

Notes on TDR2 Accelerator Systems – 7/30/2012

General approach is to make a 1st pass of edits then take a look at the ensemble for leveling sections.

e- source: edited and returned. This was the easiest as little has changed since RDR. Some figures need updating, particularly optics into the DR.

e+ source: edited and returned. This needed quite a bit of rework and still contains some errors, although I fixed those I could. Yokoya has suggested moving some text between TDR1 and TDR2. I plan to work on the rearrangement this week.

DR: edited and returned. This was mostly fine. The ecloud section may be too long, will reevaluate on pass 2. There is a problem with the 10 Hz text which Mark will address when he applies other edits to this section. There is a plot of kicker performance which seemed like it belonged in TDR1 but didn't fit in either the CESR-TA or ATF2 sections as written. Yokoya says it is in TDR1 accelerator systems so we need to revisit what goes where on the kicker.

RTML: about 1/3 edited. Unfortunately PT's elegant RDR text which was a template for other accelerator systems section has been converted into Russian and now needs substantial work. Yokoya also appears to have comments on what goes in TDR1 vs TDR2.

BDS: nothing yet. It was pointed out that the MDI section has just been submitted.

I hope to finish pass 1 this week, then review figures and relative lengths & details.