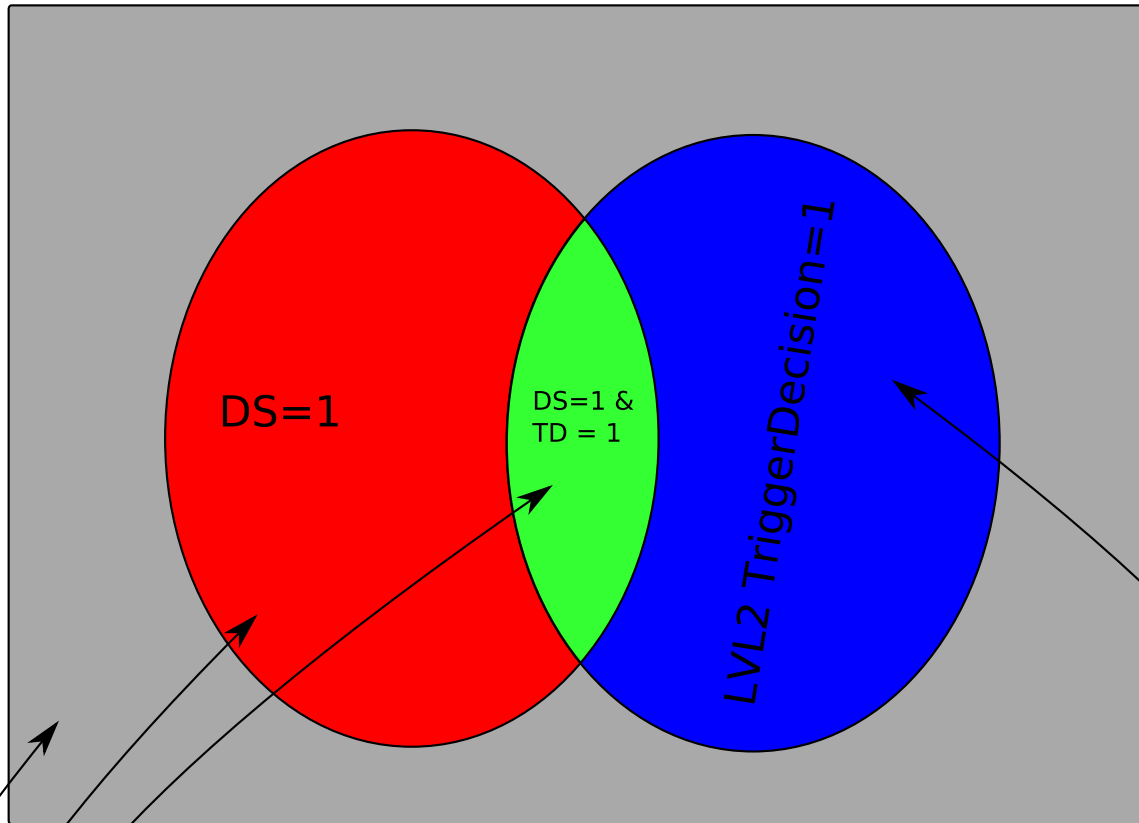


Trigger Flags generated in the MU



Blue: Events with TriggerDecision = 1 & DS = 0

Green: Events with DSflag = 1 and TriggerDecision = 1
red + green area is: grey area divided by downscaling-factor

Red: Downscaled events with DSflag = 1 & TriggerDecision = 0

Grey: All LVL1 events, corresponds to the number of rising edges from the Trigger-Box

Only the colored events (*not* the grey-ones) are written to tape!

From this picture one can read the following:

Coming back to Number of LVL1 events: $N = DS * DSfactor$