

July 12, 2007

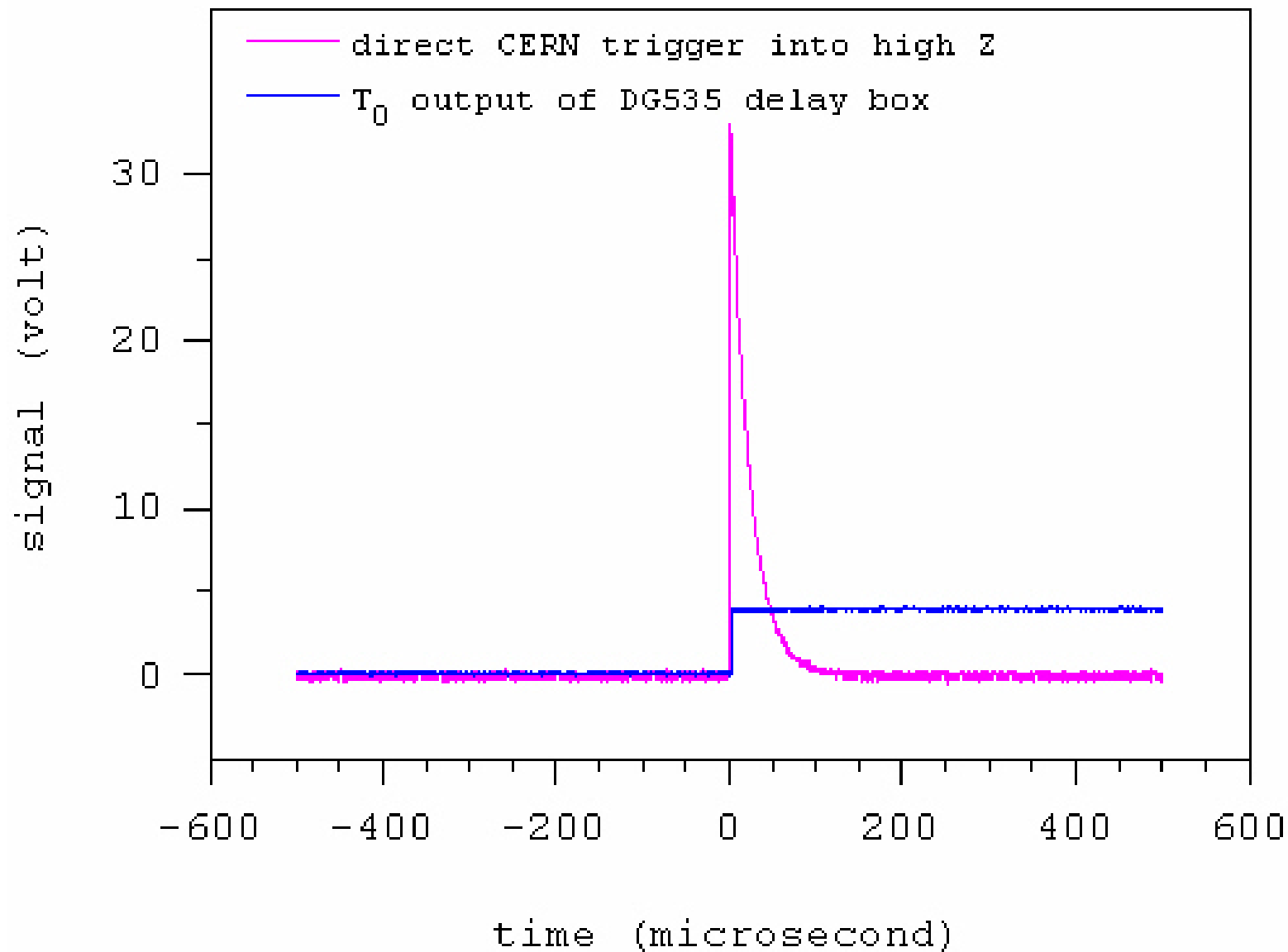
Optical diagnostic: CERN agenda

1. Check delay box whether it actually receiving false trigger pulses – false trigger disappeared
2. Check all three 1-Watt laser driver to see if the laser fire buttons were ON – was OFF previously
3. Connect all equipment and PCs to iboots
4. connect the clear fiber jumper
5. connect oscilloscope
6. Install switchman, one set of monitor/keyboard/mouse for all pc
7. Check live CERN trigger signal
8. connect trigger to HPU – ask Van Graves for instruction.
9. fix Olympus camera/mount
10. adjust all 4 focusing optics on breadboard with laser light
11. confirm all control in the control room including remote power recycle/shutdown
12. make Win98 machine reboot automatically on power recycle – Win98 did not startup properly on June 27, 2007.
13. point webcam to get a better view on Hg sump tank
14. Attach the grin lens test package
15. set more delay parameters on the memory of the delay box
16. place magenta caution tapes on hanging optical fibers
17. record all socket # related to each equipment in the tunnel, particularly iboots.
18. connect PCMerit06 for use in the control room
19. investigate 230V line voltage flicking problem – plug Hg vapor monitor to a separate outlet
20. Clean up and organize cables/wires/fibers

