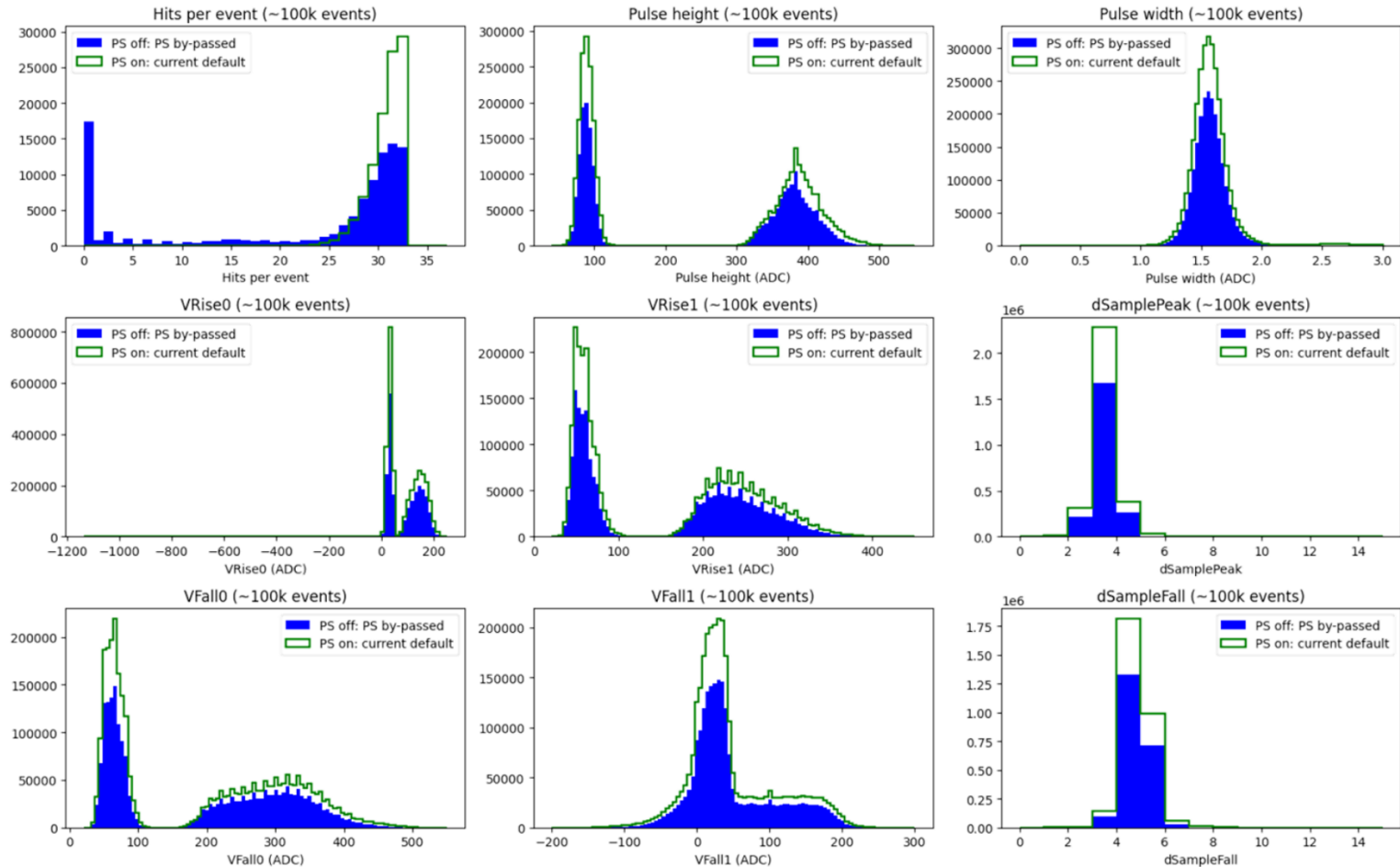# Low number of hits in ROPC processing

- Lower number of hits in all graphs for ROPC processing.

- The issue seems to be from large number of zero hit events.

ROPC Code

- Main problem is that any bad/corrupt hit data will cause the position in the array to permanently be lost and all data afterwards will register as bad. Can results in large number of good hits being lost.

- Possible solution is to search for a correct hit and/or ASIC header after each corrupt/bad data and re-adjust the position.

- Code should be ready in the next few days (Wednesday/Thursday) for testing.