



1 Trigger = 1 Event

Block Level = N Events (where N=1 to 255)

Buffer Level = M Blocks (where M=1 to "infinite")

(Block Level) X (Buffer Level) = Max number of triggers allowed in the pipeline

Three Operating Modes

- 1) **Lock Mode:** N=1, M=1 TS must get "Readout" Ack before accepting next event/trig
- 2) **Buffered Mode:** M>1 TS counts "Readout" Acks. If number of "buffered" Blocks is equal to M, then TS disables triggers.
- 3) **Pipeline Mode:** M="∞" TS disables triggers only when Busy level is "high"