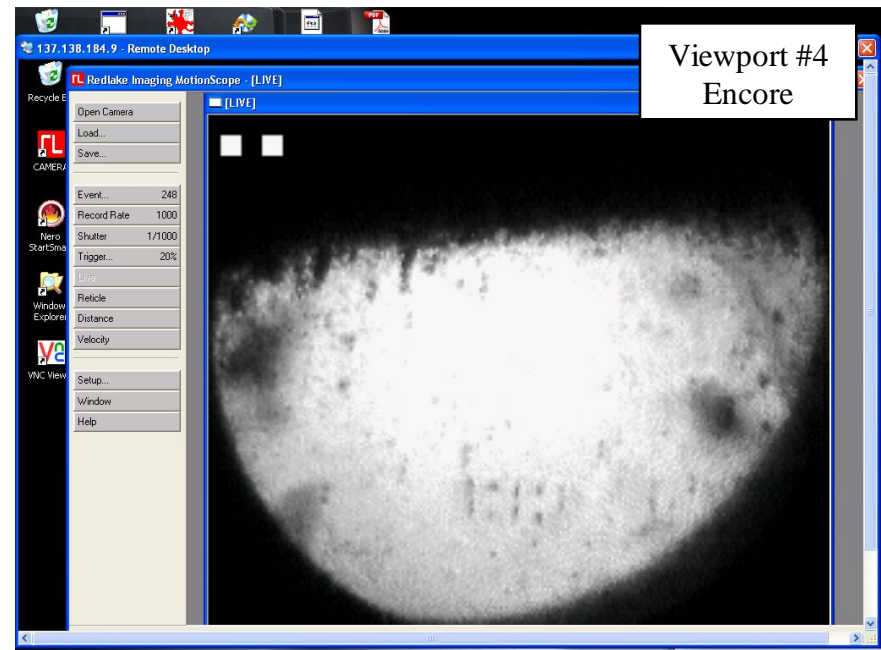
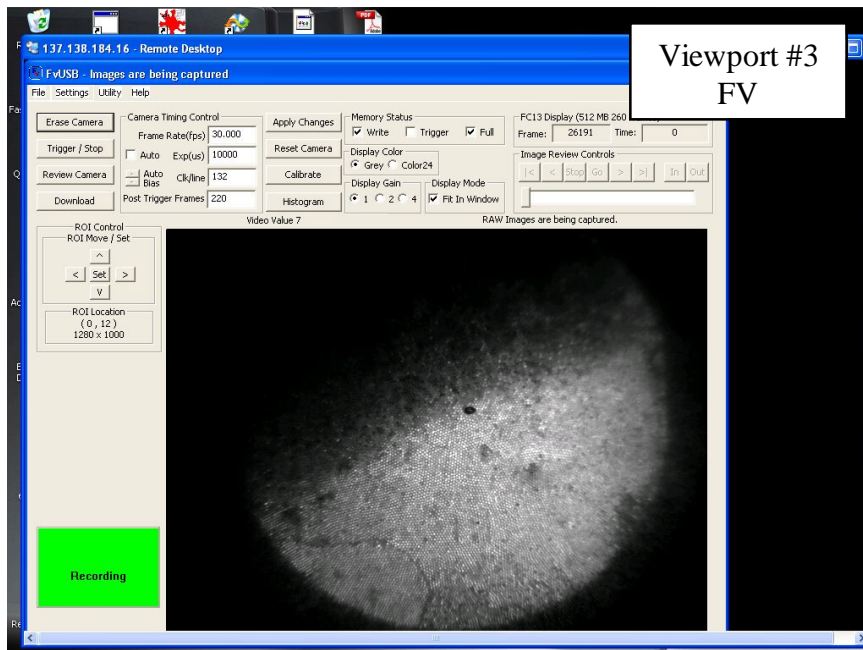
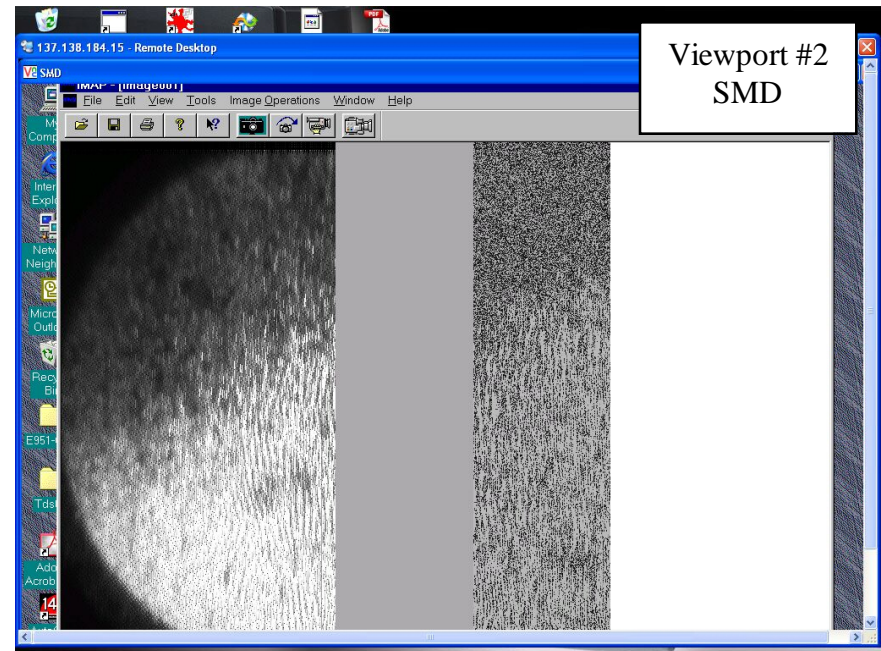
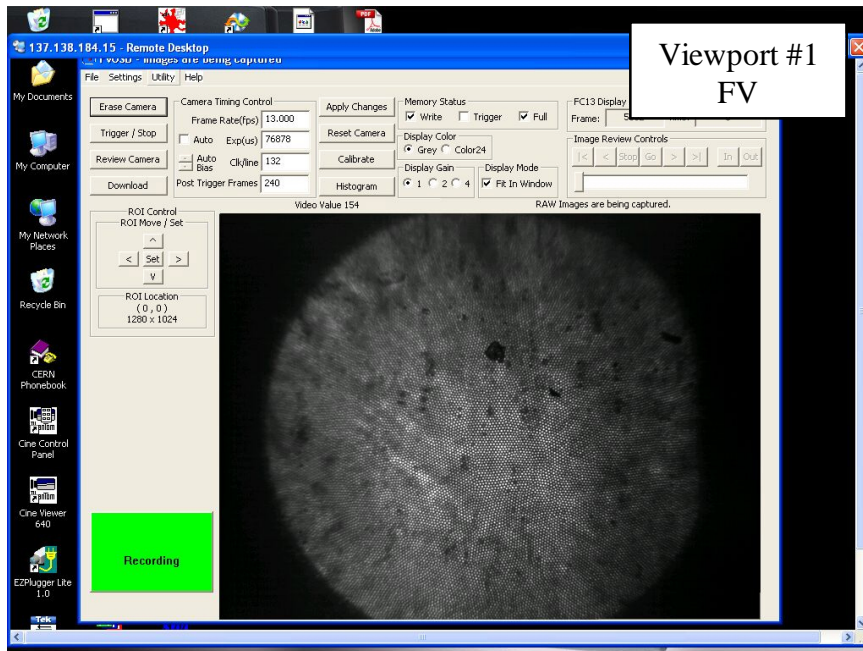


messy cables

CERN trigger signal



More problems discovered after all cameras are up and running



Priority list

1. Need to pull the primary out for alignment – possibly primary alignment disrupted during June 11 tunnel access
2. SMD camera need fixed - suspect frame grabber connection was bad during June 11 installation in the tunnel. Company claim it can possibly be repaired. Try re-position frame grabber board on pc slot first to see if fix any problem, otherwise we need to pull camera/board out from pc for repair. Meanwhile we can switch Encore to record viewport #2.
3. Olympus encore lost laser light after tunnel access – possibly a lose electrical connection or lose camera mount