Subject: Timestamp devlopment
Posted by Ralf Kliemt on Fri, 05 Nov 2010 12:19:23 GMT

Hello all,

Recently there were changes to the timestamp handling in the SDS code.

First of all I'd like to say that I appreciate the Idea of a common time stamp generation.

However the technical solution is chosen unlucky since it affects other parts of the code.

For my understanding the timestamp is an integer counting the numbers of clock cycles. Via the clock frequency we should be able to calculate the actual time in ns. This gives the advantage to digidize in time bins and add another coordinate to the strip & col/row information. For the strip part we hope to be able to reduce ghost hits furter by clusterfinding also in time.
Technically SdsDigi now switched to a double time information, causig warnings when passing this to integers. The conversion to integer also just chops the time to some integer in ns.

I think it is better to add a parametrizable clock to FairTimeStamp (or inherit from there) and the conversion forth and back. SdsDigi should then only know of the stamp, not the time.

Any opinions?

Regards.
Ralf