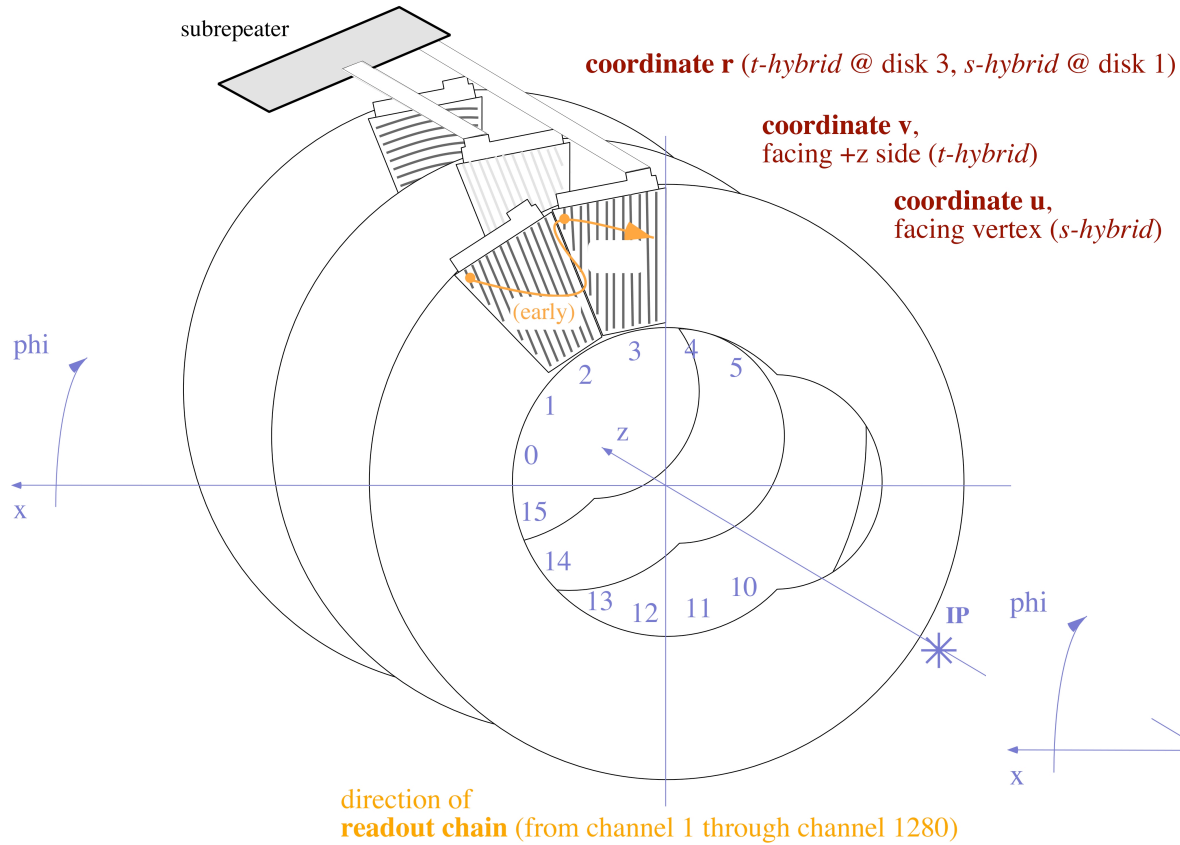


# FST - Wheel Basics (View from vertex)



coordinate		FST					BST				
	disk	4	3	2	1	0	1	2	3	4	5
$r$		t	s	s	s	s	s	s	s	s	
$u$		s	s	s	s	t	t	t	t	t	
$v$		t	t	t	t						
pad						t	t	t	t		

readout direction		FST		BST	
	coordinate	u	v	u	r
along $\phi$ (clockwise if looked into z-direction)		•		•	
against $\phi$ (counter clockwise)			•		
along $r$				•	•

# Shutdown 2003 •

## Setup of Wheels and Readout in FST & BST

# BST - Wheel Basics (View from backwards)

