8:30 Working on Blue Injection

y05-t96 being fixed

DX BPM's ~~on~~ needs store to be worked. —

by +5 units

→ Vertical chromaticity changed in stone11 and stone12

	Time	γ	Stone#	muX.Blue	muX.Yellow	muY.Blue	muY.Yellow	chromX.Blue	chromX.Yellow	chromY.Blue	chromY.Yellow
0	0.0	10.25	stone4	28.423	28.4853	29.275	29.204	17.2079	17.2079	-5.84001	-5.84015
1	1.03799	10.336	stone17	28.4232	28.4873	29.276	29.206	20.0	20.0	-8.0	-8.00001
2	2.76467	10.86	snapback	28.4228	28.498	29.273	29.202	23.6661	23.0	-11.9249	-12.0
3	4.7886	12.08	stone20	28.393	28.47	29.285	29.204	17.6661	18.0	-8.92489	-8.99993
4	6.18226	13.3	stone9	28.3689	28.433	29.286	29.21	10.0959	5.0	-5.58686	-2.12164e-07
5	14.4796	22.5	stone10	28.325	28.38	29.333	29.223	-11.0	-11.0	22.0001	21.9998
6	15.377	23.5	stone11	28.32	28.38	29.333	29.224	-11.0	-11.0	27.0001	26.9999
7	24.6994	30.0	stone12	28.27	28.37	29.316	29.225	-15.0	-15.0	33.0	33.0

Blue: tunes at injection: $Q_x^B = 0.223$

$Q_y^B = 0.215$

Kevin working on RF: we may be losing the loops in B & Y. —

9:20 Ready to go with the next ramp. —

Tunes (Shottky) → at $\boxed{\gamma = 30}$

$Q_x^{BLUE} = 0.235$ $\quad Q_x^{YELLOW} =$

$Q_y^{BLUE} = 0.233$ $\quad Q_y^{YELLOW}$

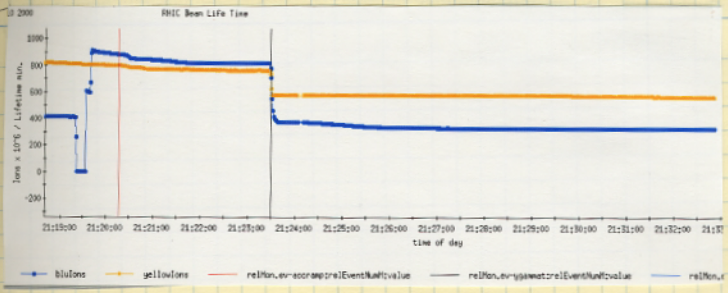
9:30 Work starts on DX timing of IP2 DX BPM's.

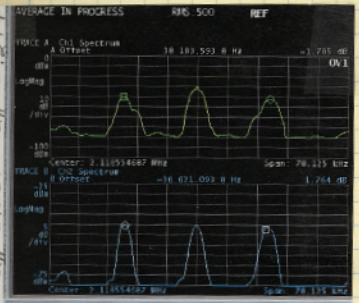
They need ~~to~~ ~~to~~ trigger the 1 second event.

So we can't trigger orbit acquisition on request.

1492
102 ch1-v

GOOD STORE...





QYell = .244

QBlue = .234

QYell = .208

QBlue = .234