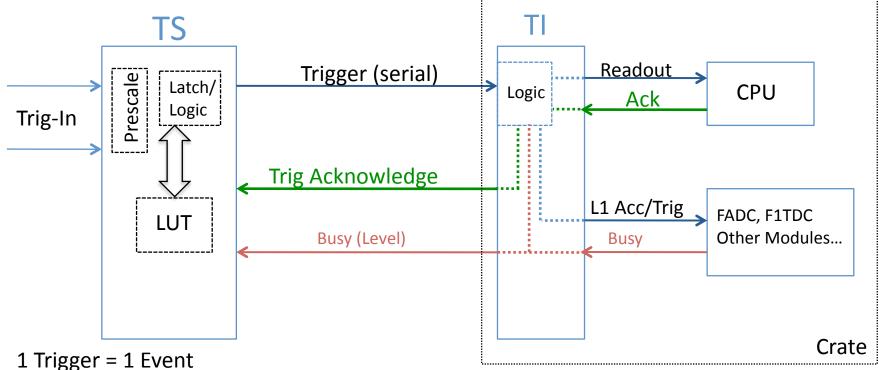
D. Abbott 1-July-2011



Block Level = N Events (where N=1 to 255)

Buffer Level = M Blocks (where M=1 to "infinite")

(Block Level) X (Buffer Level) = Max number of triggers allowed in the pipeline

## **Three Operating Modes**

N=1, M=1 TS must get "Readout" Ack before accepting next event/trig 1) Lock Mode:

2) Buffered Mode: M>1 TS counts "Readout" Acks. If number of "buffered" Blocks

is equal to M, then TS disables triggers.

3) Pipeline Mode: M="∞" TS disables triggers only when Busy level is "high"