROCK    ROCK
%
%                              C H A I N    ** 5 **
  10       0       5       0   1
  10       1       5       1   1
  10       2       5       2   1
  10       3       5       3   1
  10       4       5       4   1
  10       5       5       5   1
  10       6
%                              C H A I N    ** 7 **
  11       0       7       0   1
  11       1       7       1   1
% 11       2       3       4   1
%                              C H A I N    ** 1 **
   6       0       1       0   1

..........................................................
```

this map defines what FIO module in the Trigger supervisor crate and what channel inside the FIO is connected to what crate/chain. For instance, the last line in CHAIN 7 indicates that bf crate 4 in chain 3 is connected to channel 2 in FIO module in slot 11.

In the example, this crate is removed from the acquisition.