

TRIGGER A: Scintillator singles (pre-scaled)	000001 = 0x01 = 1
TRIGGER B: Scintillator * LED	000010 = 0x02 = 2
TRIGGER C: Scintillator * eMCP	000100 = 0x04 = 4
TRIGGER D: eMCP * UV	001000 = 0x08 = 8
TRIGGER E: rMCP * delayed UV	010000 = 0x10 = 16
TRIGGER F: eMCP * rMCP	100000 = 0x20 = 32

If multiple trigger types are true, add trigger types