

Log CHARA/VEGA 2016-05-28

Observateurs: Denis, Fred, Simon, Mariem & Norm

UT03:30: Start, everything sounds ok. All applications start correctly...

V65 kappa Dra on E1P1B1-W1P3B2-W2P5B3

UT03:45: slewing on kappa Dra. When starting opletab we got the message 'sh: play: command not found' but finally opletab runs correctly as all CHARA GUIs. The mount on /ctrscrut and /chara was very long to come up.

UT04:05: VEGA setting and alignment done. Fringes found on CLIMB. Difficulties to start climbgtk on our side. NIRO connection is lost. Opletab is frozen and cannot be restarted. After forcing the umount (option -f) and a mount, it decided to work. We got climbgtk running.

UT04:40: start the cophasing process. W1W2 offset=-4600, E1W1 offset=-550.

CLIMB_B1=1.55, CLIMB_B2=-0.45

UT05:14: [HD109387E1W1W2.2016.05.28.04.00](#). Nice fringes on CLIMB and VEGA. R0 around 13cm.

UT5:40: slew to cal2 HD119476 but all three dome servers report as dead...

UT05:55: [D_R2656.2016.05.28.05.56](#)

NOAO gam Vir on W1P3B2-W2P5B3 (*POP3 not correct in starlist file*)

UT06:05: always stuck on domes and telescopes. Chris is assisting.

UT06:30: everything is dead. S1S2 look alive.

UT07:00: scopes servers still dead. Mount on ctrscrut dead.

V65 kappa Dra on E1P1B1-W1P3B2-W2P5B3

UT07:30: long series of tests with Norm and Chris for starting the telescopes. Finally we tried again on the same configuration of kappa Dra

UT08:00: huge difficulties to reinit the scopes/domes... Norm and Chris go to the scopes for visual pointing on vega as the telescopes (at least W1 and W2) are lost. Always the same issues with the pc-ctrlvega-calern mount. When the umount is done, GUIs like opletab and climbgtk open very rapidly, whereas they are very slow if the mount is active or even will not open if the mount is active or stuck. We decided to try to observe with VEGA without the active mounts. The expected issues are the SEEING button in the tip/tilt GUI as it tries to access to the tip/tilt logfiles.

UT09:15: vega is finally seen on the three scopes but next step seems hardly reachable.

UT10:15: dome servers die immediately after star acquisition. No way to solve. We close.