

## NOvA Global Trigger - Feature #1624

### Long Triggers

08/08/2011 03:30 AM - Alec Habig

<b>Status:</b>	Resolved	<b>Start date:</b>	08/08/2011
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Alec Habig	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour

#### Description

Currently an issued trigger is atomic - it is one thing which lasts for as long as you care to configure it.

However, if a trigger is longer than a millisecond, GT should break the trigger up into the appropriate number of millisecond-sized subtriggers, packing an extra word into the trigger header with the trigger number of the first trigger in this sequence. This makes the event builder's job waaaaay easier.

#### History

##### #1 - 08/11/2011 05:24 AM - Alec Habig

Have this working, created a GTLongTrigs class which calculates the need for splitting a trigger into smaller chunks, and provides the functionality to loop over that series of smaller triggers, adjusting the time windows appropriately.

Have it working in a test release, doing more testing and looking for a way to clean up the resulting code before releasing it on the world.

##### #2 - 09/13/2011 11:05 AM - Alec Habig

- Status changed from Assigned to Resolved

Code committed to head.