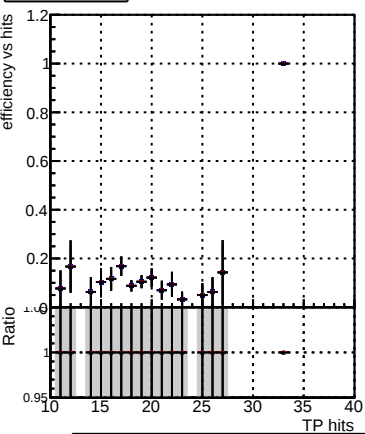


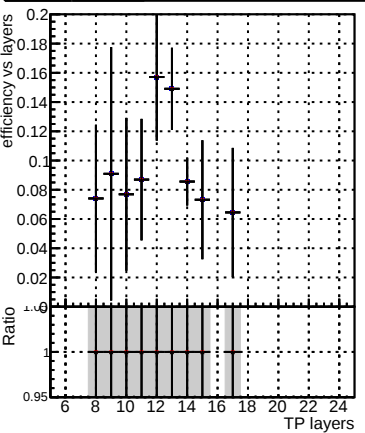
Efficiency vs hit



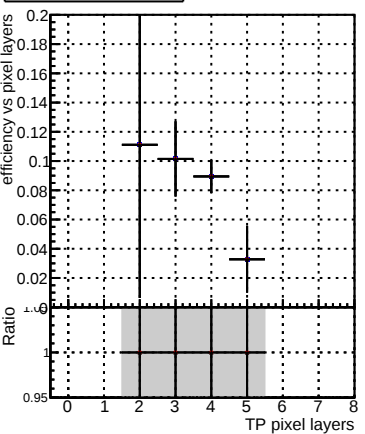
DQM_TT__originalREDO100

DQM_TT__originalREDO100f

DQM_TT__originalREDO100fb3



Efficiency vs pixel layer



Efficiency vs 3D layer

