

## **Data Block Format starting in v10 (19/02/13):**

There is now a single continuous block of numbers where it says “Data Block” in the data format document (also available), ordered as follows in four different formats:

### No TOF (0 in yellow #84)

Number of numbers  
Monitor 1  
Monitor 2  
Pixel 1  
Pixel 2  
...  
Last pixel

*Note: the last pixel is calculated from the lowest pixel on the detector (yellow #99 = 0), the highest pixel on the detector (yellow #100 = normally 255) and the y binning denominator (yellow #102 = normally 1); including the two monitors the number of numbers in this case is 258; note that monitors 1 and 2 are currently out of service*

### TOF (1 in yellow #84)

Number of numbers  
Monitor 1  
    Time channel 1  
    Time channel 2  
    ...  
    Last time channel  
Monitor 2  
    Time channel 1  
    Time channel 2  
    ...  
    Last time channel  
Pixel 1  
    Time channel 1  
    Time channel 2  
    ...  
    Last time channel  
Pixel 2  
    Time channel 1  
    Time channel 2  
    ...  
    Last time channel  
...  
Last pixel  
    Time channel 1  
    Time channel 2  
    ...  
    Last time channel

*Note: the last time channel = yellow #94; as an example, normally for 2 monitors and 256 pixels at 1000 time channels the number of numbers will be 258000*

Kinetic no TOF (3 in yellow #84)

Number of numbers

Monitor 1

Slice 1  
Slice 2  
...  
Last slice

Monitor 2

Slice 1  
Slice 2  
...  
Last slice

Pixel 1

Slice 1  
Slice 2  
...  
Last slice

Pixel 2

Slice 1  
Slice 2  
...  
Last slice

...  
Last pixel\*\*

Slice 1  
Slice 2  
...  
Last slice

*Note: the number of slices and time of each slice are missing from the data file; this problem has been identified and will be resolved before the next kinetic experiment*

Kinetic TOF (4 in yellow #84)

Number of numbers

Monitor 1

Slice 1  
Time channel 1  
Time channel 2  
...  
Last time channel

Slice 2

Time channel 1  
Time channel 2  
...  
Last time channel

...

Last slice

Time channel 1  
Time channel 2

...  
Last time channel

Monitor 2

Slice 1

Time channel 1  
Time channel 2

...

Last time channel

Slice 2

Time channel 1  
Time channel 2

...

Last time channel

...

Last slice

Time channel 1  
Time channel 2

...

Last time channel

Pixel 1

Slice 1

Time channel 1  
Time channel 2

...

Last time channel

Slice 2

Time channel 1  
Time channel 2

...

Last time channel

...

Time channel 1  
Time channel 2

...

Last time channel

Last slice

Pixel 2

Slice 1

Time channel 1  
Time channel 2

...

Last time channel

Slice 2

Time channel 1  
Time channel 2

...

Last time channel

...

Last slice

Time channel 1

Time channel 2  
...  
Last time channel  
...  
Last pixel\*\*  
Slice 1  
Time channel 1  
Time channel 2  
...  
Last time channel  
Slice 2  
Time channel 1  
Time channel 2  
...  
Last time channel  
...  
Last slice  
Time channel 1  
Time channel 2  
...  
Last time channel