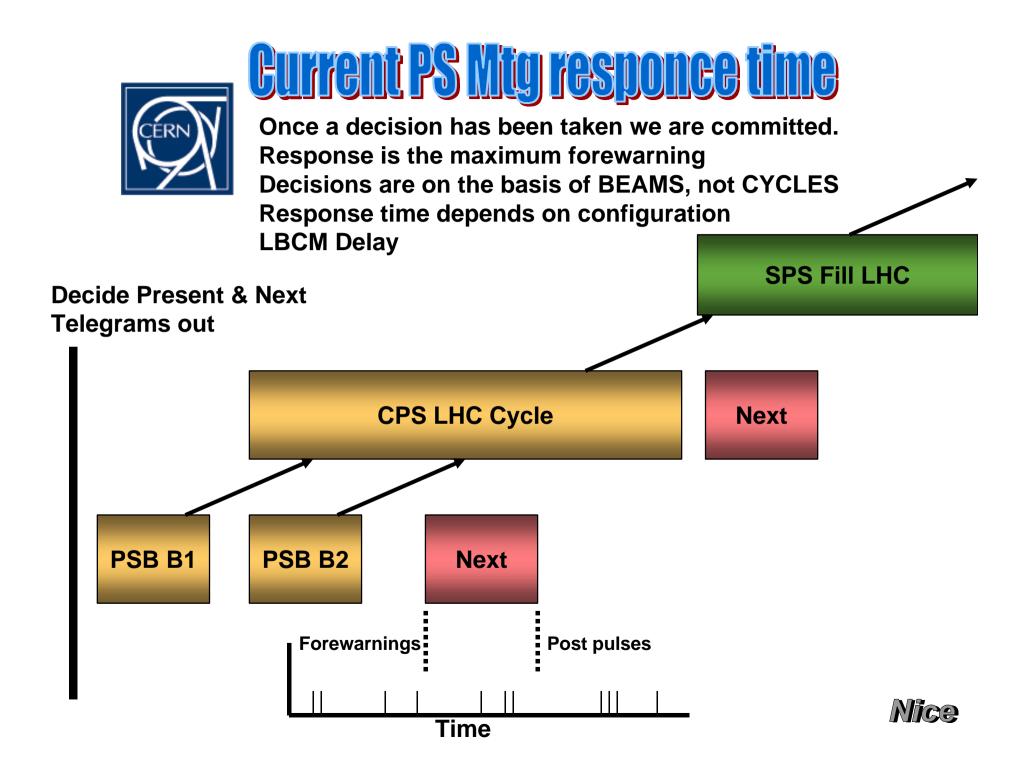
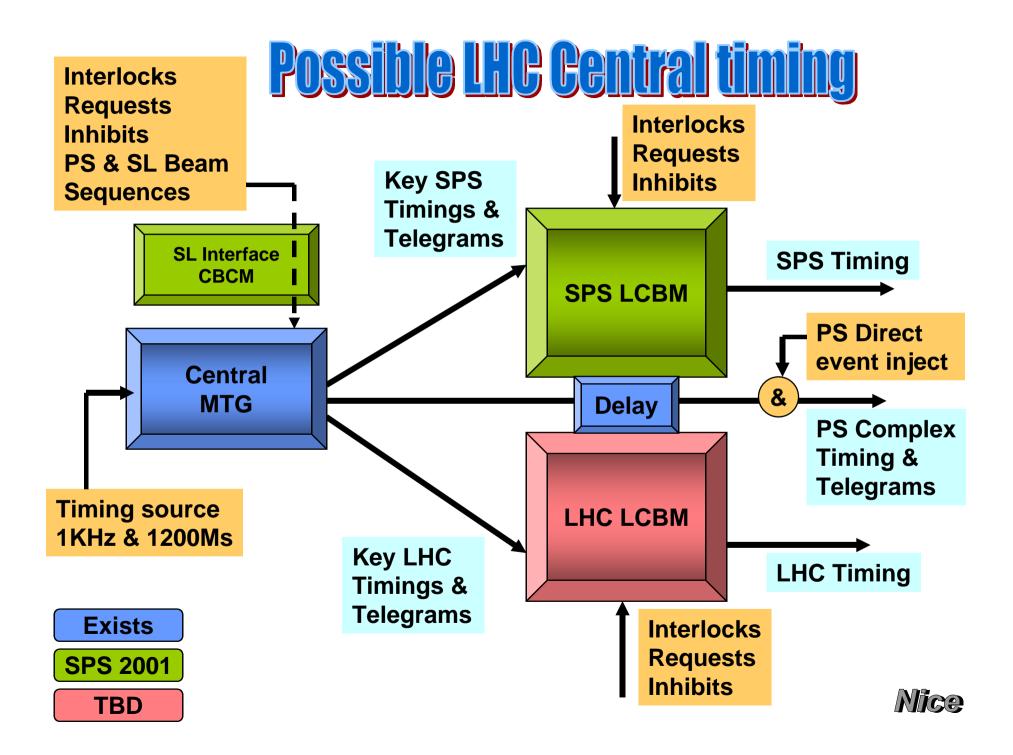


Nice







## SL specifies a sequence of Beam names, and a level group

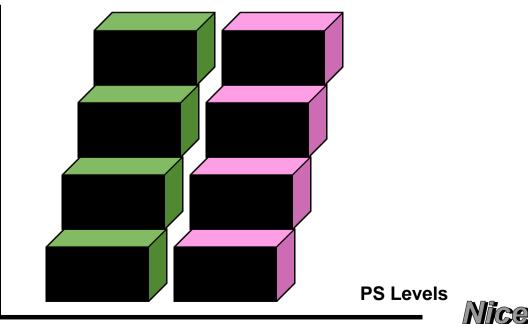
## SPS Beam E.g. "LHC Fill"



Level changes occur only at super-cycle boundaries.

Watch out for phase shifts between machines on different levels !!!!

They are not suitable for managing vetoes. The parasitic beams may be different on the PS levels.

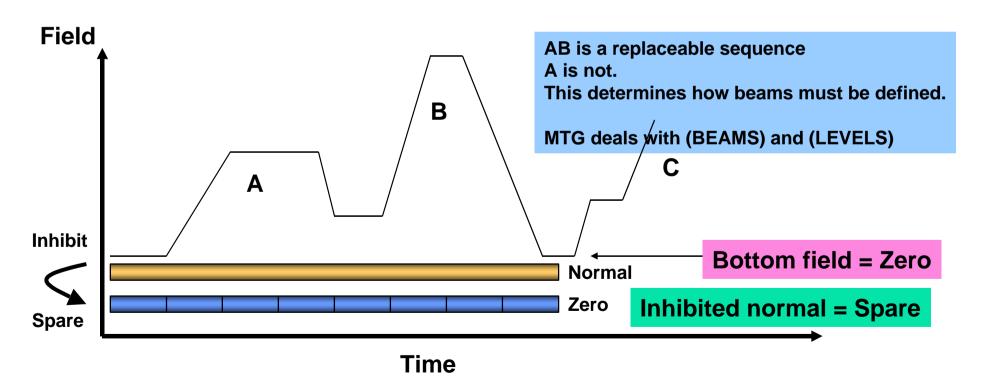




## Spares for SPS are zero beams not coupled to the CPS

Can we use this as a way to implement an inhibit ? What is a sequence ? What is replaceable by zero ? What about "Beam Process" do the telegrams change ?

Nice



Family of key events related to Master virtual event. They are expressed relative +/- to the virtual master, and have real event codes sent over the cable



Master Virtual Event Can be enabled/disabled Moves in PPM Any number can be defined

