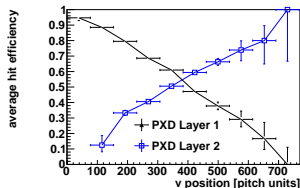
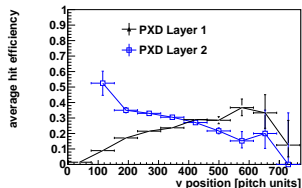


- Use PXDUnpackerBS module by Björn Spruck, found in *feature/pxd-put-dhpframenumbers-into-rawhit-study*.
- Set CriticalErrorMask to $0xF2F6FDFFFF$, discarding all events with relative frame number > 1 and other errors.
- Plotting the efficiency only for matched digits with one specific frame number.
- Processed 100.000 events, of which ≈ 80.000 were considered error-free.



Matching only digits with frame number 0. See exactly the expected behaviour: A gradient between 0 and 100% efficiency, corresponding to the 50% of hits expected on each each frame. The gradient changes direction with the rolling shutter.



Matching only digits with frame number 1. The gradient reverses direction as expected, but while still approximately linear, the efficiency only reaches up to $\approx 50\%$. Somehow around half the hits which are supposed to be in the second frame are dropped.