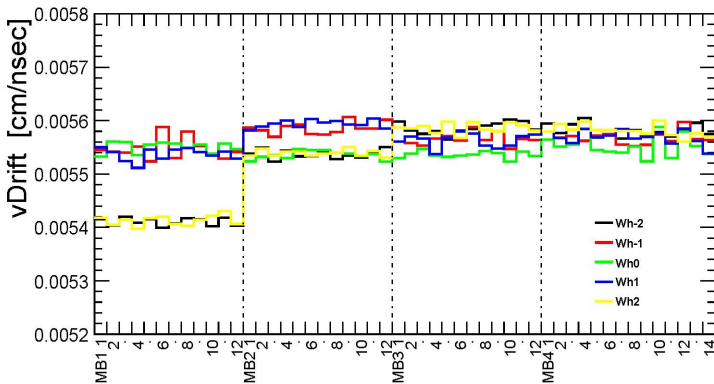


# Changes in DT LocalReco for real data

- Reco algorithm for 1d RecHit building
- in MC used **Parametrized** reconstruction, which takes into account impact angle and B-field effect on time-to-distance relationship.
- in Cosmic runs always used a constant, unique drift velocity with **Linear** T2D.
- Anyhow, resolution dominated by lack of bunched beam.
- For real data taking, we prefer to use a conservative approach, by using a **Linear** T2D.
- For more flexibility, use  $v_{drift}$  as well as single hit resolution, from DB (rather than from `cfg.py`), setting the values SL per SL.
- conf. files ready, fake ESSource ready (Sara B.), DB filled [?] (Silvia M, Paolo R.)

# Results

Drift velocity measured from data from CSA08 studies (Silvia M. at al)



Sectors and Chambers